

Nintendo®

DMG-WJ-USA

GAME BOY®

WARIO LAND™

SUPER MARIO LAND 3®



INSTRUCTION BOOKLET

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 Game Boy System.



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™ Super Mario Land 3® Game Pak for the Nintendo® Game Boy® unit.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.

CONTENTS

STORY.....	3
CONTROLLER FUNCTIONS	5
STARTING THE GAME	7
SAVING YOUR GAME	9
POWERING UP WARIO	11
ITEMS	15
WARIO'S ADVICE	16
MAP OF PIRATES' ISLAND	17
ENEMY CHARACTERS	18



STORY

Remember Super Mario Land 2: Six Golden Coins? Wario tried to take over Mario's castle, but didn't have much luck. Wario, being the persistent guy he is, has not given up. Now, he wants a castle more than ever before.

One day, Wario was practicing being mean when he thought to himself, "Rumor has it that the pirates of Kitchen Island have stolen the giant golden statue of Princess Toadstool. Mario is looking for it but, if I find it first, I could cash it in for a princess' ransom. With that cash and the pirates' other treasures and coins, I could buy a palace that is way bigger than Mario's pathetic excuse for a castle. Ga, ha, ha, ha...! What am I waiting for!?"

Full of confidence, Wario took off. He didn't even stop to think of how tough the Brown Sugar Pirates were. Their leader, Captain Syrup was known the world over for being a really rotten and ruthless guy.

Can Wario find the coins and treasures hidden on Kitchen Island ?
What will his new palace look like? Will he keep being so mean and ugly?
Let's find out!

**With my 'body slam',
I'm not afraid of pirates.**





CONTROLLER FUNCTIONS

+ Control Pad

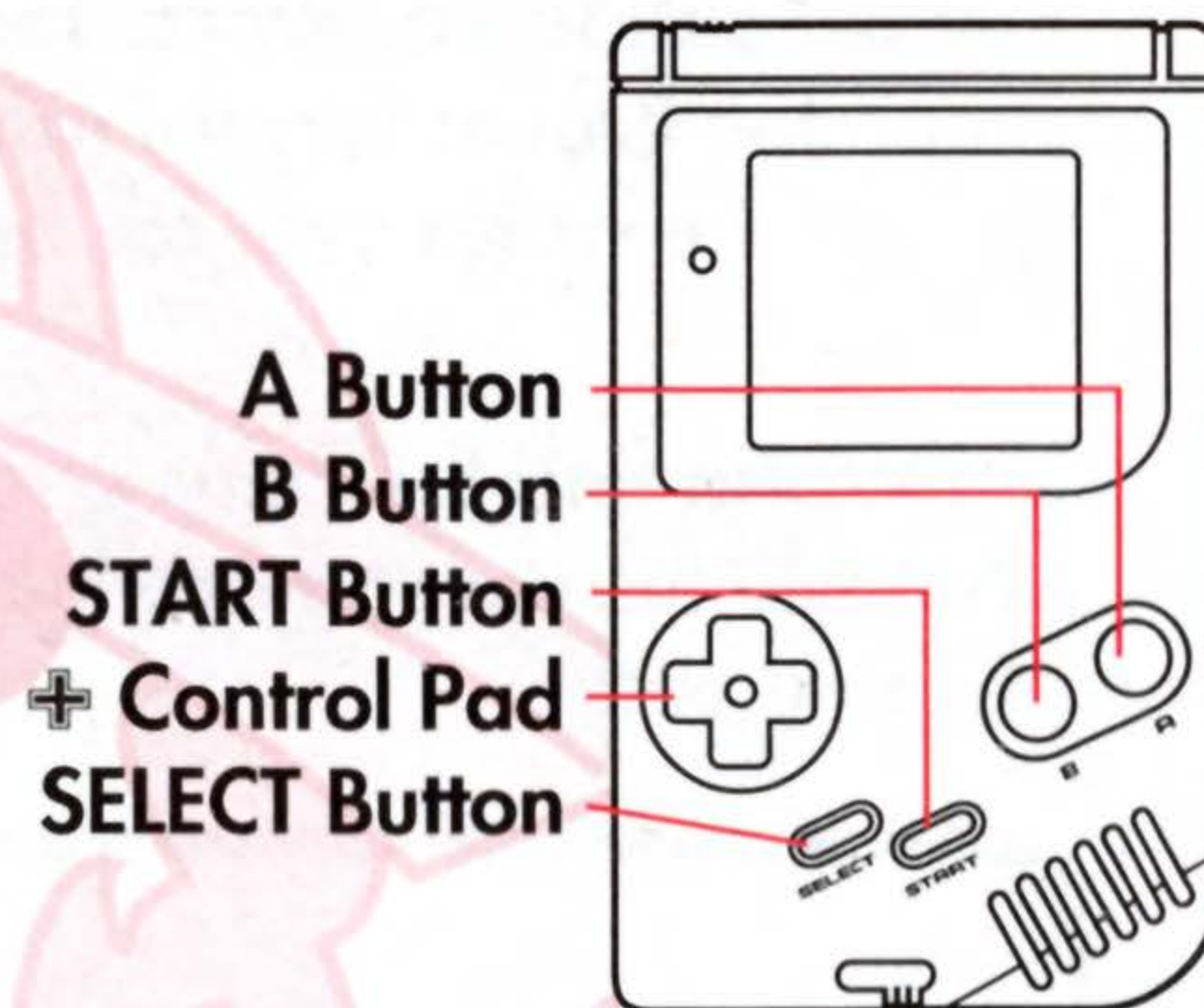
- ◀ • ▶ Move left and right
- ▼ Crouch or go down
- ▲ + B Button If you have 10 or more coins, you will be able to take out the 10 Gold Coin.

