

VIRTUAL BOY
WARIO LAND™

KIDS TO ADULTS



AGES 6+

VIRTUAL BOY™

INSTRUCTION BOOKLET

VUE-VWCJ-USA

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™



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.

™ & ® are trademarks of Nintendo of America Inc.
© 1995 Nintendo of America Inc.

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

WARNING

This product **MUST NOT** be used by children under the age of seven (7) years. Artificial stereo vision displays may not be safe for such children and may cause serious, permanent damage to their vision.

Before using the Virtual Boy, carefully read the Virtual Boy Instruction Booklet and the Consumer Information and Precautions Booklet. Make sure before playing that you correctly adjust the hardware, including the IPD and FOCUS. Do not play if you are feeling tired. Discontinue use immediately if you feel dizzy, nauseated or tired or if your eyes hurt or become strained. Do not use unlicensed or counterfeit games. Failure to follow all instructions could injure you and cause serious damage to your vision or hearing.

For additional copies of the Virtual Boy Instruction Booklet, call 1-800-255-3700

CHOKER HAZARD • SMALL PARTS

NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS. Babies and young children could choke on the Virtual Boy Game Pak cover. Keep the Game Pak cover out of reach of small children.

This Game Pak has a battery backup function to record the progress of the game.

CAUTION: Do not rapidly turn the power switch on and off, as this may shorten the life of the batteries and cause battery backed-up Game Paks to lose your stored information.



CONTENTS

Before Starting The Game	4
IPD Adjustment	5
Focus Adjustment	6
Auto Pause Adjustment	7
The Title Screen	8
Prologue	10
Controller Functions	12
How To Play The Game	14
Items	18
Wario's Actions	20
The Power Ups	23
The Enemy Characters	28

Before Starting the Game

When using the Virtual Boy, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments each time you play. If you wear glasses or contact lenses, be sure to wear them while using the Virtual Boy.

Insert the Game Pak into the Virtual Boy, then turn the POWER switch located on the front of the controller to the ON position. When the screen pictured to the right appears, continue with the IPD and FOCUS adjustments.

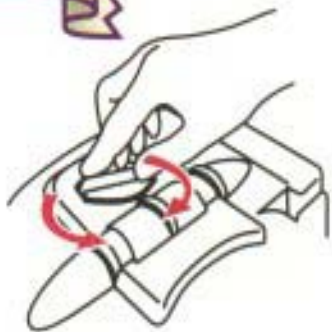
Press the START button to display the "IPD and FOCUS adjustment screen." Both adjustments are made using this screen.



IPD Adjustment

This adjustment sets Virtual Boy to the distance between your eyes (the Inter Pupil Distance).

While looking at the adjustment screen, turn the IPD dial located on top of the Virtual Boy until you can see a mark in all four corners of the screen, as shown on the screen to the right.



The best adjustment may allow you to see only three marks, or four slightly blurred marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.



Focus Adjustment

This adjustment makes sure that you see the game image in the Virtual Boy display clearly.

Move the FOCUS slider to the CENTER POSITION as marked on the housing. For most people, the center position should give you the clearest image. If the image is still fuzzy, adjust the FOCUS slider right or left until the image is sharp and clear.



Automatic Pause Adjustment

All Virtual Boy Game Paks contain an automatic pause function. After completing the IPD and FOCUS adjustments, press the START button and the screen pictured at right will appear. The automatic pause is preset to the ON position. Nintendo recommends that you ALWAYS set the automatic pause to ON. To override the setting, use ← or → on the left +Control Pad, then press the START button to begin the game.

After playing for 20 minutes or more, the game will present you with the Automatic Pause Screen when you are between stages. At this point, please take a break and rest.

Press the START button to resume play.



The Title Screen

The title screen appears after you press START on the Automatic Pause switch screen. Pressing START again brings up the SELECT screen.



The Select Screen

At the top of the screen there are caves, in the middle of the screen is the brightness adjustment and at the bottom of the screen is the Automatic Pause on/off switch.

