

WARIO WORLD™



INSTRUCTION BOOKLET

EmuMovies



NINTENDO
GAMECUBE™

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT 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

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

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

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- 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.

⚠ CAUTION - 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.

⚠ CAUTION - 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.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.[®]



1 Player

THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.



Memory Card

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



Progressive Scan compatible

THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TVs.



Game Boy Advance Compatible

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

NEED HELP PLAYING A GAME?

You can visit our website at www.nintendo.com for game play assistance. For automated game play tips and news, call Nintendo's Power Line at: **1-425-885-7529**. This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-800-521-0900

Available in U.S. and Canada - \$1.50 per minute (U.S. funds)

Please have Visa or MasterCard ready

MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under 18 need to obtain parental permission to call. Prices subject to change.

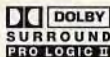
TTY Game Play Assistance: 425-883-9714



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

EVERYONE

Cartoon Violence



Nintendo

© 2003 NINTENDO. DEVELOPED BY TREASURE. DOLBY, PRO LOGIC AND THE DOUBLE-D SYMBOL ARE TRADEMARKS OF DOLBY LABORATORIES. 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 NINTENDO. ALL RIGHTS RESERVED.

CONTENTS

FROM RICHES TO RAGS	6
MY AWESOME MOVES	8
START THIS MIGHTY GAME!	12
SAVE...OR ELSE!	18
THE RULES! PAY ATTENTION!	20
THIS PLACE IS DANGEROUS!	24
DOWNLOAD SOME OF WARIOWARE, INC.!	26
MEET THESE IDIOTIC ENEMIES	30
SEE WHAT MAKES ME TICK!	32
WARRANTY & SERVICE INFORMATION	35

SO! EVERYBODY FEELING GOOD? GOOD. ME? YOU KNOW ME—I'M ALWAYS ON TOP OF THE WORLD! NOW THAT I'M ON THE NINTENDO GAMECUBE, I'M LOVING LIFE! UP UNTIL NOW, I'VE ALWAYS BEEN STUCK IN THOSE LIQUID CRYSTAL DISPLAYS, BUT NOT ANYMORE. BEFORE YOU KNOW IT, I'LL HAVE A MONOPOLY ON ALL THE BIG SCREENS, TOO! BUT HEY, DON'T JUST STAND THERE DROOLING ON YOURSELF, ALL HYPNOTIZED BY MY COOLNESS! SIT BACK AND GET READY TO ROCK, WARIO-STYLE!





FROM RICHES TO RAGS



"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, by the way—and this is a secret—the lower chambers 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 fine treasures! Please! I'm not even gonna let you look at any of 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 powerful 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 lets it turn treasures into monsters. To make matters worse, the black jewel has decided that it wants to build a kingdom of its 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 in 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-colored 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 thinks it can outwit the great Wario! Somehow, someway, I'm gonna take back every last treasure it stole from me! Then I'll smack that thing 100 times!! AAAARRRRGGGGHHHH!!"

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!



MY AWESOME MOVES

HERE ARE MY BASIC CONTROLS,
SO REMEMBER 'EM!

All of you are gonna be so happy! Why? Because you get to control the super-powerful action star that rules the world—me, Wario! I made the controls pretty easy so knuckleheads like you can figure them out without blowing a circuit.

L BUTTON

- Suck up coins with Hyper Suction



CONTROL STICK

- Move Wario
- Climb up and down ladders



START/PAUSE

- Pause the game (Display the item screen)

Whether you win or lose my game depends on your strength and stamina. Munch on garlic to get powered-up!



Menu Controls

	Select
	Confirm selection
	Cancel command

R BUTTON

- Perform a Dash Attack

A BUTTON

- Jump (Press the R Button during a jump to do a Ground Pound)

B BUTTON

- Punch (Press and hold to do a Dash Attack)
- Pick up items and unconscious monsters

Commands you can use after picking up an object are on the next page!

C STICK

- Rotate view (Change the camera angle in underground rooms)

HERE ARE MY ULTRA-DESTRUCTIVE MOVES!

