

WarioWare, Inc.: Mega Party Game\$ FAQ

by MGreen

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This is a FAQ for Atsumare!! Made In Wario, ver. 0.2

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mmmmmmmmmmmmmm right-hand edge, you are using a monospaced font.
iiiiiiiiiiiiiii This FAQ looks far better viewed in a monospaced font.
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12345678901 to view this file.

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1 - INTRODUCTION

Atsumare!! Made In Wario is a GameCube version of the hit Gameboy Advance game Made In Wario (known in the US and Europe as "WarioWare Inc.") This game is made up of over 200 "microgames", which are 5-second games played in random order and at different speeds and difficulty levels. There are a number of characters and each one has a set of games associated with them.

Atsumare! does not alter the basic format of the game, nor does it add many new microgames to the mix; instead it takes advantage of the multiplayer features of the GameCube to create a party game.

If you already have the GBA version of Made In Wario, and you mainly play single player, then it is probably not worth buying Atsumare!! Made In Wario. You already have all the microgames and most of the additional features are for multiplayer. On the other hand, if you

don't own a GBA or you want to give multiplayer a shot, go for it.

Note that this FAQ does **not** contain descriptions of the microgames that were in the GBA version - they're all the same. If you want them, go and read one of the FAQs for the GBA version. There are no new single-player Microgames in the Gamecube version. The only new microgames are multiplayer ones and can only be played in the multiplayer modes.

By the way, a literal translation of the title is "Get together [for] Made In Wario!"

WARNING TO POTENTIAL IMPORTERS: The multiplayer game "Listen To The Doctor", and Orbulon's Boss game, are unplayable if you cannot read Japanese. The first one is not serious, but the second one is because without completing it you can't unlock any of the later Single Player features. You CAN win the Boss game by just guessing, but it might take a while..

2 - MENUS AND TRANSLATIONS

If it's the first time you've played, the first prompt will ask if you want to create a save file: choose Yes, the top option. Only slot A can be used, and if there isn't room, you'll be sent to a menu: Don't Save / Retry / Go to Cube Menu.

The Main Menu (four city blocks), Left To Right:

- Play Single Player
- Play Multi Player
- View Data
- Options

Options Menu:

- Sound Test (when unlocked)
- Sound (stereo/mono)
- Vibration
- Name Entry
- Data Clear

Whenever you start a game, you will be taken to the player profile menu, which at the start will be filled with "New!" slots. Choosing a "New!" slot creates a profile in that slot; enter a name, confirm it (left option), then choose your gender. Name Entry on the options menu takes you directly to the profile screen with no game active.

"View Data" lets you choose a player (added via Name Entry) then view the data cards for that player. There are three cards:

Card 1: Ratings. Timing, Control, Speed, Intelligence, Stamina.
These are earned in the single player microgames.

Card 2: Single player performance. Shows how well you've done in each single player mode.

Card 3: Multiplayer performance. Shows how well you've done in each multiplayer mode.

3 - SINGLE PLAYER

To start a single player game, choose Single Player from the main menu then choose the name of the player account you want to use. You will then be offered two options: the left door is Elevator, the right door is Picturebook.

If you choose Picturebook, you can choose the microgame you want to play. A bookshelf will appear. Each of the books on the top shelf selects the set of games belonging to one of the characters, which in turn follow themes:

(left to right as shown on the picture)

Book 1 - Wario - Easy games
Book 2 - Jimmy - Sports games
Book 3 - 9Volt - Nintendo games
Book 4 - Mona - Strange games
Book 5 - Frizoa - Real Life Games
Book 6 - Dribble - Sci Fi games
Book 7 - Orbulon - Intelligence games
Book 8 - Kat+Ana - Nature Games
Book 9 - Wario - Hard games

The bottom shelf has two books: the first (huge) one gives access to all the games, and the second one is a "photo album" - I don't know the significance of that one yet.