Switch between them by pressing ← or → on the Left +Control Pad.



The Data Vaults

There are three Data Vaults. The number of completed stages is displayed above the vaults. Choose a Data Vault by pressing ← or → on the Left +Control Pad, and then press the START button.

The game will load the level shown above the Data Vault.

The Vault on the far right is the Erase Data Vault. Press the START button on this Cave and move the bomb in front of the Data Vault you wish to erase. Press the START button to erase the data. To cancel, press the START button in front of the Erase Data Vault.

Brightness Adjustment


To adjust the brightness of the display, press ← or → on the Left +Control Pad.

Automatic Pause Function Switch

Turn the Automatic Pause ON or OFF by pressing ← or → on the Left +Control Pad.

Prologue





I, Wario, have an interesting story to tell. One day during my vacation in the Amazon river basin, I landed my trusty seaplane, Bulldog, and decide to relax in the shadow of the beautiful Aldegarra Waterfall. While basking in the sun, I spied some strange creatures with masks entering the waterfall. This piqued my interest!

I hurried over and followed them into the waterfall. Behind the falls there was a large cave, and in the back of the cave ... there was a vault filled with a glorious mountain of treasure!!

Some of the masked creatures jumped me, but I quickly overcame them. **"This treasure is all mine now!"**, I thought to myself and rushed in to collect the loot. Suddenly, the floor collapsed and I fell!

I found myself deep within the Earth! I was quite angry and vowed revenge on these creatures, "I will get their treasure!!!"

Controller Functions

LEFT + CONTROL PAD

Move Wario
Change menu item

Wario has several different actions.
Refer to page 20.

◊ TIPS FOR WINNERS ◊

Dash 'n Bash both the blocks and enemies!
Beware enemies with thorns, they can damage Wario.

L BUTTON

Wario will dash

SELECT BUTTON

Not used

START BUTTON

Accept menu item
Pause

POWER SWITCH



R BUTTON
Wario will dash

RIGHT + CONTROL PAD
Not used



A BUTTON
Jump
Accept menu item

B BUTTON
Attack

How to Play the Game

THE GAME SCREEN



JUMP TRANSPORTER

NUMBER OF COINS GATHERED

NUMBER OF HEARTS GATHERED

KEY DISPLAY

NUMBER OF LIVES

BATTERY INDICATOR

REMAINING TIME

The Battery Indicator

When the batteries gets low, the indicator will light up and flash on the bottom of the screen. Please change the batteries as soon as possible.



GAME PLAY

In each level you will collect coins, hearts and treasures.

Find the key some where in each level to open the locked elevator door.

Board the elevator and proceed upwards to the next level.

Some levels are medium Boss levels. The final level is the Big Boss level, defeat him to complete the game.

Good Luck!



MINI-GAMES

When riding the elevator, you can stop between levels and challenge the mini-games. Proceed up in the elevator to see the Game Progress screen.



Play each game once per level, if you choose.

GAME PROGRESS SCREEN

This screen displays your current level of progress in the game.

TREASURE

Displays collected treasures

COINS

The number of collected coins

TIME

The total amount of time used



LOCATION

Your current location
in the maze

RESET

To reset the game, press the START, SELECT, A, B, and R buttons simultaneously.

SAVE AND LOAD

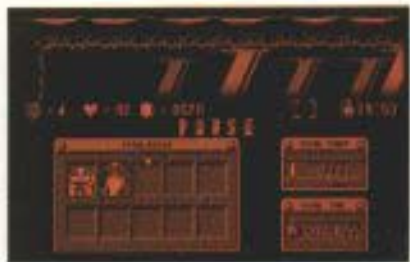
When you ride the elevator to the game progress screen at the end of each level, the game saves your progress automatically. If you reset or turn off the power during a stage, the only data saved will be the key and the treasures.

Enter the Data Vault to load a saved game. See page 9.

