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GAME BOY color



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INSTRUCTION BOOKLET

ONLY FOR
GAME BOY color

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Thank you for selecting the Wario Land™ 3 Game Pak for the Nintendo® Game Boy® Color system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.



EVERYONE
COMIC MISCHIEF

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or comments about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

THIS GAME PAK WILL WORK ONLY
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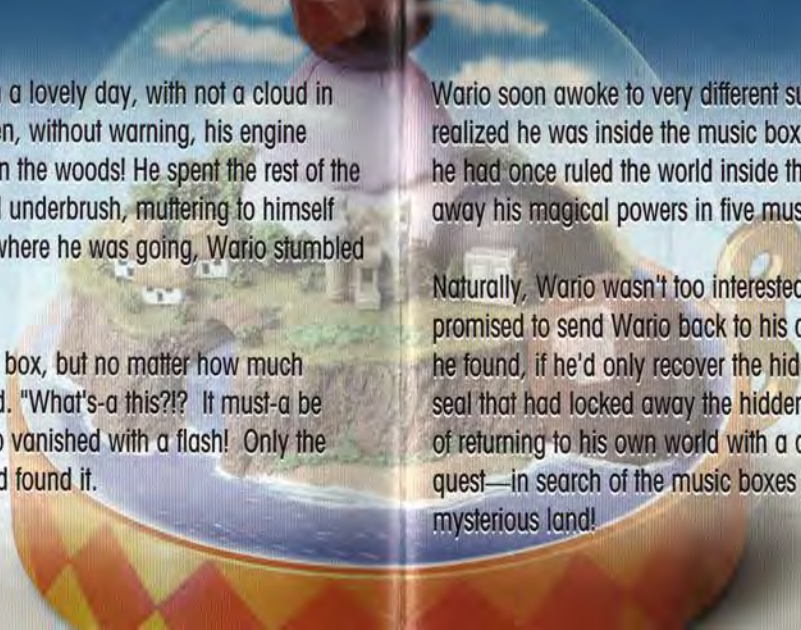
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1-900-288-0707 (U.S. \$1.50 per minute) 1-900-451-4400 (Canada \$2.00 per minute)

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Wario couldn't believe it! It had been such a lovely day, with not a cloud in the sky—a perfect day to fly his plane. Then, without warning, his engine began to sputter, and Wario crash-landed in the woods! He spent the rest of the afternoon wandering amongst the trees and underbrush, muttering to himself about his miserable luck. Without looking where he was going, Wario stumbled right into a cave!

Inside the cave, he found a beautiful music box, but no matter how much Wario wound it up, no song could be heard. "What's-a this?!? It must-a be brok . . ." But before he could finish, Wario vanished with a flash! Only the music box remained, right where Wario had found it.

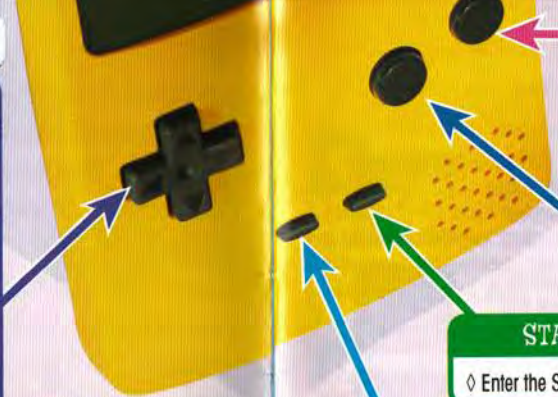
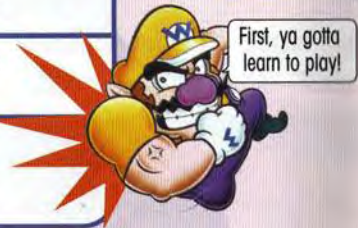
Wario soon awoke to very different surroundings, and it wasn't long before he realized he was inside the music box! A mysterious figure informed Wario that he had once ruled the world inside the music box, until an evil being sealed away his magical powers in five music boxes.

Naturally, Wario wasn't too interested in this story . . . that is, until the figure promised to send Wario back to his own world and let him keep any treasure he found, if he'd only recover the hidden music boxes, thereby breaking the seal that had locked away the hidden figure's powers. Enticed by the thought of returning to his own world with a cache of treasure, Wario departed on his quest—in search of the music boxes and the many treasures of this mysterious land!