A Button

- Jump
- If you jump while holding ▲ on the + Control Pad, Wario will jump higher.
- Wario can jump up and break blocks. Some blocks take more than one hit.
- Underwater, Wario can swim up with the A Button. If you hold the A Button, Wario will continue to go up. While Wario is going up, pressing Left or Right on the + Control Pad will make him go left or right also.

B Button

- Use Wario's body slam. Wario can break blocks with this technique.
- Throw enemies and other things Wario has lifted up.



START Button

Start the game
Pause the game

SELECT Button

Not used

*If Wario gets an item, he can Power Up and do special things.

If you press the A, B, START, and SELECT Buttons at the same time, the game will reset and return to the Title Screen.



HINT

After I stomp an enemy, I can pick them up and use the B Button to throw them.



STARTING THE GAME

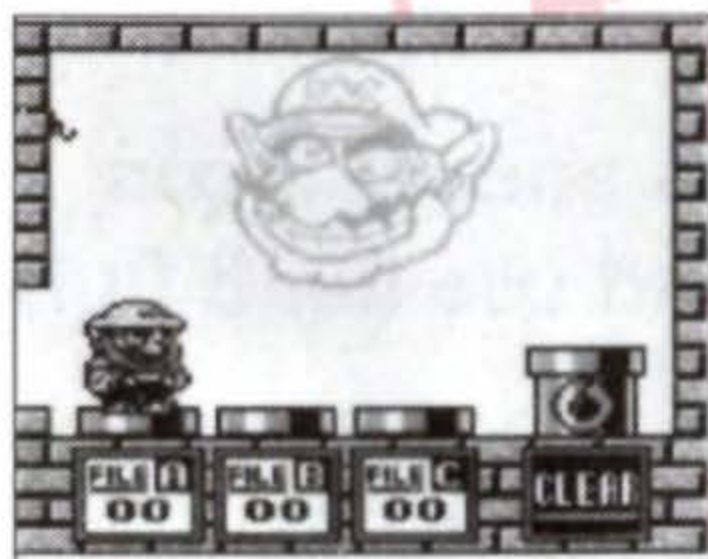
Correctly insert the Game Pak into the Game Boy unit and then turn the power switch to the "ON" position. You will see the "Nintendo" logo appear for a few seconds before the title screen appears. When the title screen appears, press the START button to begin playing.

Title Screen



On the Title Screen, if you press the A Button or START Button, the Select Screen appears.