PAUSE

Press the **START** button during game play to pause the game. Press the **SELECT** button while paused to switch to the Adjustment Screen.

The Select Screen



Items

COIN



Dash into blocks and enemies to make these appear. Collect as many as possible.

BIG COIN



These are worth 20 coins.

DIAMOND



Each is worth an extra life!

HEART



Destroy blocks or defeat enemies with fire to collect these.

BIG HEART



These are worth 10 hearts. Collect 100 hearts for an extra life.

TREASURES



There is a treasure hidden in all but the Boss stages.



There is one key in each stage.
The key will open the locked door blocking access to the elevator.
Sometimes an enemy will possess the key.



Opening the door!



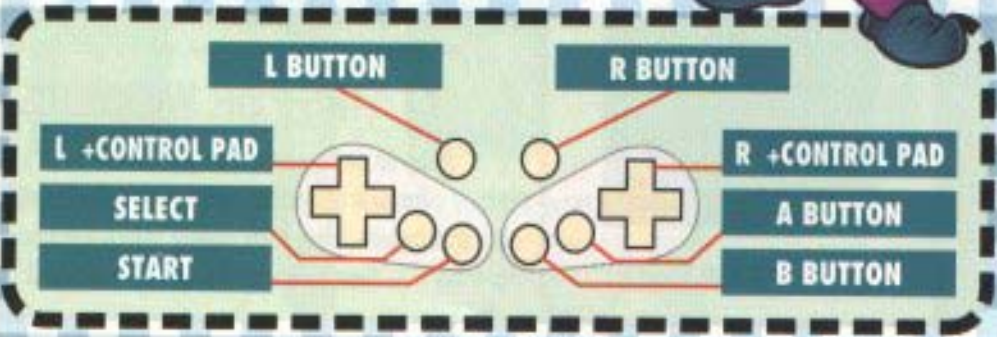
When your game ends, and the GAME OVER message appears, you will lose some of the treasures and coins collected.

◊ TIPS FOR WINNERS ◊

Jump on an enemy to stun it. Touch it to pick it up.
Throw it at another enemy using the B button.
If you cause it to hit the enemy before it bounces twice, then both enemies will be destroyed!

Wario's Actions

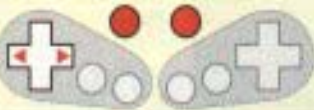
Let me show you how to get the job done!



RUN



When moving, press the L or R Buttons to dash.



DUCK



Press \downarrow on the Left +Control Pad to duck. You may crawl left or right while ducking.



SWIM



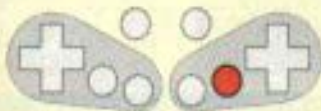
Move towards the surface by pressing the A Button. Move around with the Left +Control Pad.



JUMP



Press the A Button to jump. For a long jump, dash before jumping.



To use a Jump Board, face the direction you wish to jump, and press the A Button.



BODY SLAM



First jump. Then, once in the air, press \downarrow on the Left +Control Pad.



STOMP



Land on top of an enemy to stomp them. This will stun them.



BARGE



Move with the Left +Control Pad, and press the B Button to barge an enemy.



THE ELEVATORS



Step into the elevator and press ↑ or ↓ on the Left +Control Pad.



CARRY AND TOSS



Touch a stunned enemy to pick them up. Throw them with the B Button.



UNLOCKING DOORS

If you have the key, touch the door to unlock it.

♦ TIPS FOR WINNERS ♦

To destroy enemies and blocks which are above and to the side of Wario, use the "Jump Attack."

While moving left or right, press the A and B Buttons simultaneously!!!

The Power Ups



Touch the Viking helmet to become Bull Wario. Bull Wario can destroy blocks with a single Barge.



When you are regular Wario, become Bull Wario by touching the garlic bottle.