Hey, these are easier than picking your nose! What do I mean? I'm talking about my controls, of course. Still, there ARE a few moves that'll make you use your thick head a bit. Trust me, these moves are mighty powerful, so you'd better master them as soon as you can!

THROWS

Attack monsters with punches and other moves. Once you've KO'd 'em, use the B Button to pick up those knocked-out, idiotic-looking goons and then press the B Button once again to throw them! You'll be chucking ugly monsters around in no time! Oh, and you can hold the B Button down to store up power in order to toss monsters even further! Yeah, that's right, I'm a powerful dude!

- You can throw columns and sculptures, too!



THE CORKSCREW CONK

Ooog... Everything is spinning! No, wait, it's not the world that's spinning...it's me! Press the R Button to do a Dash Attack, then press the A Button. I'll do a really cool somersault move called a Corkscrew Conk!



PILEDRIVER

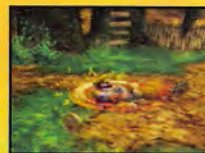
This is another spinning move. KO a monster, pick it up, then press the A Button to jump! While airborne, press the R Button to do an earth-shaking Piledriver! It's a really damaging move, so don't any of you good kids try it at home!



- You can also use the Piledriver on columns and statues!
- This move also knocks down any monsters that happen to be nearby!

WILD SWING-DING

What?! Another spinning move?! Enough already!! Well, anyway, this mighty maneuver suits me to a tee. Yeah, it's actually my favorite—I call it the Wild Swing-Ding! KO a monster and pick it up, then try rotating the Control Stick in circles!



- After you've rotated the Control Stick a certain number of times, Autospin will take over. Once it does, you can use the Control Stick to move around while spinning.
- Uh-oh! I spun too much...feels like I might lose my lunch! ...Urp! OK, I'm better. Listen, if you get sick of spinning, just press the B Button to toss whatever you're holding!

- You can also use the Wild Swing-Ding on columns and statues!
- ...And you can use it to knock out other nearby monsters!

Since I'm such a popular guy, even my enemies tend to swarm around me. I've gotta be careful, though, 'cause just when it looks like they're coming to pester me for an autograph, they'll suddenly punch me in the head! When the punks try that, use the Piledriver or the Wild Swing-Ding to get rid of groups of monsters all at once! Suckers!





START THIS MIGHTY GAME!

OK, folks, you've waited long enough! It's time to start this gem of a game! Don't get so excited that you have an accident.

LET'S GO!

Insert my awesome Game Disc in the Nintendo GameCube, place a Memory Card in Slot A, close the Disc Cover, and turn the power ON. Press START/PAUSE on the title screen to make the file-selection screen appear.



First, you'll have to create a game file on the Memory Card. Once that's done, walk over to one of the books marked "New" and give it a whack by pressing the A Button. Highlight "Start" and press the A Button to start the adventure!



- If you wanna read about deleting files or reformatting your Memory Card, stop being so lazy and read your hardware manual. I don't have time to explain all that!
- In order to create a new file you'll need 10 free blocks of space on your Memory Card. I know it's a pain, but keep it in mind.

When you appear in the Courtyard of Treasure Square, head directly to the first stage. Once you pass through one of the doors to an open area, the action starts! Help me beat all these ugly monsters back to wherever they came from! (For more information about stages and areas, turn to page 20.)

ABOUT YOUR OPTIONS

If you select "Settings" on the file-selection screen and press the A Button, you'll be able to mess with the game settings by selecting and changing them with the Control Stick.



RUMBLE



You can turn the Rumble feature that shakes your controller either ON or OFF.



SOUND



Choose between Mono, Stereo, or Surround for the sounds and music played during the game. Of course, I always choose Mono, because my ears confuse easily!



Hey, listen up, and I'll teach you something useful. If you want to make liver and onions, you've gotta have fresh liver. Fresh liver goes really well with onions. I could easily eat 100 plates of that stuff! ...So whaddya think? My tidbits of information are really important, huh?