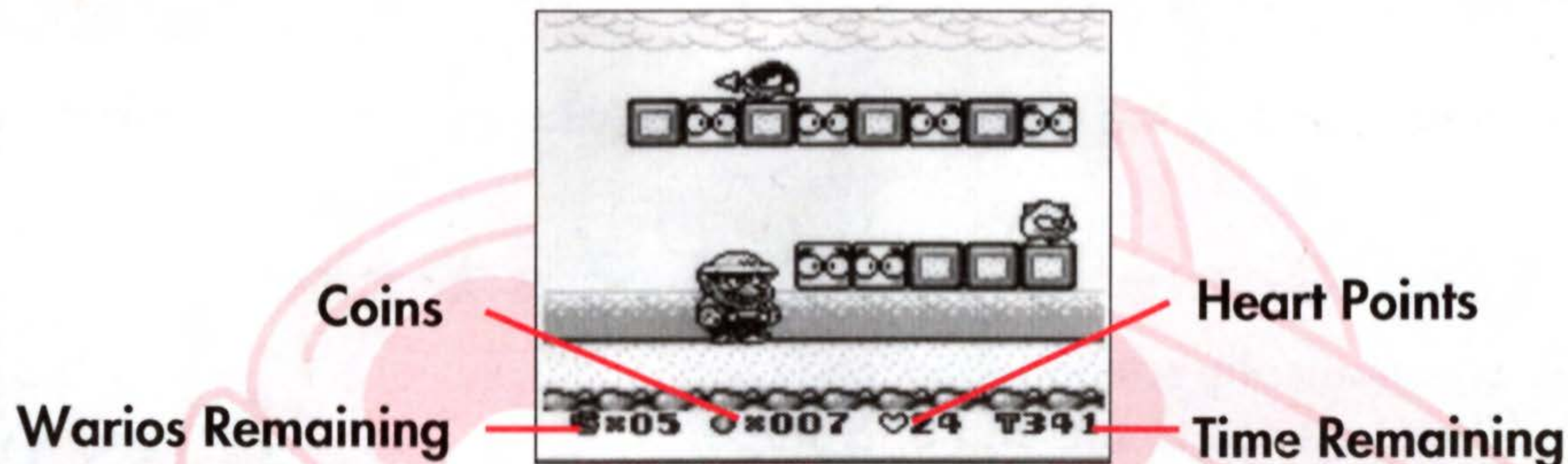
Select Screen



Pipes A through C are the three different saving positions available in this Game Pak. Select one FILE from A to C by using the + Control Pad. Stand on the pipe of the FILE which you wish to play and press Down on the + Control Pad to begin the game.

The number of stages you have cleared is shown by each pipe on the Select Screen.

GAME PLAY SCREEN

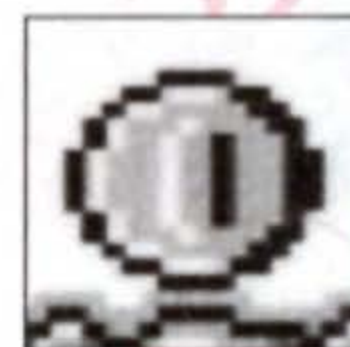


When you pause the action, the course number and your current coin total for all completed courses will be shown at the bottom of the screen.

If all of the Warios in reserve have been defeated, some of your accumulated coins and treasures will be taken away.

ABOUT COINS

When Wario has more than 10 gold coins, Wario can produce a 10 Gold Coin, if you press the Up on the Control Pad and the B Button at the same time. Pressing the B Button again will throw the coin which can be used as a weapon.



1 Gold Coin



10 Gold Coin

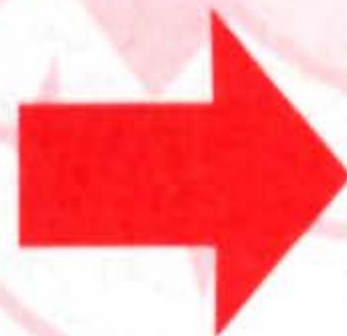
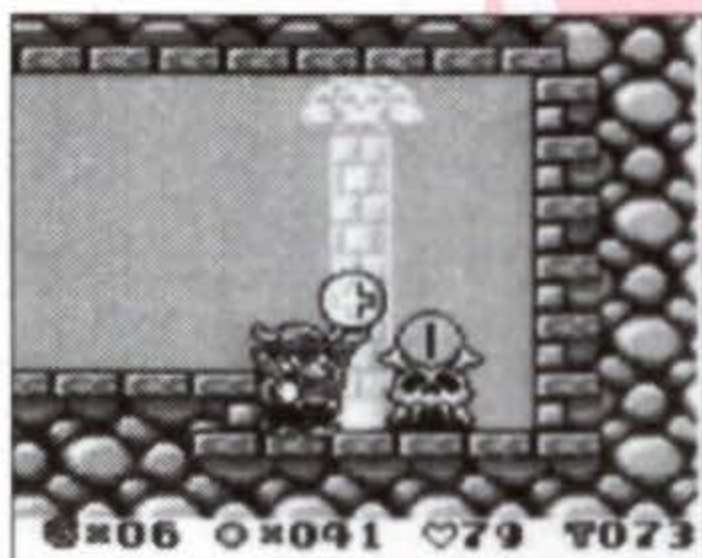


SAVING YOUR GAME

Your game can be saved at the end of any stage or at a save point within a stage.

