



NEED HELP WITH INSTALLATION, MAINTENANCE OR SERVICE?

NINTENDO CUSTOMER SERVICE WWW.NINTENDO.COM

or call 1-800-255-3700 MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time (Times subject to change)

Butt out, nosy! Nintendo

Nintendo of America Inc. P.O. Box 957, Redmond, WA 98073-0957 U.S.A. www.nintendo.com

PRINTED IN USA





0

INSTRUCTION BOOKLET

My mysterious diary OF MYSTERY!!!



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO [®] HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- · Use only the AC adapter that comes with your system.
- · Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

ACAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

ACAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS..



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



THIS GAME IS COMPATIBLE WITH THE GAME BOY ADVANCE PORTABLE VIDEO GAME SYSTEM.

NEED HELP PLAYING A GAME?

Nintendo's game pages, at www.nintendo.com/games, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit www.nintendo.com/community.

If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.



DOLBY Manufactured under license from Dolby Laboratories.
DOlby, Pro Logic, and the double-D symbol are
pro LogIC II
trademarks of Dolby Laboratories.

TO PLAY GAMES THAT CARRY THE DOLBY SURROUND PRO LOGIC II LOGO IN SURROUND SOUND, YOU WILL NEED A DOLBY SURROUND PRO LOGICI IOR DOLBY SURROUND PRO LOGIC DECODER. THESE DECODERS ARE SOLD SEPARATELY,

(Nintendo)

ALL RIGHTS, INCLUDING THE COPYRIGHTS OF GAME, SCENARIO, MUSIC AND PROGRAM, RESERVED BY NINTENDO.

TM, * AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO. © 2003-2004 NINTENDO, ALL RIGHTS RESERVED.



Waaaaah ha ha ha ha ha!!!

Hey, what do you think you're looking at!? This is my long-running diary...uh... I thought I told you to keep your peepers out of my business! I mean it! This is really private stuff! Ah, why do I even bother? If I keep telling you how great it is, you'll just want to take a peek even more... I know I would! Maybe I can distract you by telling you about my all-new, intensely exciting, maddeningly amazing Nintendo GameCube game, WarioWare, Inc.: Mega Party Game**\$**! I'm feeling generous, so I'll even let you keep peeking at my supersecret journal to get the inside scoop on my latest scam... I mean, game!





Hey, everybody, how ya doin'!?

To be honest, I couldn't care less how you are doing! I'm doin' great! I ate a healthy breakfast of bacon, bacon, and more bacon, and washed it all down with a glass of bacon grease! Oh, I've decided to keep a diary, starting today! Why, you ask? Because I'm gonna include it in my autobiography, entitled "Wario: The Brains Behind the Boogers"! I'm gonna make millions! That's right, baby! It's all about the money! Treasure chests are nice, but that gold stuff's heavy! Give me stackable, foldable, crinkly green cash any day! But never mind that, I've got to get writing! I pounded down a healthy cup of sugar (with just a dash of coffee) for breakfast, and then I rushed to the office to put the finishing touches on my new game, WarioWare, Inc.: Mega Party Game\$. Or at least, that's what I was gonna do! I hopped on my chopper, and there I was, cruising along, just a-singin' a song (hey! I'm a poet!), when all of a sudden, my bike starts flippin' out, and I take a wicked spill! After my face had finished skidding across the concrete, I realized I'd landed right on some guy's wallet! I guess today's my lucky day!



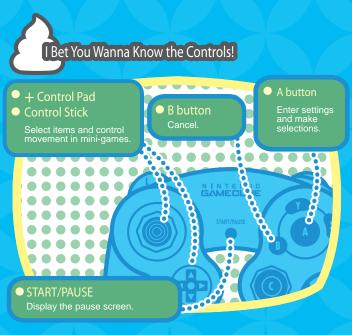


AUG 4th

Forecast: chance of Rain

So, this morning, I'm, like, wrist-deep in my nostrils—digging for gold, you know—when suddenly, I get the best news ever! My newest game, WarioWare, Inc.: Mega Party Game\$, had been completed!! Heh heh heh... It's like a license to print money! I'm gonna make a mountain of cash on this, and it's gonna be mine, all mine! As for all you chumps around town who helped me make this game, tough luck! No royalties for you!

Waaaaah ha ha ha ha ha!!!