THE GAME SCREEN

So admit it... Don't I look cool in the game screens? Those long, muscular legs on my sturdy, toned frame... I'm the perfect specimen of a man! ...What!?!? You say I look fat and my quadruple chin looks like a waterfall of flab? Shut up! That's just because you have your television set up for widescreen display!

SPRITELINGS

This fella is a Spriteling—these guys are always shut up in boxes! If you help these guys out, they'll give you hints about the quest! They're meddlesome little twits... I mean, hints are all well and good, but I'd rather have coins!!



COIN COUNTER

Cash is almost as important as life itself! I don't care how you get coins—just get them. Don't take even one single coin for granted. The counter here will keep track of how many you have.

HEART METER

The Heart Meter will drain if you let monsters attack me. Hey, and don't do anything stupid just because it's me out there instead of you! Play as if my life depends on your success!

ME

Wow! That handsome young stud with the charm and class of a millionaire playboy is me! You'd better not get me beat up in this game!

MONSTERS

These idiots are gonna constantly get in my way, I guarantee it! Whatta ya think? Yeah, they look ten times weaker than me, right? Still, you'd better not ignore them! Since they're such weakling cowards, they love teaming up on me!

Hey! Don't look!
This is my treasure!
MINE!



THE ITEM SCREEN

When you need to hit the bathroom or when you want to check on the treasures you've collected, press START/PAUSE to bring up the item screen.

...What? Who made this screen so complicated? Honestly, even my brilliant self thinks this screen is a bit complex. Still, if you just read this explanation carefully, using the item screen will be as easy as taking treasure from a baby!

TREASURES

Here's where you'll find the treasures that wait inside colored treasure chests. Originally, these were all MINE! So make sure you collect ALL of them!

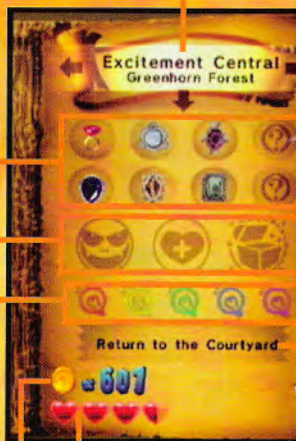
STAMPS

These badges of honor sparkle if you accomplish the area goals.

HINTS

Move the cursor to the left or right in order to see all of the messages that the Spritelings have given you. Of course, mostly I just want those guys to shut up.

AREA NAME



HEARTS

COIN COUNTER

ABOUT THE CURSOR

If you place the flashing cursor on one of the topics, information regarding the topic will show up in the space to the right. Move the cursor with the Control Stick.

Area Name Move left and right to display the item screen for other areas.

Treasures Move up, down, left, and right to display treasure names.

Stamps Move left and right for explanations about each stamp.

Hints Move left and right to display the hints you've received.

Leave Area Return to the Courtyard.

GOLD STATUES

They made gold statue models of me 'cause I'm so awesome!
Complete the whole set!

RED DIAMONDS

DIAMOND DISPLAY

Once all of the red diamonds have been collected and placed on the Stone Doohickey, the door to the boss room will be unlocked.

SPRITELINGS

These are the Spritelings that you've saved! You guys sure do look alike. Are you sure you're not quintuplets?

LEAVE AREA

Select this to return to Treasure Square.
Just follow the directions on the screen!

W SAVE...OR ELSE!

Haven't you ever been zoning out, gotten done in by a monster, and then mistakenly pressed RESET in a rage? Whenever that happens to me, I always throw my controller against a wall and break it. Short-tempered people like me need to regularly save their progress!

SAVING METHODS

When you clear an area or when you go from an item screen to Treasure Square, follow the instructions on the screen to save your progress! You can also just punch one of the books in Treasure Square to save your progress at any time! You got that?



COPYING AND DELETING SAVED DATA

When you select and enter a game on the file selection screen, a window will appear. Select either Copy or Erase and then follow the instructions on the screen to copy or erase data! OK?