Saving Your Game at the End of a Stage

Your game is automatically saved when you clear each stage. When you are at the end of a stage, the exit is sometimes closed with a locked skull. Use a 10 Gold Coin to open it.



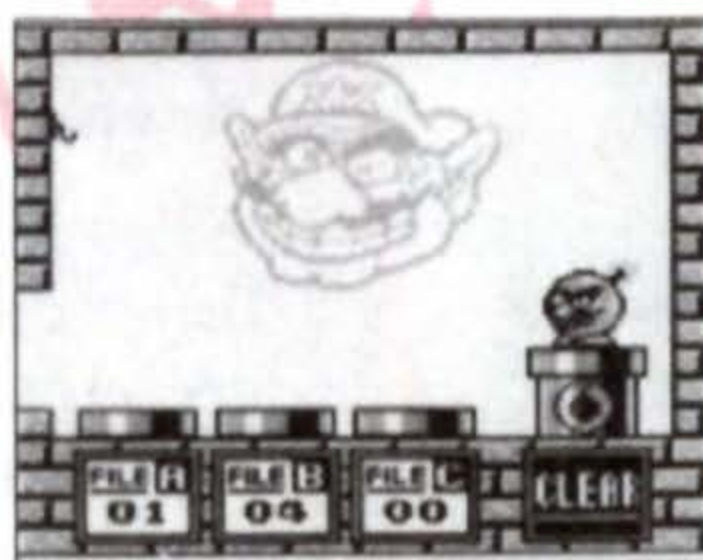
Saving Your Game in the Middle of a Stage



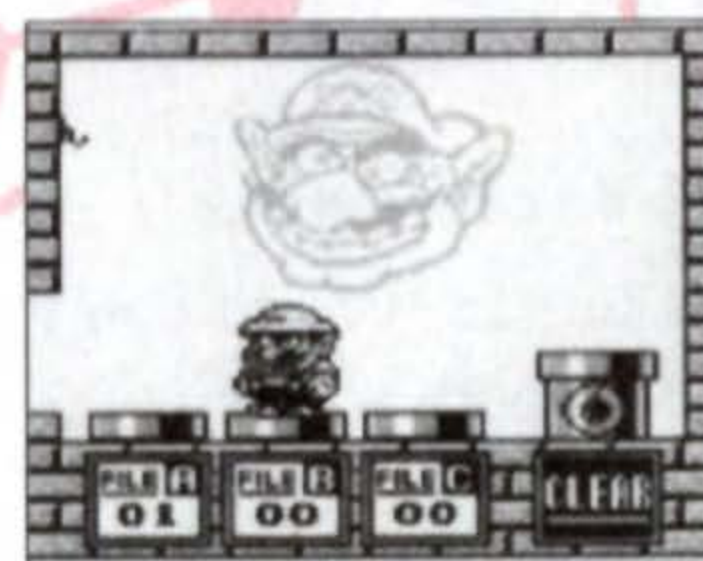
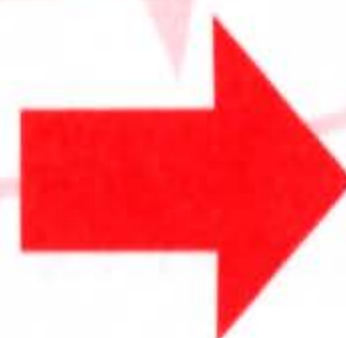
There is a save point hidden in the middle of each stage in the form of a skull. If you find the skull, use a 10 Gold Coin to activate it and save your game in the Game Pak's battery backed memory.

Deleting Saved Data

If Wario goes into the CLEAR pipe on the right side of the Select Screen he will turn into Bomb Wario. If you make Bomb Wario go into pipe A, B, or C, he will erase the data in that pipe.



Bomb Wario



Deleting Saved Data

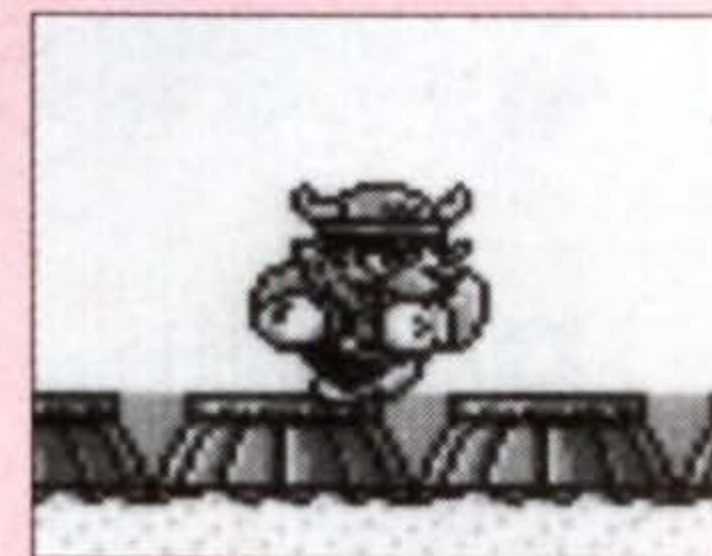


POWERING UP WARIO

JET WARIO



If Wario picks up a Jet Pot, he becomes JET WARIO.