AUG 5th

Forecast: Partly Stinky

Yesterday, at the wrap party for my game, I ate so much liver ice cream that I gained a whole twenty pounds! Heck, I ate so much that I can't even squeeze past the bathroom door!! So anyway, I figured I'd just sit here and write Controller explanations for you lazy bums!

8

Hey, I'm Mona, and I KNOW!

ARRGGHH!! THIS IS A PAIN!

I'M DONE WRITING!!! You know, up until now, I've been doing my best to write everything down, but this just stinks! It's not me, and I GOTTA BE ME! And ME DOESN'T WRITE! But I can't give up on my autobiography!! Hmm... I got it! I'll get the people around town to write it for me! It's just my diary. It shouldn't matter who writes it! Dang! I should have had somebody else write the whole thing right from the start!

DANG

I Wanna Play a Game!

Whoa there! Not so fast! First, place the Game Disc and a Memory Card into the Nintendo GameCube and the turn the power ON. At the title screen, press START/PAUSE.



If you're playing the game for the first time, following the instructions on screen to create a new game file on the Memory Card.



The next selection you have to make is whether to play a single-player or multiplayer game. Then, just follow the instructions on screen and start the game!

*Explanations appear on the bottom of the screen, too. Just so you know.



You can save player names in both the single- and multiplayer modes!



Hey there! It's me, Mona! It's been raining here all day, and I've got cabin fever, so Wario asked me to write his diary for today! I'm so excited! There are so many fun games in WarioWare, Inc.: Mega Party Game\$!! Play single player if you want to try your hand at our many, mini microgames all by your lonesome. If you want to some competition, though, grab your friends and play multiplayer. Either way, it's a lot of fun! Don't worry if you don't know how to play each game. Everything'll be explained along the way! All right, everybody! Get fired up!

*Multiplayer mode requires you to have friends! You can't play against a computer-controlled player!

Saving data

This game has auto-save and saves your game data all on its own!

- You need to have one file and four blocks free on your Memory Card.
- Refer to your Nintendo GameCube Instruction Manual for information regarding formatting Memory Cards and deleting files.
- You can still play the game even if you don't have a Memory Card, but you can't save.
- While data is saving, don't even THINK of removing the Memory Card or pressing the Nintendo GameCube POWER Button.

• To delete save data, select Delete Data from the Options menu.

It looks like Wario could use a little color in his life! Why don't you give him a hand?

Survival Fever



AUG 8th

Forecast: cool and sunny

Aw, yeah... I was on a raging Survival Fever kick all night! It looks like it's gonna be a great day out, but I think I've gotta play more Survival Fever!

Play this way!

The object of this cool game is to work the crowd and keep them happy—you want to be the last player standing! Try to bug your buddies so that they lose their cool and their audience!

- Try sneezing while your pals are playing. Shake 'em up and make 'em mess up!
- It also really throws them if you stand up really quick and dance a little jig.

Jimmy T.

Yo! I wrote the diary entry for Survival Fever from the Multi-player Mode!

Yo! Dig these crazy flares!

000

AUG 9th

Forecast: Bright and sunny

It's hot! Hot hot hot! The sand in my sandbox is burning my feets! Oh, turtle! Hey, turtle! Mr. Turtleturtleturtle! Sorry I jumped on your back, but my feets were on fire!!

How's this sound?

This game gets more tough every time you lose a microgame! Sensei said the most important thing for a growing ninja is a good sense of balance!

• While you're wobbling back and forth, yell out "TIMBER!" to see if you can make your buddies mess up and fall!