Whoa whoa WHOA!! Is it really OK to delete that file? Make sure you know what you're deleting before you get rid of it! Don't come crying to me after you've deleted the wrong file, because I'll show you no sympathy!

Do NOT remove the Memory Card or turn the power to the Nintendo GameCube OFF while a save is in progress. Doing that can possibly ruin your Memory Card or break your Nintendo GameCube! So be careful!!!



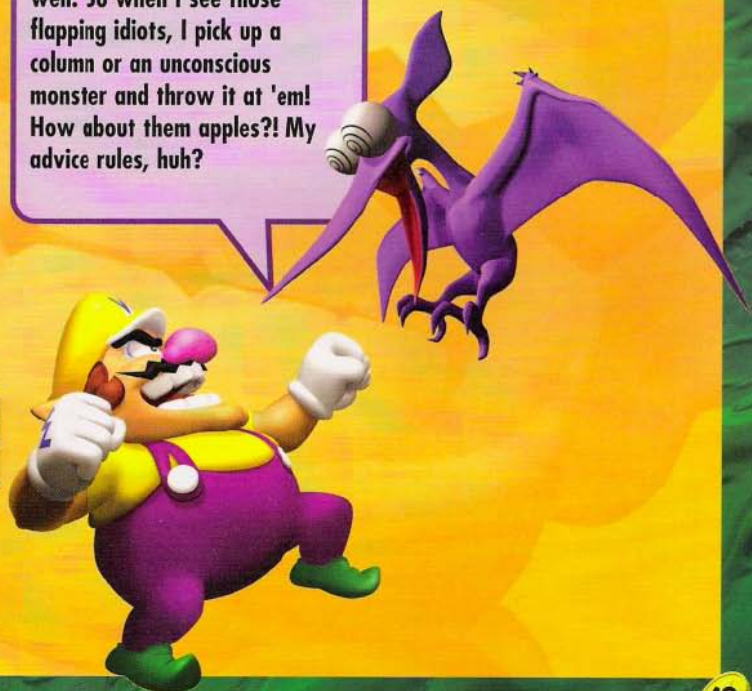
CONTINUING A PREVIOUS GAME

As if you don't know how to do that! Well, I'll teach you anyway. On the file-selection screen, select and enter the game file that you want to continue.



HEY! There's no saved game!! Where'd it go?! ...Look, don't panic! Relax and check to see that the Memory Card is correctly inserted in the Nintendo GameCube.

Listen up! Flying monsters are a huge pain, 'cause my powerful punches don't land on them very well. So when I see those flapping idiots, I pick up a column or an unconscious monster and throw it at 'em! How about them apples?! My advice rules, huh?





THE RULES! PAY ATTENTION!

The rules of my game are just plain simple! I would say that you just knock the stuffing out of all the monsters around you, but I guess there are a few points you should remember.

GAME LAYOUT

This game is made of four different stages. Within each stage, there are three different areas. Begin in the first floor area and then continue in order. Continue your quest through the four stages and collect the piece of the giant key that the stage boss holds! Once you've found all four pieces of the key, head for the giant treasure chest where that stupid black jewel is sleeping.

Giant Treasure Chest



The platform's made of four different stages.

THE PURPOSE OF THE WHOLE THING

The object of my game is to pummel that treasure-stealing black jewel 100 times! Oh, and I almost forgot the most important thing! You've also gotta take back my glorious castle and all of the treasures that were stolen from me! ...Look, forget all that for now—just beat up anything you see, OK?

GAME OVER

If you lose all of your hearts and you don't have enough coins to continue, the game's over! Sorry, but you'll have to start over from the beginning of that stage. (Ahhh, ha ha ha ha ha! You're AWFUL!)



CONTINUE

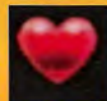


In order to continue your game, you need coins!! Be careful, 'cause the number of coins needed to continue varies between areas.



HEARTS

You've gotta have these to live! When you munch on the garlic that pops out of some treasure chests, your Heart Meter will fill up by one heart. ...Whoa, and I almost forgot one of the most important things! When monsters rough you up, your Heart Meter will drain. Hey, I'm tough, but I'm not invincible!