You can choose a game from the picture book, and you'll be offered two options. The first is to play the game as a challenge; the game will repeat over and over getting harder and faster over time, and you must complete it a certain number of times to win a star for that game. The number of times needed is shown on the right hand side of the game select screen. The second option lets you practise the game and you can choose the speed and difficulty level yourself.

If you choose the left hand "elevator" door, then you'll get to pick a mode. The modes are as follows, but they are not all unlocked at the start:

Time	Staff	?
Attack	Roll	
Easy	Hard	Thrilling
Series	Series	Series
Chara	Stage	Movie
Bio	Clear	Theater

[Note: there is a mode at ? but I don't know what it is or how to unlock it. Yet.]

At first, Stage Clear is the only mode available. The others are unlocked as follows:

Complete Stage Clear	--	Unlocks Chara Bio, Movie Theatre, and all "Series" options
Complete 30 stages of Easy Series	--	Unlocks Time Attack
Play Time Attack	--	Unlocks Staff Roll

The modes are as follows:

STAGE CLEAR -- As in the original GBA game, but a bit harder.

You have to play through 25 of every character's microgames in order. The 25th game of each character will be their boss game. The game is over if you lose all your lives, but you can restart from the beginning of the character you lost your last life on.

EASY SERIES -- The "blue pig" option from the GBA. A neverending series of random games, starting easy and getting harder.

HARD SERIES -- The "red pig" option from the GBA. A series of random games at breakneck speed.

THRILLING SERIES -- The "yellow pig" option from the GBA. A series of moderately difficult games, with only one life - lose one game and it's over.

TIME ATTACK -- Choose a number of games to play - 20, 40, or 60. You will play through this number of games and the game will keep track of how long it takes you to get through them. The speed of games increases quickly, to allow you to play fast. If you lose a game the mode does not end; instead future games will be slowed down, and a time-wasting animation will be shown.

STAFF ROLL -- Displays the game credits, but in game form. Move your ship left and right and shoot the flashing ? boxes to reveal the credits. If you shoot a letter that's already revealed it will turn back into a ?, so be careful.

CHARACTER BIO, MOVIE THEATRE -- View information on the characters or their background movies.

4 - MULTIPLAYER

This is the real core of Atsumare!! Made In Wario. Again you can choose several different multiplayer modes, which need to be unlocked. However, they are easy to unlock - just *playing* any multiplayer game to completion will enable it to be counted for unlocking purposes.

Play this...	To Unlock this....
Jimmy	Wario, 9Volt, Dr Frizoa, One Control Survival
All 2F	All 3F
All 3F	All 4F
Orbulon	One Control Jumping, Sound Test (on options menu)

4F	Jump Together	Orbulon	Paper Plane Race
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3F	Ana	Dribble	Mona
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2F	Wario	9Volt	Dr Frizoa
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1F	One Control Survival	Jimmy	One Control Jumping
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Each character has a different multiplayer mode: these are described

below. After selecting a mode, choose the number of players to play, then each player should choose their player account from the list. Each player can then choose a character, this makes no difference to the vast majority of games.

----- Jimmy ----- Ikinokori Fever -----

Jimmy's a party animal who knows how to have a good time. He's designed a nice simple mode to get everybody involved.

All the players will be shown dancing on stages in a club. Each player has a dance floor in front of them with several spectators. A roving spotlight picks one (or more) player(s) to play a microgame. If the player wins the game, nothing happens; if they lose the game, a group of people leave their dance floor. Each player can safely lose 2 groups of people; if they lose a third, their dancefloor is left empty, and they are eliminated from the game. Once a player is eliminated, they can use the analogue stick to walk their character around the screen, obstructing the view of the games. (Note that the character is quite small in this mode, so it isn't possible to create too big an obstruction.)

Note that this game does **not** use the 4-player microgames, even if more than one player is picked by the spotlight. Instead, all the players will play the same, 1-player, microgame and each player's win or lose result will be applied seperately.

The game continues until only one player's dancefloor has people left, whereupon that player wins.