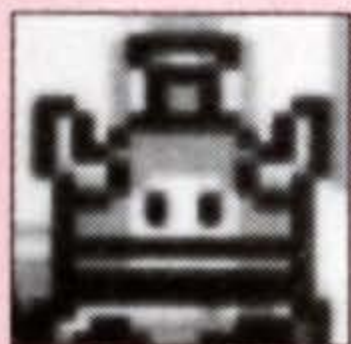
Bull Wario's Special Techniques

- The power of Wario's Body Slam is increased. He can break blocks with just one hit!
- When jumping, if you press Down on the + Control Pad, you can make your enemies freeze for a short period of time by crashing into the ground.

Jet Wario's Special Techniques

- When you press the B Button, Wario can fly for a short period of time. If he hits a block or an enemy while flying, it has the same effect as if he is using a body slam.
- If you press the B Button again, Wario can stop flying.
- Jet Wario can jump higher and run faster!

BULL WARIO



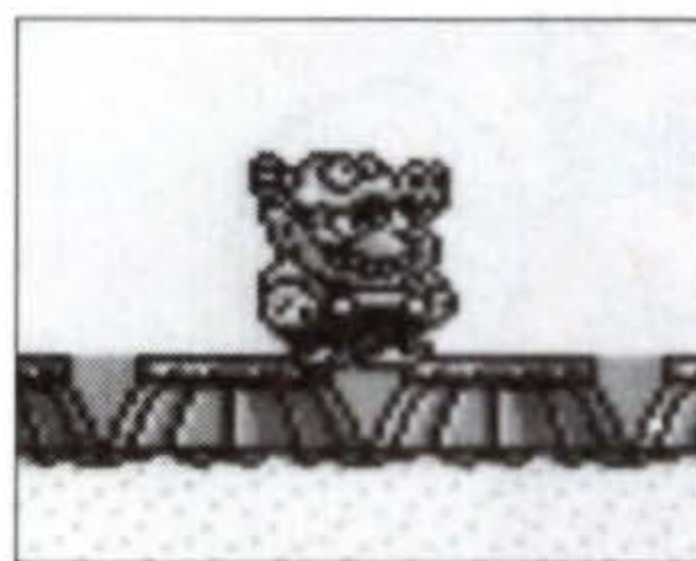
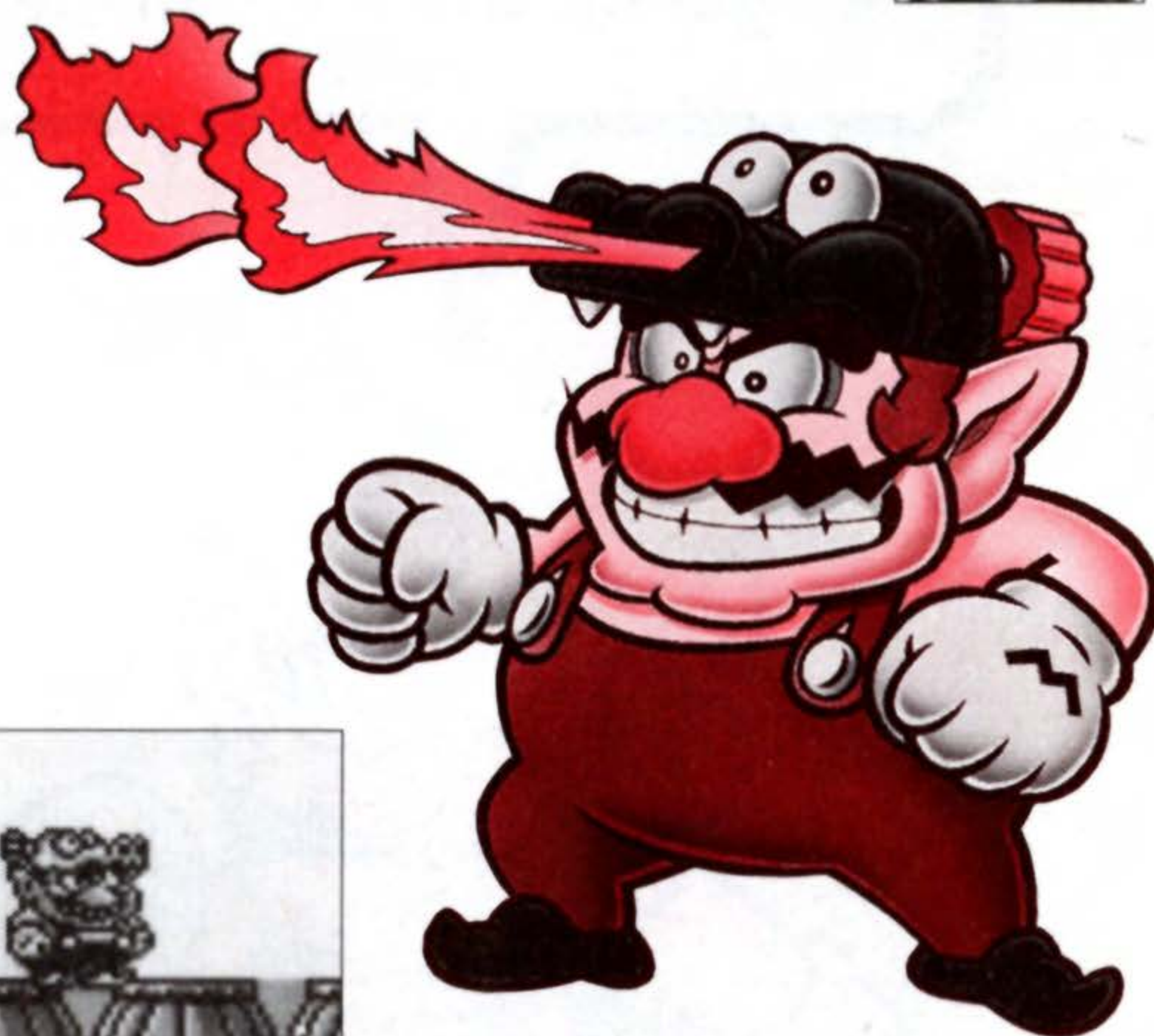
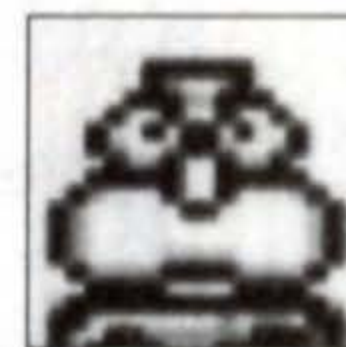
If Wario picks up a Bull Pot, he becomes BULL WARIO.