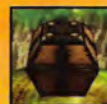
COINS

Money makes the world go 'round! Don't let even one pass you by! People will betray you, but money never will!




WOODEN CHESTS

Sometimes wooden chests produce tons of coins! Ahhhh, money... Uh, sorry, I just drooled on myself. Useful items like bombs and garlic are also sometimes hidden in wooden chests.



TREASURE CHESTS

When you press one of the  logo buttons, a gorgeous treasure chest will appear on a platform of the same color as the button. Stop messing around—find it, and bust it open! These always contain treasures! I'm pretty sure that if you collect all of them, you'll get a cool reward!



SPRITELINGS

You know, I'd like to tell these guys, "Hey, I'm busy! You guys free yourselves!" ...But it turns out, if you bust open the boxes they're in and set them free, they'll give you something in return! If they didn't, who would save them, anyway? Not me! It's a pain in the neck!



GOLD STATUES

Hey! Who the heck named this sub-header anyway! It's not Gold Statues, it's Mr. Wario's Gold Statues, you idiotic game staff morons! I'll remember that, punks!! Anyway, when you collect all of a statue's parts, a Mr. Wario's Gold Statue will get built in Treasure Square! Every time you build a statue, you'll increase your Heart Meter by a half-heart!



UNITHORNS

If you fall off a cliff or into a hole, you'll land in Unithorn's Lair! Down there are ugly creatures known only as—surprise, surprise—Unithorns! These rotten monsters stalk and torment you! To escape 'em, you need to bust the boxes, find the Escape Spring, and jump on it to launch outta there!



TRAPDOORS

During the game you'll see trapdoors on the ground that lead into underground sub-rooms. They're pretty exciting, so try popping into one! When you want to return to the surface, just find and touch the Escape Spring!



WOODEN TRAPDOORS

It's easy! Easy as spitting in someone's soda! ...Can I say that? Well, at any rate, it's easy! Just do a Ground Pound on these hatches and take a peek around!



STEEL TRAPDOORS

These are sort of a pain! Grab yourself a monster or a column and then bash into these hatches with a Piledriver move! If you give 'em a good knock, they should open up!



GOAL TRAPDOORS

These are the most important trapdoors in every level! If you collect enough jewels and then do a Ground Pound on these, you'll be able to enter them. There's a rumor that some kind of monster always sits on top of these trapdoors.



All of you rabid Wario fans will of course already know this, but this pose I'm striking is my special, patented taunt! Whenever I do something really awesome in the game, I'm gonna do it whether you like it or not!

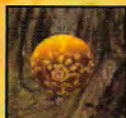


THIS PLACE IS DANGEROUS!

There are a bunch of different traps out there, all crafted to slow me down and make me mad! You'll really have to use your head to get through some of these areas, but if you have a sky-high IQ like mine, you shouldn't have any real problems. For those of you who don't have much confidence in your noggin, read the explanations below!

GLUE GLOBES

If you jump onto these yellow balls, you'll stick to 'em! Honestly, it's actually kind of embarrassing scrabbling around on those things... You'd better not laugh at me while I'm bouncing around up there! During the game, try sticking onto one of the balls hanging from the ByeBye Balloon! You might just like it!



BLOCKS

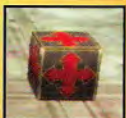
ROCK BLOCKS

Punch or attack the weak sides of these blocks to bust 'em! Make sure you use one of my powerful attacks to do it, too! Ahh yes...my powerful moves! I do love 'em!



ARROW BLOCKS

If you punch or attack these blocks, the directional arrows on them will change! Rack that little brain of yours and try changing the directions of a few of these!



MARSHMALLOW BLOCKS

These fluffy blocks will deflate as soon as you try to stand on 'em. If you're gonna jump on one, get ready to jump back off pretty quickly!



You'll see other blocks over the course of the game. Don't go around 'em, you wimp! Attack 'em with my powerful moves!