----- One Controller Survival -----

Exactly that. Any number of players can play. Pass the controller around as the prompts on screen tells you to. Everyone plays games in turn; if anyone loses one, they're out. This continues until only one person is left.

----- Wario ----- Ojama Urouro ----- Oh, am I in your way? Haha..

Wario's a nasty fellow who doesn't mind hurting others to get what he wants, so he came up with this multiplayer mode which gives you a chance to mess things up for your friends.

Each player will take it in turn to play through a series of 15 games. The number of games they play will be the same regardless of whether they win or lose them. After everyone has played their games, whoever got the most wins is the winner of the mode.

However, while a player is playing, the other players can walk their characters around on top of the play screen trying to screw up the active player's view of the game! Blocking players use the analog stick to move, the A button to jump (which doesn't do anything special) and the B button to do a pose which makes them take up as much space as possible.

----- 9Volt ----- CARD nomekuri ----- Card Collection

9Volt loves collecting things, so he made this game based on collecting cards.

The idea of the game is to collect as many cards as possible for yourself.

The game screen shows each player's card collection in one of the four corners of the screen, plus a "stock" and "pool", and two decks of cards. At the start of the game, the stock, pool, and every player's card collection are empty.

When it's your turn, you must choose to draw from one of the two decks - move your character next to the deck you want to draw from and press A. One of two things will happen. Most commonly, you'll get a card showing a microgame. In this case, the card gets put in the Stock, and your turn is over.

The other possibility is that you'll get a card showing a Gameboy. If this happens, you must play through all the Microgames which have cards in the Stock. If you win them all, then you win all the cards in the Stock *AND* the Pool for your collection. *BUT*! If you lose *ANY* of the Microgames, then all the cards in the Stock, PLUS ALL THE CARDS IN YOUR COLLECTION, will go into the Pool. Effectively the Pool represents an "extra prize"; when a player fails, cards go into the pool, and are then given to a player who later succeeds. If it so happens that a Gameboy card comes up while there are no cards in the Stock, it is discarded without effect.

The game carries on this way until the two stacks of cards from which players can choose are both empty. When that happens, the player with the most cards in their collection wins.

While one player is playing microgames, the other players can try to steal cards from each other's collections. To do this, use the joystick to move your character to the collection belonging to the person you want to steal from, and hit the A button. A meter will appear; hit A again to stop it in the red area. The higher you stopped the meter, the more you will move the opponent's card. You'll have to repeat this several times to move the card far enough, whereupon it'll move to the next player's collection in the direction you were pulling it (NOT automatically to your own collection!) If you instead remain standing on your own collection, this will make it harder for opponents to steal your cards. The person playing the microgames can't do this and also can't steal other cards, and thus is vulnerable.

----- Dr Frizoa ----- Fuusan Paan ----- "Balloon goes BANG"

Dr. Frizoa likes realistic games, so he designed a mode that you could (just about) play in real life.

One player is chosen to play microgames on the "Virtual GameCube". The other players must repeatedly hit the A button to pump up a balloon on top of the monitor. The player who's playing must stay on the Virtual GameCube until they win a microgame, when they get to switch places with someone else. And they'll want to do that. Why?

'Cos all the time the balloon is being pumped up, eventually it'll get too big and explode.. TAKING THE VIRTUAL GAMECUBE WITH IT. This eliminates whoever's playing at the time.

As soon as a player is eliminated, the game is over. This game is played to find a loser, rather than to find a winner!

----- Kat And Ana ----- Kamekame guragura ----- Turtle, turtle,
wobble, wobble

Kat and Ana love animals, and they love their Ninja training too. So

they've designed a mode which mixes both of them!

All the players are in the ninja dojo, each standing on a stack of turtles. Every player starts with one large turtle in their stack. The game is played in a series of rounds, each of which contains three stages:

1 - Four player microgame. All four players will play one of the new 4-player microgames. If this results in a draw, this stage repeats until a clear winner is found.