WARIO'S CONTROLS

+ CONTROL PAD	
	◇ Walk ◇ Move through water ◇ + B Jump off ladders
	◇ Enter doorways ◇ Grab ladders or fences while jumping
	◇ Crouch ◇ Roll down hills ◇ + A Crouching jump ◇ + B Slide down ladders
	◇ Climb up or down ladders ◇ Enter pipes
	◇ Move along fences • Make selections • Move on the Map Screen



A BUTTON

- ◇ Jump
- ◇ Rolling jump
- ◇ Jump and step on enemies
- ◇ Jump when holding something
- Confirm decisions
- Scroll through text windows

START

- ◇ Enter the Save Screen

SELECT

- ◇ Enter the Save Screen
- View the Map Window

B BUTTON

- ◇ Attack
- ◇ + **A** Jumping attack
- ◇ + Crouching slide
- ◇ Let go when holding something
- Cancel selections

◇ Controls during game play
• Map and Save Screen controls

Useful Techniques

Unfortunately, when you start the game, Wario is not very skilled. Learn these basic techniques to help you on your way!

- Rolling Jump

Crouch on a hill to start rolling, then press the A Button to jump! That's the rolling jump! While you're spinning, you can break blocks and knock down enemies!

- Jumping Attack

If you press the A Button to jump while pressing the B Button, you can perform a jumping attack! You'll be able to break blocks and knock down opponents that are just out of reach.

- Crouching Jump

If you jump while you're crouching, you just might be able to get into some tight spots! To perform a crouching jump, press the A Button while holding \downarrow on the + Control Pad.

- Crouching Slide

Press \downarrow on the + Control Pad while pressing the B Button to perform a crouching slide! You can only slide a little, though.



1

Choose a Level!



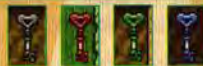
PLAYING THE GAME!

Playing through Wario Land 3 can be kind of tough, so read this section carefully!

2

Search for the Keys!

When you enter a level, the first thing you should do is start looking for the keys! There are four different colored keys – gray, red, green and blue. However, you can't necessarily find all four keys right away. The levels can change, and by powering up, Wario can access new areas.



START!





3 Find the Treasure Chests!

Once you find a key, try to find the treasure chest of the same color. If you have the correct key, simply touch the treasure chest to get its hidden treasure!



4 Events!

When you've finished looking at the Clear Screen, an event may occur, depending on the treasure you've found. However, finding a single item won't necessarily start an event. Some events may not occur until two or three related items have been found. There may also be times when no event occurs at all, so don't be too disappointed!



5 Levels Increase!

Find changes in the map and the levels! Depending on the events that occur, you may find that new levels have been opened or that there have been changes in levels you've already cleared. Head for new levels or any levels you think may have changed. You may be able to find keys and chests that you couldn't find before and get your hands on new treasure!

Repeat steps **1** through **5** until you collect all 100 treasures and the 5 music boxes needed to break the seal!



Auto-Save

Return to Step **1**

If you re-enter a level you have already cleared, you will start from the beginning without having collected any keys. However, in the place of any chests you have already opened, you will find a goal door. If you've re-entered a level but can't find a new key or chest, go to the goal door to exit the level and return to the map.





STARTING THE GAME!

Properly insert your Wario Land 3 Game Pak into your Game Boy Color system. (You cannot play Wario Land on Game Boy or Game Boy pocket systems. Be sure to use Game Boy Color.) After turning the power ON, the introduction will be shown. Choose New Game and press the A Button. Next, select either English or Japanese and press the A Button to start your game.



Viewing the Game Screen

Since this game is for Game Boy Color only, it looks great!

The Game Screen



Wario

Enemy (Spearhead)

Block



THE MAP SCREEN!

This is the island inside the mysterious music box. Use the + Control Pad to move about the island. After moving to the level you wish to enter, press the A Button and get ready to go!

Even in the strange world within the music box, the sun still rises and sets! The enemies that appear in the levels at night may differ from those in the day. There are also some treasures you can find only during the daytime, while others can only be found at night!



Night



Day



If you press the B Button on the Map Screen, **arrows** will appear indicating the places Wario can go to from his current position! These can be a big help!

Arrows



If you reach a point in the game in which you don't know where you should go, head to the Temple! (Press the A Button to enter!) The Hidden Figure will tell you where to go next. (Press the B Button or \blacktriangleleft on the + Control Pad to exit the Temple.) You can also press \blacktriangleleft on the + Control Pad at the location of the Temple to see your next destination without actually entering the Temple.