SPECIAL POWERS



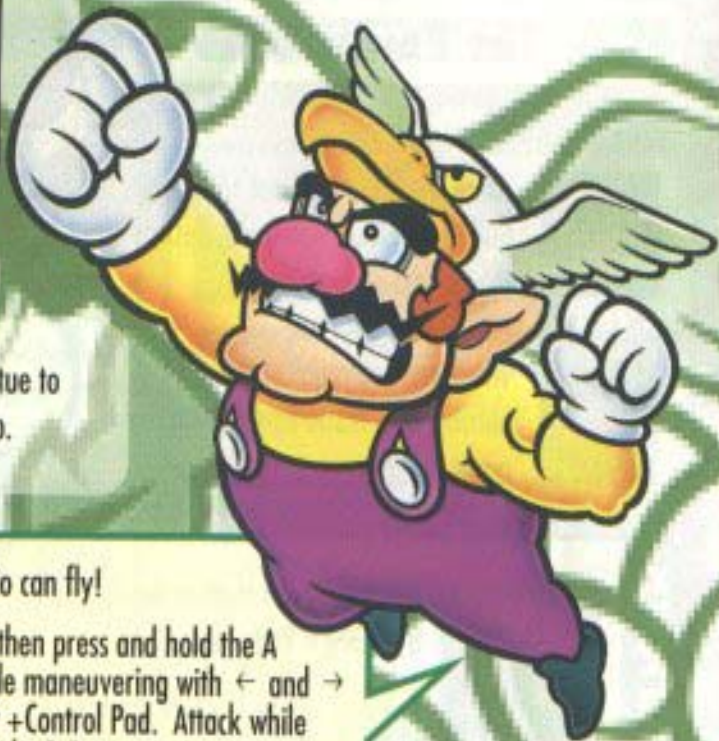
Bull Wario can start an earthquake by doing a Body Slam.

Enemies will be stunned, and blocks beneath Wario will be destroyed.



**BULL
WARIO**

EAGLE WARIO



Touch the Eagle Statue to become Eagle Wario.

SPECIAL POWERS



Eagle Wario can fly!

Jump and then press and hold the A button while maneuvering with ← and → on the Left +Control Pad. Attack while flying with the B Button.

SEA DRAGON WARIO



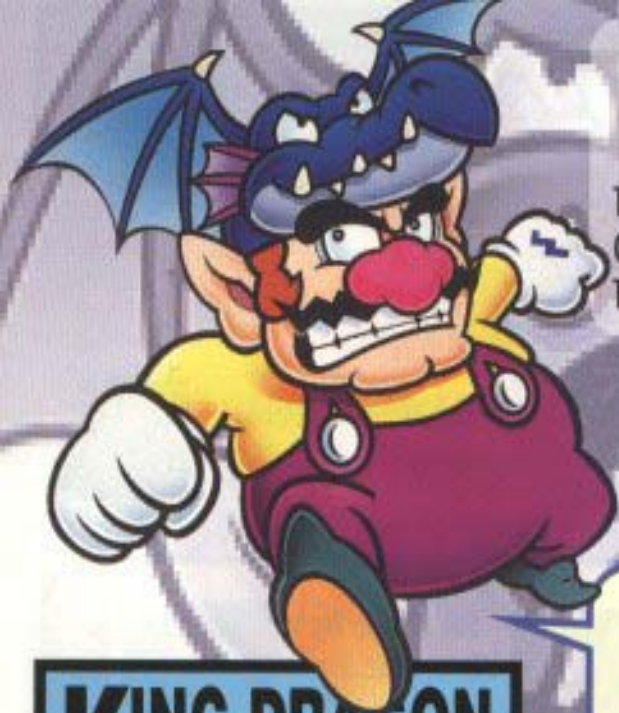
Touch the Dragon Crystal to become Sea Dragon Wario.



Sea Dragon Wario can breathe fire.

The fire breath can destroy both blocks and enemies.

SPECIAL POWERS



+



Touch both the Eagle Statue and the Dragon Crystal to become King Dragon Wario. This is the pinnacle of Wario's power.