2 - Winner's microgame. Whoever won the four-player game gets to play a 1-player microgame on their own. If they win the game, then everyone else gets a large turtle added to their stack. If they lose the game, then the losing player only has a small turtle added to their stack.

3 - Ninja training. All players must now try to remain stable on their stack of turtles for a period of time. Use the joystick to lean back and forth and try to keep your balance. The higher your stack, the harder it is to balance; small turtles are harder to balance than larger ones. If you go too far to one side, your character will start to flash; if you can't rectify their balance quickly, you'll be eliminated.

These three stages repeat over and over again until only one person remains in the game. They are then the winner.

If you are eliminated, your character is replaced with a small turtle. You can still be involved in the game, as follows: first, you still get to play in the 4-player microgame even if you're eliminated. If the 4-player game is won by an eliminated player, all the active players automatically get 1 large turtle each and the Ninja training stage begins. Second, during Ninja training, you can walk up to other players' stacks and hit them (press A) to make them unstable!

----- Mona ----- Doctor Ni Kite ----- Listen to the Doctor!

Each player takes it in turn to go and see "the doctor". The doctor will give you a microgame to play, but he'll also tell you to do something else IN REAL LIFE while you play it. Play the microgame while doing the task.

Once the game is over, the doctor will ask the other players to rate how well you did at the real life task. They do this by using the A button to clap for you - faster presses mean more clapping, means more approval. After this, it is the next player's turn to go and see the doctor.

Eventually the doctor will announce the winner, based on microgame victories and applause received. Note that you cannot see the scores so far during the game - this prevents players from refusing to clap when they know somebody is about to win.

[Note: If you cannot read Japanese this mode is unplayable, since you will not be able to understand what the doctor is telling you to do.]

----- Dribble and Spitz ----- Uchuu de Muchuu

Dribble and Spitz based this mode on their favourite science fiction shows!

This mode is a board game, based on Othello. The board is a grid made up, shown in the centre of the screen. Each turn, you get to place one of your pieces on the board. You must place it next to another piece that is already on the board (unless it's the first turn and there are no pieces there already, in which case you must put it one space away from the center).

The objective of the game is to try to capture your opponent's pieces. To capture pieces, you must place a new piece so that the piece you've just played, and another of your pieces, bracket one or more opponent's pieces. Here are a few examples: here, o's are your pieces, x's are your opponent's pieces, and * indicates the piece you've just played.

..... Here you will capture the two x pieces because the piece you've
oxx*. played (*) and your existing piece (o) bracket them.

.....

..... Here, you will capture the left-hand x piece because it is
...*. bracketed diagonally by your existing o and the piece you've just
.oxxx played. The other two x pieces are not bracketed so you do not
.o... capture them.

.....

..... Here, you will capture all but the right-hand x piece because
...*. they are both bracketed between your existing o pieces and the
.oxxx piece you've just played. You can make several captures in this
.o.o. way with only one piece.

.....

Captured pieces will be transformed into pieces of your colour. Note that even if this transformation causes other enemy pieces to become bracketed, those enemy pieces won't be captured. Only the single piece that you play on your turn can capture enemy pieces.

...o.	Here you will capture two	...o.	Even though there are now two x
...x.	x pieces, turning them into	...o.	pieces bracketed, you do not capture
oxxx.	o's, which results in..	oxxo.	them, because the new piece you
played			
...*.		...*.	this turn is not doing the
bracketing.			

In this version of Othello, there's an extra complication. All of the squares are protected by shields. In order to play a piece on a square, you have to blast the shield away with your laser. Each square has a number written on it, which is the number of laser shots necessary to break the shield and play a piece in the square.

When it's your turn, you can choose a square to play a piece in. You will then make one laser shot against that square (so the number on the square will go down by one). Usually this will not be enough to break through the shield. You will then begin playing microgames. For every microgame you successfully

complete, you will get one more laser blast against the shield of the square you picked. If you manage to reduce the number to 0 - ie, break the shield - then your piece will be played in the square and your turn is over.

