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

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.

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.

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.

OFFICIAL NINTENDO SEAL OF QUALITY

CONTENTS
Wario’s Controls!…4
Playing the Game!…7
Starting the Game!…10
The Map Screen!…11
Saving!…14
The Save Screen!…16
The Mini-Game!…17
Wario’s Power-Ups!…19
A Crash Course in Wario Land 3!…20
Wario’s Next Reaction!…22
Wario’s Troublesome Enemies!…26
Warranty & Service Information…29

NEED HELP WITH A GAME?
For free, 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 whoever pays the phone bill.
Rather talk with a game counselor?
1-900-288-0707 (U.S. $1.50 per minute) 1-900-451-4400 (Canada $2.00 per minute)
6 a.m. – 9 p.m. Pacific time, Monday – Saturday 6 a.m. – 7 p.m. Sunday
Callers under age 18 need to obtain parental permission to call (prices subject to change).
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
◊ + A 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

◊ Controls during game play
◊ View the Map Window

A BUTTON

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

B BUTTON

◊ Attack
◊ + A Jumping attack
◊ + A Crouching slide
◊ Let go when holding something
◊ Cancel selections
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 + on the + Control Pad.

- **Crouching Slide**
  Press + on the + Control Pad while pressing the B Button to perform a crouching slide! You can only slide a little, though.

---

**PLAYING THE GAME!**

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

1. **Choose a Level!**
   The Map Screen shows which levels Wario can enter. Wario can go to any of the displayed levels at any time. (At first, Out of the Woods is the only level available.) Use the + Control Pad to move Wario to a level and press the A Button to enter.

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.
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!

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!

Propriety 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!
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!

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 + on the + Control Pad to exit the Temple.) You can also press + on the + Control Pad at the location of the Temple to see your next destination without actually entering the Temple.

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.

- **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!

- **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 + or - on the + Control Pad to flip pages.

- **Event Replay Button**
  Choose this button to replay the last event that occurred.
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 & 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.
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 + and - on the + Control Pad to choose an action. Press the B Button to return to the Save Screen.

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, only 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 + on the + Control Pad when Wario is standing in front of the door.

**Golf Screen**

- Stroke
- Par
- Wario
- Power gauge

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 holding the power gauge to take a shot. Press the A Button once to fire. After Wario's body turns red, press the A Button two more times to fire. Each time you press the A Button, Wario's body turns red. You must press the A Button a third time to put down the ball on the course. The most used has three different sections: Aim carefully. Normal Shot (left): Stop the course, then hit a normal shot. Backspin Shot (left): Stop the course, then hit a backspin shot. Topspin Shot (right): Stop the course, then hit a topspin shot.

Smash Attack
When you find the住院, you can do a smash attack by pressing the B Button in the + Control Pad. There are many other treasures that will help you power up Wario. Good luck finding them all.

Wario's Power-Ups!

Swim
There are many more treasures that will help you 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.
- You can break these blocks after you power up.
- Become a rolling ball of string to break these blocks.
- Fatzen yourself up with doughnuts to break these blocks.
- Only Snowman Wario can 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 mode. 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 shock-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! Brrr... it's cold! This round snowman looks ready to roll away!

Vampire Wario
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?

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!
WARIO'S TROUBLESOME ENEMIES!

Now it's time to introduce Wario's restless and impertinent enemies! Use your head when you pound these pesky creepers! 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!

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

**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!"
IMPORTANT:

WARNING: Copying of any Nintendo game or game is illegal and is strictly prohibited by domestic and international copyright laws. "Backups" or "archive" 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. 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 connected to it, please contact your local authorized Nintendo retailer.

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

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:
Nintendo Consumer Assistance Hotline
1-800-255-3700 (U.S. and Canada)
Or your local authorized Nintendo retailer.

WARRANTY & SERVICE INFORMATION

You may need only simple instructions to correct a problem with your product. Call the Consumer Assistance Hotline at 1-800-555-3700 rather than bringing it to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 9 a.m. to 7 p.m., Pacific Time, on Sunday. Times subject to change. If the problem cannot be solved over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER. Please bring your original proof of purchase toNintendo without calling us first.

HARDWARE WARRANTY

Nintendo (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 covered by this warranty occurs during this warranty period, Nintendo, or Nintendo's NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product at no cost to the customer. This warranty is non-transferable. If the defect is not repaired within one (1) month after the date that such defect is reported, the original purchaser shall be entitled to a full refund of the purchase price or the replacement of the defective hardware product. This warranty does not cover damage due to accident, misuse, abuse, neglect, improper installation, alteration, or repair by a person not authorized by Nintendo. If the product was purchased within the last 12 months, the repair of the defective hardware product shall be treated as non-transferable.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Pak and accessories) shall 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 this warranty occurs during this period, Nintendo, or Nintendo's NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product. This warranty is non-transferable.

SERVICE AFTER EXPIRATION OF WARRANTY

Please call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshoot assistance and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complex product. PARTIAL REFUND AND INSURED FOR LOSS OR DAMAGE IN THE RETURN SECTION. Please do not send any product to Nintendo without calling us first.

WARRANTY LIMITATION

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (i) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-CONFORMING GAME ENHANCEMENTS AND ACCESSORIES, ADAPTORS, AND POWER SOURCES); (ii) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (iii) IS ALTERED OR MODIFIED WITH OR MUSIC. DAMAGES BY INSEGMENT, ACCIDENT, UNAUTHORIZED USE, OR ON OTHER CAUSES UNRELATED TO ELECTRIC MATERIAL OR SOFTWARE OR (iv) HAS THE SERIAL NUMBER ALTERED, DELETED, OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES (INCLUDING, WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE) ARE HEREBY LIMITED TO THE DURATION OF THE EXCLUSIVE WRITTEN LIMITED WARRANTY PROVIDED ABOVE. NINTENDO DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING ANY IMPLIED WARRANTY OF CONSUMER OR BUSINESS. DAMAGES ARISING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR ON EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may 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.