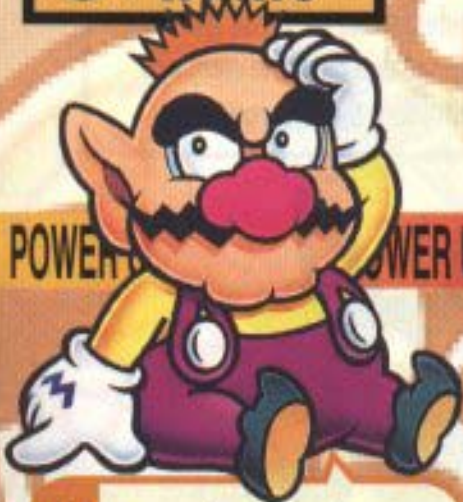
KING DRAGON
WARIO

All the Special Powers are available to you!!

SPECIAL POWERS

SMALL WARIO

When you take damage, you will become Small Wario. If you get hit again, you will lose a life.



Small Wario has no
Special Powers...

SPECIAL
POWERS



GARLIC BOTTLE

Become Wario



VIKING HELMET

Become Bull Wario



EAGLE STATUE

Become Eagle Wario



DRAGON CRYSTAL

Become Sea Dragon Wario

Enemy Characters



MASK-GUY

This timid creature can hurt you with his mask.

In this underground labyrinth there are many strange and powerful creatures. Let me introduce them to you:

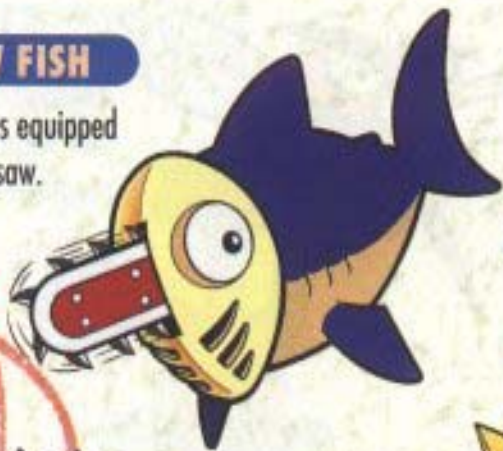


BOMB-BAT

Loves to drop explosive presents on Wario.

CHAIN-SAW FISH

This sword-fish comes equipped with a deadly chain-saw.



DARK TORTOISE

This water monster attacks by tossing his spiked hat.



CHIPPY

A happy creature of the forest who loves to throw bombs.





HONEY-BEE

Guards the farms by dropping watermelons and bombs on trespassers.



MASTAH MOSQUITO

A flying creature who loves to stick Wario with his nasty needle nose.

VASE-BASED

When the vase is disturbed, Vase-Based will attack with its spears. If Wario can stand the vase up, good things will happen.



COO-COO

This featherless bird has a clock's hand on its forehead. It leaves bombs to hurt Wario.



THORN-BALL

This little bee shoots out thorn balls. Its only goal is to thwart Wario in his quest.



BLADE-FACE

Beware the cleavers attached to the sides of his face.



IMPORTANT:

REV-B

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright 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. 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 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 licensee 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.



3-MONTH LIMITED WARRANTY (For Hardware, Game Paks, & Accessories)

REV-1

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks, 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 three (3) month warranty period, Nintendo will repair or replace the defective product or component, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware only)

Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR / SERVICE AFTER EXPIRATION OF WARRANTY

You may need only make one call to correct any problem with your product.

Call the Consumer Support Hotline at 1-800-255-3700 (either that being to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Saturday, and 9 a.m. to 7 p.m., Pacific Time, on Sundays (subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER or you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to send the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

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, UNLICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MISUSED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTHS OR 6 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 set forth on the back cover of this manual.

This warranty is valid only in the United States.

**NEED HELP WITH INSTALLATION, MAINTENANCE,
OR SERVICE? CALL 1-800-255-3700.**



Nintendo®

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

PRINTED IN JAPAN