GARLIC DISPENSERS

These vending machines spit out garlic in return for valuable coins—you just gotta punch the machines to get the garlic to come out! Each time you eat a head of garlic it'll restore one heart...but each time you buy a head of garlic, the price goes up! Stingy, aren't they?! I wanna punch 'em just to punch 'em!



SWIRLY SLABS

If you do a Wild Swing-Ding on one of these platforms...huh, that's strange! This thing goes up in the air! Be careful not to fall off!



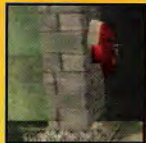
SWIRLY SPINNERS

Try doing a Wild Swing-Ding to turn these in the direction of the arrows shown—a nearby gate will open! If you're going through, do it fast, because it'll close pretty quickly!



OLD RED-MUG

These guys' ugly mugs just don't look right in my beautiful game! Well, whatever...they're in it. You oughta try hitting 'em in those nasty faces of theirs! If you do it right, you'll probably be able to get into an area you couldn't reach before!



BUNNY SPRINGS

Obviously, these are jump platforms shaped like rabbits! If you do a Ground Pound on them, you'll be able to jump really high!





DOWNLOAD SOME OF WARIOWARE, INC.!

Hey, bonehead! You're sitting there wondering what connected game play is, aren't you? What a loser. Oh well, I guess I'll have to fill you in.

You can use the Nintendo GameCube Game Boy Advance cable to transfer portions of WarioWare Inc.: Mega MicrogameS from the Nintendo GameCube to a Game Boy Advance. You don't even need to have a Game Pak inserted! You can then carry the Game Boy Advance anywhere you like and play the microgames you downloaded!

The downloaded microgames will be for one player, and they will vanish if the Game Boy Advance is turned off.

TRANSFER GAMES

When you collect all of the treasures in an area, a sign will appear in front of the big treasure chest in the Courtyard. Connect your Game Boy Advance, turn the power ON, and then punch the sign! You'll start downloading immediately!



Once the download is done, the WarioWare, Inc. game screen will appear on the Game Boy Advance screen. Disconnect the Nintendo GameCube Game Boy Advance cable and enjoy your microgames!



If the download fails, the download-failure screen will appear. Check to see that the cable is connected properly and then try the download process one more time. Only one game can be downloaded to a Game Boy Advance at a time.

SLEEP MODE

Hey, bonehead!! Don't turn the power to that Game Boy Advance off! If you cut the power off, the game you downloaded will vanish! But, if you leave the power on, you'll be wasting energy. In this case, you'd better use Sleep Mode!

ENTERING SLEEP MODE

On the title screen, try pressing the L Button, R Button, and SELECT at the same time. How about it? Sleepy? No, you bonehead, not you, the Game Boy Advance!

EXITING SLEEP MODE

While in Sleep Mode, try pressing the L Button, R Button and Select at the same time again. This will return you to the game. Whaddya think? WarioWare, Inc. is pretty cool, huh!

HOW TO PLAY WARIOWARE, INC.: MEGA MICROGAMES

When the game screen is displayed, press the A Button to make the game begin!

CONTROLS

How the heck should I know?! Buy the game and find out for yourself! OK, OK, I'll give you a little advice.

+ Control Pad Move

A Button Do stuff



CONNECTING THE NINTENDO GAMECUBE GAME BOY ADVANCE CABLE

Lemme explain how to connect the Nintendo GameCube and the Game Boy Advance using the Nintendo GameCube Game Boy Advance cable. There's a bunch of stuff you need, so listen up!

ITEMS NEEDED

- Game Boy Advance or Game Boy Advance SP 1
- Nintendo GameCube 1
- Nintendo GameCube Controller 1
- Wario World Game Disc 1
- Nintendo GameCube Game Boy Advance cable 1

HOW TO CONNECT

1. Insert the Nintendo GameCube Game Boy Advance cable into one of the Nintendo GameCube Controller Sockets.
*Confirm cable connection positions in the picture on the right.
2. Connect the Nintendo GameCube Game Boy Advance cable to the Game Boy Advance.
3. Turn the Game Boy Advance power ON.
4. From here on out, please refer to page 26.