Temple



Next Destination



About the Map Window!

The Map Window slides down from the top of the screen when you press SELECT on the Map Screen. Use the + Control Pad to move the cursor and press the A Button to make a selection. To exit the window, press SELECT again or press the B Button.



Map Screen

◆ Next Map



There are a whopping 4 different maps: North, South, East and West. (Only the North Map can be accessed at first.) Select Next Map and use the + Control Pad to pick a direction. Then press the A Button to jump to a different map!

◆ Event Replay Button



Choose this button to replay the last event that occurred.

◆ Day & Night Switch



Once you find a particular treasure, this button will appear, allowing you to switch between night and day at will.

◆ Treasure Chart



Take a long look at all the treasures you've collected! Sometimes an event will happen after you've collected several related treasures. Related treasures are marked by arrows, so use the + Control Pad to move the cursor and check out all of them. Press the A Button and \blacktriangleleft or \blacktriangleright on the + Control Pad to flip pages.





SAVING!

There are two save features: Auto Save, which automatically saves your game each time you clear a level, and Save & Quit, which is used to save progress in the game before quitting.

◆ Auto Save

Save automatically after clearing a level. If you turn the power OFF while the game is saving, you may lose all your saved data. Wait until "Save Complete" is displayed before turning the power OFF.



◆ Save & Quit

If you press START or SELECT after entering a level, the Save Screen will appear. (See page 16.) Using the + Control Pad, choose Save and press the A Button. Wait until "Save Complete" is displayed before turning the power OFF. The game will return to the Title Screen when it finishes saving. To continue your game, choose Continue on the Title Screen.

Save Screen



Title Screen



◆ Save & Quit Precautions

If you turn the power OFF before "Save Complete" is displayed, your data will revert to the last time you saved. Also, you cannot use the Save & Quit feature in boss rooms, in Time Attack mode or in some other special situations.

ALWAYS BE SURE TO SAVE YOUR GAME BEFORE QUITTING IN THE MIDDLE OF A LEVEL.

You can turn the power OFF after returning to the Map Screen or the Title Screen.

◆ Erasing Data

You can erase your saved data on the Title Screen. Press + on the + Control Pad to select Clear Data and press the A Button. When "Clear All?" is displayed, choose Yes and press the A Button. All your saved data will be erased.



Title Screen





THE SAVE SCREEN!

Press SELECT or START after entering a level to access the Save Screen. Here you can check the status of the keys, chests and even how many musical coins you've found in that level!

Save Screen



Keys found

Chests opened

Total coins found

Musical coins found

♦ RETURN

Return to the level.



♦ SAVE

Use the Save & Quit feature.
(See page 14.)



♦ TO MAP

Return to the Map Screen. If you return to the Map Screen, you can't continue from where you left the level!



♦ ACTION HELP

View the controls for Wario's abilities and reactions. Press \uparrow and \rightarrow on the + Control Pad to choose an action. Press the B Button to return to the Save Screen.



ACTION HELP



THE MINI-GAME!

There are places in the game that you cannot pass until you clear the golf mini-game. Attack the Para-Goom and knock it into the cup. At first, one play costs 10 Coins. If you don't have any money when you get here, you'll have to come back after you collect some! To return to the level, press \uparrow on the + Control Pad when Wario is standing in front of the door.



Golf Entrance Screen

Stroke

Par



Power gauge

Para-Goom

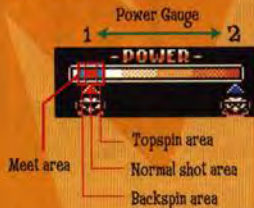
Golf Screen



Get the Para-Goom in the cup within the par number of strokes to clear the game!

♦ Taking a Shot

Press the A Button while viewing the power gauge to take a shot. Press the A Button once to make the cursor (Wario's face) move from point 1 to point 2. Press the A Button a second time to set your power. The arrow above the cursor then turns to red, and you must press the A Button a third time when the cursor is within the meet area.



The meet area has three different sections! Aim carefully!

♦ **Normal Shot Area:** Stop the cursor here for a normal shot.

♦ **Backspin Area:** Stop the cursor here to put backspin on your shot.

♦ **Topspin Area:** Stop the cursor here to put topspin on your shot.

Press → on the + Control Pad to view where the Para-Goom will land on a normal shot with maximum power.

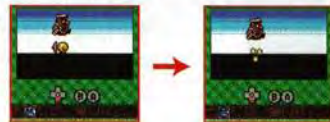


WARIO'S POWER-UPS!