- If you jump while holding Up on the + Control Pad, the horns of his hat can get stuck in the ceiling. Press Up on the + Control Pad, to get unstuck.

DRAGON WARIO

If Wario gets a Dragon Pot, he becomes DRAGON WARIO.



Dragon Wario's Special Technique

- When you press the B Button, fire will come out of the dragon's nose. This can be used to break blocks and defeat enemies.

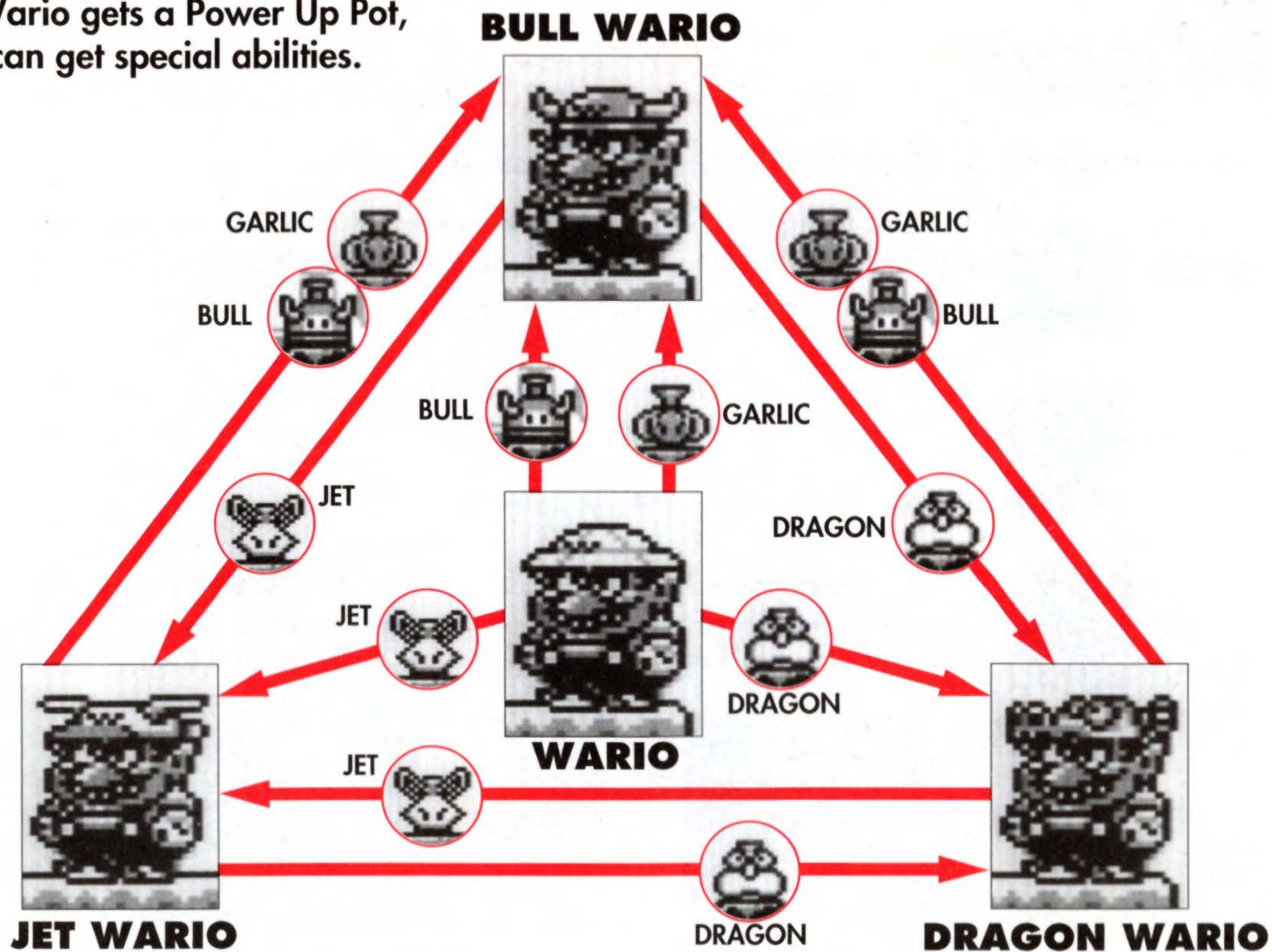
SMALL WARIO

If I get hit when I'm my normal size, I'll shrink.



If I find a Pot, I'll go back to my normal size. Then, if I get a Bull Pot, Jet Pot or Dragon Pot, I can become even more powerful.

If Wario gets a Power Up Pot, he can get special abilities.





ITEMS

There are plenty of other goodies that Wario can pick up.

STAR



The Star makes Wario invincible for a short period of time. He also can run faster. While he is invincible, he can get hearts by defeating enemies.

HEART

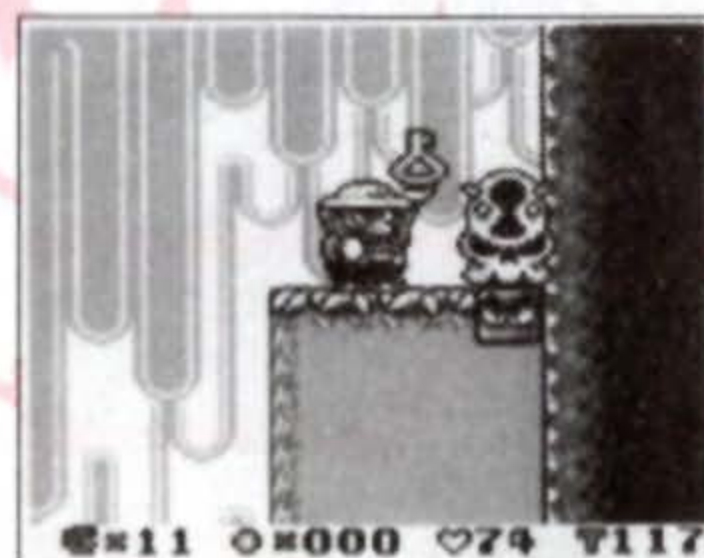


Wario gets a Heart Point for every enemy he defeats. If Wario picks up a Heart, his Heart Points go up by 10. When Wario reaches 100 heart points, you get an extra Wario. At the bottom of the screen, you can see the total number of Heart Points obtained.