Do not connect any extra cables or Game Boy Advance game systems to the Nintendo GameCube.

CAUTIONS ABOUT CONNECTED GAME PLAY

The following situations could result in failed data transfer or inaccurate control response, so be careful and don't do any of them! ...Oh no! Having said that, now you'll want to do them all the more. Don't!

- A Game Pak is inserted in the Game Boy Advance.
- You're using some other kind of cable aside from a Nintendo GameCube Game Boy Advance cable.
- The Nintendo GameCube Game Boy Advance cable is not inserted all the way.
- The Nintendo GameCube Game Boy Advance cable is not connected properly to either the Game Boy Advance or the Nintendo GameCube.
- You pulled the Nintendo GameCube Game Boy Advance cable out during data transfer.
- During data transfer, you either turned the power to the Game Boy Advance or the Nintendo GameCube OFF or you mistakenly hit RESET.



Illustration shows how to properly connect the Nintendo GameCube, Game Boy Advance, and Nintendo GameCube Game Boy Advance cable.



MEET THESE IDIOTIC ENEMIES

With such limited manual space, why are they making me introduce these clumsy jerks? Well, I guess you novices should be glad, 'cause I'll point out some of their weak points!

MAGON

You can tell these guys are dunces just by looking at 'em. These nitwits don't think about anything whatsoever! The future, the economic forecast, world peace...nothing! They think about nothing! So, I don't think about anything when I'm knocking them out with one big punch!



CRACTYL

Hey, don't pass this guy by. Just because his eyes are all swirly doesn't mean he's KO'd! His eyes are always like that! When this guy picks me up, that means the pain is coming!



ANKIRON

This guy just looks like he smells like feet. OK, maybe not like feet, but he reeks of clumsiness! Same difference. At any rate, while he may be dull and dimwitted, he'll still shoot that giant gun on his shell at you! One more thing—you've got to attack this guy relentlessly, or else he'll go defensive and be hard to deal with! Be careful!



SPRITELING

These guys are your enemies' enemies, so they're your allies...or so they say! From what I gather, they're trying to do away with the evil black jewel just like I am! Whatever the case, I just don't like their smug little smirks. Oh well... If you've got the time, save these little guys and make sure they give you something good in return!



RED-BRIEF J

Hey, c'mon, give this dude a name better than just what he's wearing! Sure, he's got an absolutely pitiful name, but he's one tough monster. Not only does he have weird magical attacks, my punches don't work so well against him! What? How are you supposed to beat him? How the heck should I know! I was hoping you could tell me!



SEE WHAT MAKES ME TICK!

Hey! Are you laughing?! Quit staring! I'm shy! But hey, it's not like I'm naked—you can only see my insides! What do you think? I'm pretty manly, huh? What?! I'm making you sick?! Hey, I bet your insides aren't exactly gorgeous, either!

Sight (20/70)

Because I've studied so hard, my eyes have gone bad. My sight used to be perfect! It stinks having eyes this bad when my head is otherwise so perfect!

Grip (Over 80 psi)

Crushing an apple in these hands is not a problem! These hands aren't just for gripping things either—they're absolutely incredible for nose-picking!

Weight (308 lbs.)

Who was the idiot that wrote 308 pounds up there? It's just my clothes! I like to layer! Underneath all this is a slim, trim looker!

Abs (10 rolls)

This stomach is split into squares by the network of muscle that runs through it! Huh? Who said it's split into squares of pure fat?!

Feet (Size 11)

Oh my, how lovely my feet smell! Just the other day, I pulled these shoes off and knocked out a couple of roaches with my wonderful foot odor!

Brain (Relatively few wrinkles)

Some folks would have you believe that truly smart people have more wrinkles in their brains. That's a huge lie! Why, you ask? Because the more you use your brain, the more you deplete its capacity, which makes it shrivel up and wrinkle! My brain's as good as new—not a wrinkle to be found! So, my brain power and motor skills rule! Remember what I just taught you!