Some of the 100 treasures Wario must collect will power him up when he collects them. Here is just a sample of the abilities Wario can gain through power-ups!

♦ Smash Attack

When you find the overalls, you can do a smash attack by pressing the B Button and → on the + Control Pad! Smash enemies and blocks with this attack!



♦ Swim

After you find the flippers, you'll be able to swim! Press the B Button to swim swiftly!



There are many other treasures that will power up Wario! Good luck finding them all!



A CRASH COURSE IN WARIO LAND 3!

These tricks of the trade hold the keys to success—but only if you can remember them all!

♦ The Many Different Blocks

There are many different blocks that just seem to get in your way, no matter what you do. Try as you might, you can't break them all!



Even Wario's most basic attacks can break these blocks.



Wario can break these blocks when he's on fire.



These blocks break when you throw something at them.



Fatten yourself up with doughnuts to break these blocks.



You can break these blocks after you power up.



Only Snowman Wario can break these blocks!



Become a rolling ball of string to break these blocks.

♦ Jump-Through Floor Panel

You can jump up through this mysterious floor panel. Wario can only jump down through this floor panel when he has been transformed into a particular state . . .



♦ The Many Different Coins



Normal Coins: 1 Coin Each



Gray, Red, Blue and Green Coins: 10 Coins Each

• Musical Coins

These are special giant-sized coins. There are eight of these coins on each level. What happens when you collect all eight during a single trip through a level? You'll have to give it a try and see!



♦ Useful Treasures

Amongst the many treasures you must find are items that will allow you to switch between night and day at will, view all the treasures in a level on the Map Screen or play the mini-game anytime you want!

♦ Time Attack Mode

Once you meet certain conditions, you can play the Time Attack model! Certain conditions?! What could they be?!



WARIO'S NEW REACTIONS!

Wario may be invincible, but when he's attacked by his enemies he takes damage. Just like in Wario Land II™, this game is chock-full of laughable reactions!

♦ Electric Wario

When Wario is attacked by a particular enemy, he suffers an electric shock! It's mind-numbingly shocking!



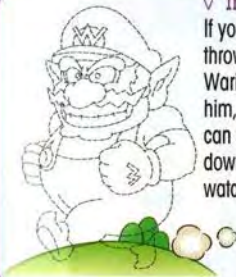
♦ Ball o' String Wario

If a certain enemy manages to entangle Wario, he rolls up into a ball of string and goes rolling all around! Where he will stop is anyone's guess!



♦ Invisible Wario

If you catch the mysterious potion thrown by a particular enemy, Wario disappears! You can't see him, but he's there nonetheless. He can still bump into enemies or fall down holes, but if the "eyes" that watch can't see him, then . . .



Here He Is!

♦ Ice Skatin' Wario

When Wario takes a blast of icy breath from a particular enemy, he turns into a block of ice. He goes skidding away until he hits something hard and shatters the ice!



♦ Snowman Wario

If Wario gets buried in snow, he turns into a beautifully round snowman! Brrrr . . . It's cold! This round snowman looks ready to roll away!



♦ Vampire Wario

When Wario touches a particular enemy, he turns into a vampire! Wah, hah, hah, HAH!



If you access the Save Screen and choose Action Help while you are Vampire Wario, you can see an explanation of Vampire Wario's abilities! You can also see controls for other special abilities at certain times, so be sure to take a peek every once in a while!

As Vampire Wario, he can change to bat form or vampire form. Each form gives Wario different abilities! Press the B Button to transform. To get back to normal you must . . . hmm, what could this vampire's weakness be?





WARIO'S TROUBLESOME ENEMIES!

Now it's time to introduce Wario's restless and impertinent enemies! Use your head when you pound these pesky creeps! Even if you manage to knock them all away, they'll reappear as soon as you go through a doorway or move to and from another screen! Watch out!

Spearhead

Watch out for this stubborn Goom. "One little spear is all I need!"



Hammer-bot

This robot roams around looking for something to pound on with its mighty hammer arms. If you get hit with its hammers, you may just bounce right back in response!



Mad Scienstein

One look at this crazy labcoat, and you know he's trouble. He's pouring his heart into his latest scientific formula and its miraculous effects. "Science is my life!"



Spear-bot

This mass-produced robot sees Spearhead as its chief rival in chasing Wario. "In the end, technology always wins out!"



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REV-B

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REV-K

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