If you fail any of your microgames, however, your turn will end with the shield unbroken, and your piece will not be played. Worse yet, any damage you did to the shield will remain, this reducing the number of blasts that your opponents will need to play on that square.

Here's an example. Say there's a square with a 5 on it. If you pick that, you get 1 free laser blast, so 4 are still needed. So you'd have to win 4 microgames to take that square this turn. If you only won 3, then 1 laser blast would be left on the square - that means that your opponent could take it without playing ANY microgames (because he gets one laser blast for free). Note though that he could only do this if the square was a legal move for him (ie, it was a capture)

Sometimes the board will freeze, and it will be impossible for a player to make a move. If this happens, a multiplayer microgame will be played; the winner will get to flip a single piece anywhere on the board to their own colour, to unfreeze the board.

The game continues until all of the squares are filled. Then, it's time for the final challenge! A giant robot attacks everyone. The player with the most pieces gets to fight the giant robot first, then the second, and so on. To defeat the giant robot, you must win a microgame. However, all of your opponent's pieces will remain on the screen, blocking your view of the giant robot's microgame. Whichever player defeats the giant robot wins the mode.

----- Orbulon ----- Minna wa hitori no tame ni ---- All for one!

Orbulon loves games that test your intelligence, so he's a smart guy. And he's smart enough to know that it's good to work together rather than fighting each other. So, he designed a multiplayer mode that makes people work together.

Pick one person to be the "player". This person will play all the microgames. However, they will need the help of others; the other players control lights which they can shine around the play area by moving their joysticks. The player cannot see anything that's not inside one of the lights, so make sure you light up the areas they need to see!

Since you are working together in this game, there's no winner. The game carries on until the player loses a microgame, whereupon you'll see the score that you all attained together.

----- Jump Together -----

This is almost the same as the GBA subgame "Jump Forever" except it's for multiple people. Everyone should try and hit the A button to jump in time with the rope. Try to make more successful jumps than the other players.

----- One Control Jumping -----

In this very silly mode, players should pass the control between them. Each player gets to make ONE jump, then the control is passed to the next player. I can pretty much tell this is just going to be

a big brawl to avoid "you didn't give me the controller in time!"

----- Paper Plane Race -----

Exactly that, just like the "Paper Plane" game from the GBA version. All players try to steer their paper planes to the bottom of the screen. A paper plane can only move by turning left and right, but by quickly switching between the two you can make it move down the screen.

5 - MULTIPLAYER MICROGAMES

1 - Everyone wants to pick my nose!

In the middle of the playfield is a rotating nose (!). Each player controls a hand. Press the A button to make your hand move forward; the aim is to try and get both fingers up the nostrils of the nose. Near-misses will briefly slow down the rotation of the nose, thus possibly messing up the timing for other players. Whoever successfully picks the nose is the winner.

2 - Everyone wants to get scratched!

All four players control.. well.. weird white stick things (I don't know what to say here). Press the button and move the joystick to wave your stick around and try and get the attention of the cat in the centre of the screen. Eventually the cat will wake up and touch one of the sticks; that player is the winner.

3 - Everyone wants to find the idoru!

The game will put the players into a random turn order, and then a screen showing several people covered by black cloaks will appear. Players take it in turns to select one of these people. All but one of them are men, who will run off the screen when selected; the other one is a (female) idoru ("idol" - ie, pop starlet). Whoever finds the idoru wins the game.

4 - Everyone wants to smash up my house!

The game will show a picture of a living room; each player will control a pointer. Point at an object and press A to search it (which usually smashes it). One of the objects in the room hides a hidden token which will win you the microgame. All players play at once, so just search as many things as you can as quickly as you can!

CONTRIBUTORS

At the moment I haven't recieved any, so feel free to send yours in. Please DON'T send single-player microgame descriptions - they will NOT be included.