Teeth (No cavities!)

I have no idea what having cavities is like! Why? Because I eat the bacteria that causes cavities! Ah ha ha ha!

Arms (Can do over 100 push-ups!)

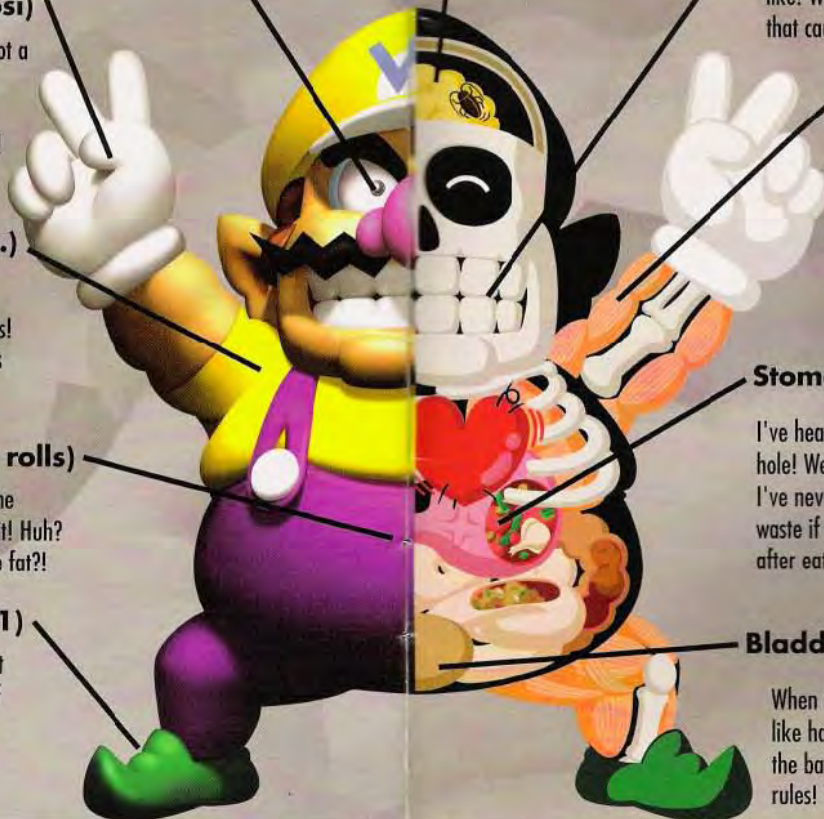
Nobody has stronger arms than me! My muscles are made of garlic! Why? Because I said so! Quit asking stupid questions.

Stomach (Holds 22 gallons)

I've heard people call my stomach a black hole! Well, fine. Not to toot my own horn, but I've never once thrown up. I mean, it's a waste if you toss something back out right after eating it!

Bladder (Holds 1.1 gallons)

When I veg out in front of the TV, I don't like having to get up all the time to go to the bathroom. That's why my bladder rules! You know you're jealous!



WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo 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 domestic and international intellectual property laws.

For further information or assistance, please contact:
Nintendo Consumer Service
www.nintendo.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 9 p.m., Pacific Time, Monday - Saturday and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER*. Please do not send any product to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product will be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by the warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to the 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 PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Pak and accessories) will be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by the warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please 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 NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product. FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE to the nearest service location. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND OTHER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS IMPROVED OR DAMAGED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, REPAIRED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIOD DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.

OFFICIAL
NINTENDO POWER
PLAYER'S GUIDE

AVAILABLE AT YOUR NEAREST RETAILER!
WWW.NINTENDO.COM



**NEED HELP WITH INSTALLATION,
MAINTENANCE OR SERVICE?**



Nintendo

CUSTOMER SERVICE
WWW.NINTENDO.COM

or call 1-800-255-3700

MON. - SAT., 6:00 a.m. to 9:00 p.m.;

SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

(Times subject to change)

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

PRINTED IN USA



51584A