Ana

Wobbly Bobbly

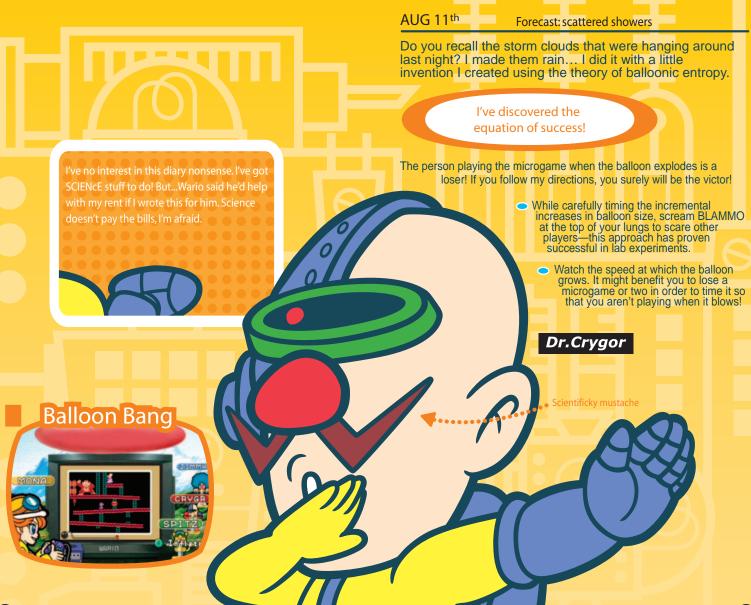


It's been such a long time since I've written in a diary! I wonder if I still remember how... But guess what! I can write cursive, even though they don't teach that at ninja school!

Kat

16





AUG 12th

I heard a rumor at the office. My employees have been complaining about me behind my back! They say I don't do anything, that I just walk around getting in everyone's way and eating their donuts. I'll show them! No paychecks for a month!

Bzzz

Outta My Way!





Argghh! I thought I told you I wasn't writing this diary anymore! I hate work, and this diary's turning into one big chore!

Irritate your pals!

This is my kind of game! The object is to irritate people and play dirty! I can cover almost the entire screen. What!! Unfair, you say?? That's the point of this game! You can do anything in the name of victory!!

- Try unplugging your opponents' Controllers when they're not looking!
- If you start to lose, just tell everybody, "I'm gonna hurl!" and run away.
- Make sure you cover all the important parts of the screen with your bad self

(22)

Wario

I'm sick of all this writing! We're taking a break! See if you can wrap your head around my mazes!

ou

in

Have I told you about my antigravity cleats?

l lost my jumpsuit! Now I gotta drive in my underwear!

in



My face is all freaked out!

24)



Surprise, surprise! My helmet makes an awesome



Out Whose shoes are these?





🛨 Warp

in

What !?!? You're sick of doing mazes? Did you even bother looking at them!? Seriously, after I

Maze Research?

ertain

6

ou

in

out

went to all the trouble of making these things, you just wanna turn the page?



Listen to the Doctor!



AUG 13th

Mona

Hey! Hey! Hey! I'm off work today, and I've go

nothing but free time!

I'd love to do another

Forecast: Don't know this one***

I got my paycheck yesterday, and I was thinking Wario and I could go for a banana parfait. Hmm, I wonder if he even likes banana parfaits... I'll go ask the doctor! He knows everything!

Follow the doctor's orders better than anyone!

Play a microgame while following the doctor's orders exactly! This game is sure to get even the most boring of players fired up! You might just see a side of your friends you weren't prepared to see!

(27)

- When it's not your turn, you get to be a judge!
- Don't be shy! The more you overreact, the more likely you are to win!
- In fact, you should pay more attention to your reaction than to the microgame!



28

(29)



Best friends?

All the players use their spotlights to help the person playing the microgame. Put aside your competitive spirits and join together in unity!

- The point of the game is to help players see their tasks!
- I suppose you could act like a decent person and then betray your friends' trust!

Orbulon

Yo! Yo! Jimmy T. here! Sorry to butt in, but ya gotta let me explain the big picture here! If you're playing a lot and playing well, a whole bunch of new games will make themselves available!

29

2222

Paper Plane

51

0

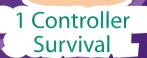
1 Controller Jump Forever

15

0.0000

Incredible!! Anywhere from 2 to 16 players can play using the same controller. Players use the controller one at a time! Get 16 of your best buds together, get crazy, and go head to head 'til dawn! Jumpin' FEVER!

Type 4/



Two to four people can play these side games simultaneously! They're cool games, but they require intense concentration!

Jump 🦊

Forever

Employment Application for WarioWare, Inc.!

How would you like to work for ME at my glorious company? How much does it pay!?! You cheeky punk! I'll tell you later! MUCH LATER! Some people make nothing; some people make something! It's all up to me and whatever I'm feeling like at the time! You gotta problem with that?





Well, that was tough, huh? WHAT!! You got everything right? This test means nothing!! I decide who gets hired at my company! And I don't have a single penny to pay you! To tell you the truth, I don't think I've ever paid anybody anything!



My diary's gotten a little out of whack, so I guess I'll have to write this last chapter. Hey, wait a minute! Everybody wrote about themselves instead of about me! This won't make a very good chapter in "Wario: The Brain Behind the Boogers," my upcoming autobiography!!

Oh well, who cares!? I've already made a mountain of cash off my game sales! By the way, I'm inviting everybody to the roof of my company to enjoy the Wario fireworks tonight! While everybody's stuffing their faces at the picnic, I'll be running off with all the cash! Employee salaries? Not in my company! If you ignore the problem long enough, it just goes away! Oh yeah, when the picnic's over, all my employees can consider themselves FIRED!! Connecting the Nintendo GameCube[™] Game Boy[®] Advance cable ● ● ● ● ● ● ●

This section explains how to use the Nnterob GameCube Game Boy Advance cable to connect your Nnterob GameCube with your Game Boy Advance.

What You Will Need:

Game Boy Advance One GBA for each player	
Nrtendo GameCube One system	
Wario Ware Inc. Game Discs One disc	
Nntendo GameCube Game Boy Advance cable One cable for each player	

To connect the Nintendo GameCube Game Boy Advance cable:

- Insert the Game Pak into the Game Boy Advance.
- Follow the ansarem instructions to cannect the cable to the Ninterab GameCube.
 Note: Check to make sure that the cable is connected as illustrated in the picture below.
- · Connect the cable to the Game Boy Advance
- Turn the power ON to the Game Boy Advance.

For instructions on what to do from this point forward, see page 11.

Note: Do not connect any cables or Game Boy Advance systems that are not compatible with

the Nintendo GameCube game you are using

See the instructions that came with the Ninternob GameCube Game Boy Advance cable for additional connection information

Precautions for Communication between Nintendo GameCube and Game Boy Advance In the following circumstances, communication may not work or may malfunction

- A Game Disc that obes not support the Game Boy Advance Game Pak is loaded in the Ninterob GameCube.
- A cable other than the Nintendo GameCube Game Boy Advance cable is used
- The cable is not plugged in completely.
- The cable, Game Boy Advance, or Nintendo GameCube is not connected properly.
- The Nintercho Game Cube Game Boy Advance cable is connected or disconnected during communication
- The pover is turned OFF to either the Nintendo GameGube or Game Boy Advance, or the RESET Button is pressed on the Nintendo GameGube



Important Legal Information

Copying of any video game for any Nintendo system is illegal and is stridly prohibited by domestic and international intellectual property laws. "Badk-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating disconnect the device carefully to avoid damage and resume normal game play.

If your game ceases to operate and you have no device attached to it, please contact. Nintendo Customer Service (see below).

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by correstic and international intellectual property laws.

For further information or assistance, please contact: Nintendo Consumer Service www.initendo.com or call 1-800-255-3700 (U.S. and Canada)



Warranty & Service Information

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m to 7 pm, Padific Time, Monday - Sunday (times subject to drange).

If the problem cannot be solved with the troubleshooting information available on-line σ over the telephone, you will

be affered express factory service through Ninterado or referred to the nearest NNIENDO AUTHORIZED REPAIR CENTER. Please do not send any products to Ninterado without contacting us first.

HARDWARE WARRANTY

Niterab of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect overed by this warranty occurs during this warranty period, Nintendo or a NNIENDO AUTHORIZED REPAR GNIER will repair the defective hardware product or component, free of drarge. The original purchaser is entitled to this warranty only if

the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmarship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NNTENDO AUTHORIZED REPAR CEMIER.

will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Rease try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NNIENOO AUTHORAZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, REIGHT PREPAID AND INSURED FOR LCSS. OR DAWACE, to the nearest service location. Rease do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THS WARRANTY SHALL NOT APPLY IF THS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NNTIBOD (INCLUDING, BUT NOT LIMITED TO, NONLICENSED GAVE ENHANCEMENT AND CORTER DEMOES, ADAPTES, AND POWER SUPPLIES; (b) IS USED FOR COMMENDAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPETED WITH (c) IS DAVIAGED BY NEQLICENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CALSES UNRELATED TO DEFECTIVE MATERIALS OR WORKWANSHIP, OR (c) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND HTNESS FOR A PARTICULAR PURPOSE, ARE HERBEY LIMITED IN DURATION TO THE WARRANTY PROCED CESCHBED ABOVE (12 MONTH-5 OR 3 MONTH5, AS APPLICABLE). IN NO EVENT SHALL NNTENDO BE LIABLE FOR CONSEQUENTIAL OR INCLEDITAL DAVAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES, SOME STATIS DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCLEDITAL DAVAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Rechmond, WA 98073-0957 U.S.A.