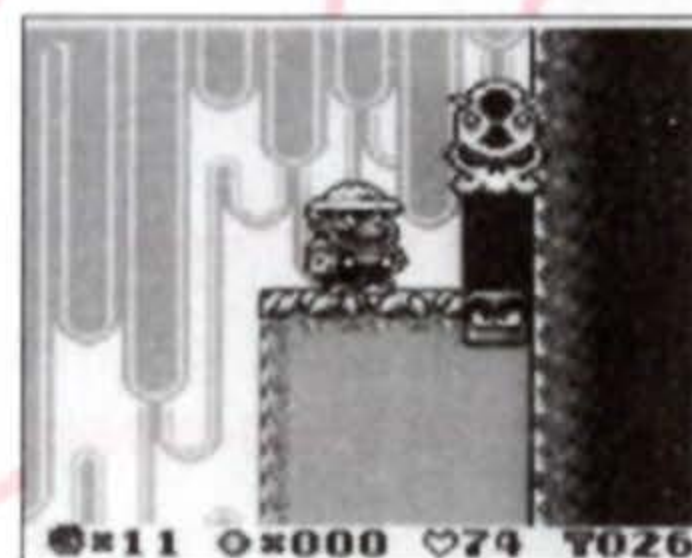
KEY



Keys open Treasure Rooms. When you find a Key, search for a Skeleton Door with a keyhole in the same course. Then toss the key and cash in. You can also toss keys at enemies and knock them for a loop.



Key Skull door

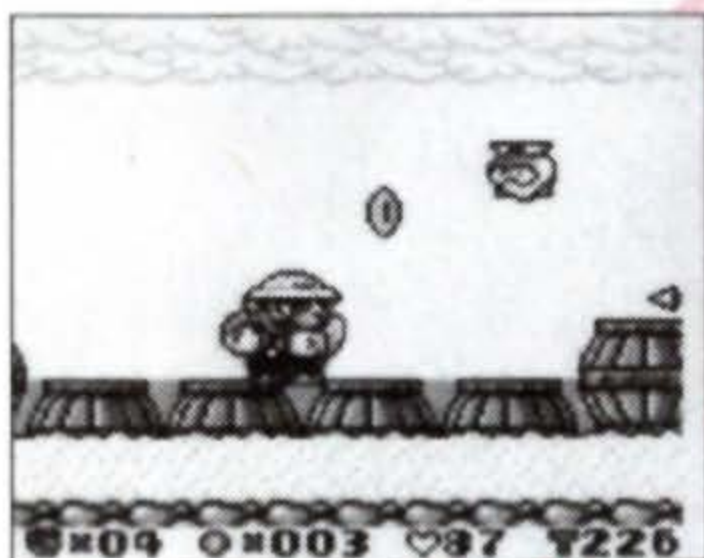


Use a key at the door



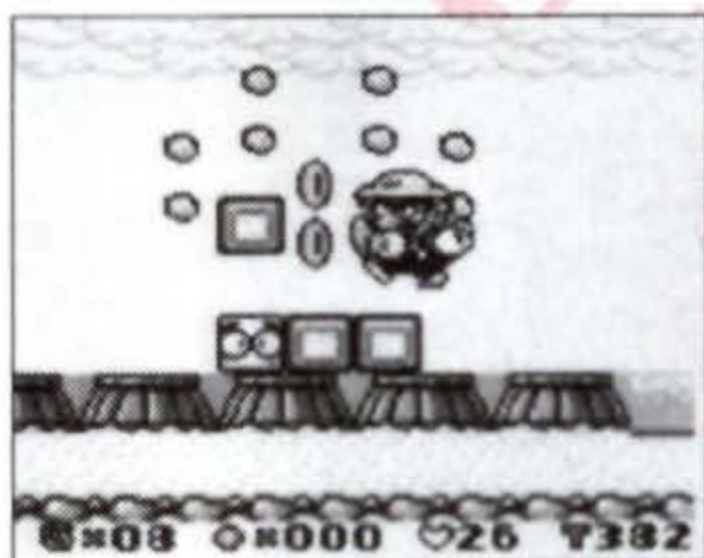
WARIO'S ADVICE

Collect as many coins as possible and help me build my castle. Here are the best ways to get coins for your pal, Wario.



Don't miss enemy characters' coins!

When I attack enemies, coins will appear. Don't forget to grab them.




Break the blocks!

Pirates hide coins in many places on the island. For example, a coin can be hidden in a block. Get the coins by breaking the blocks.

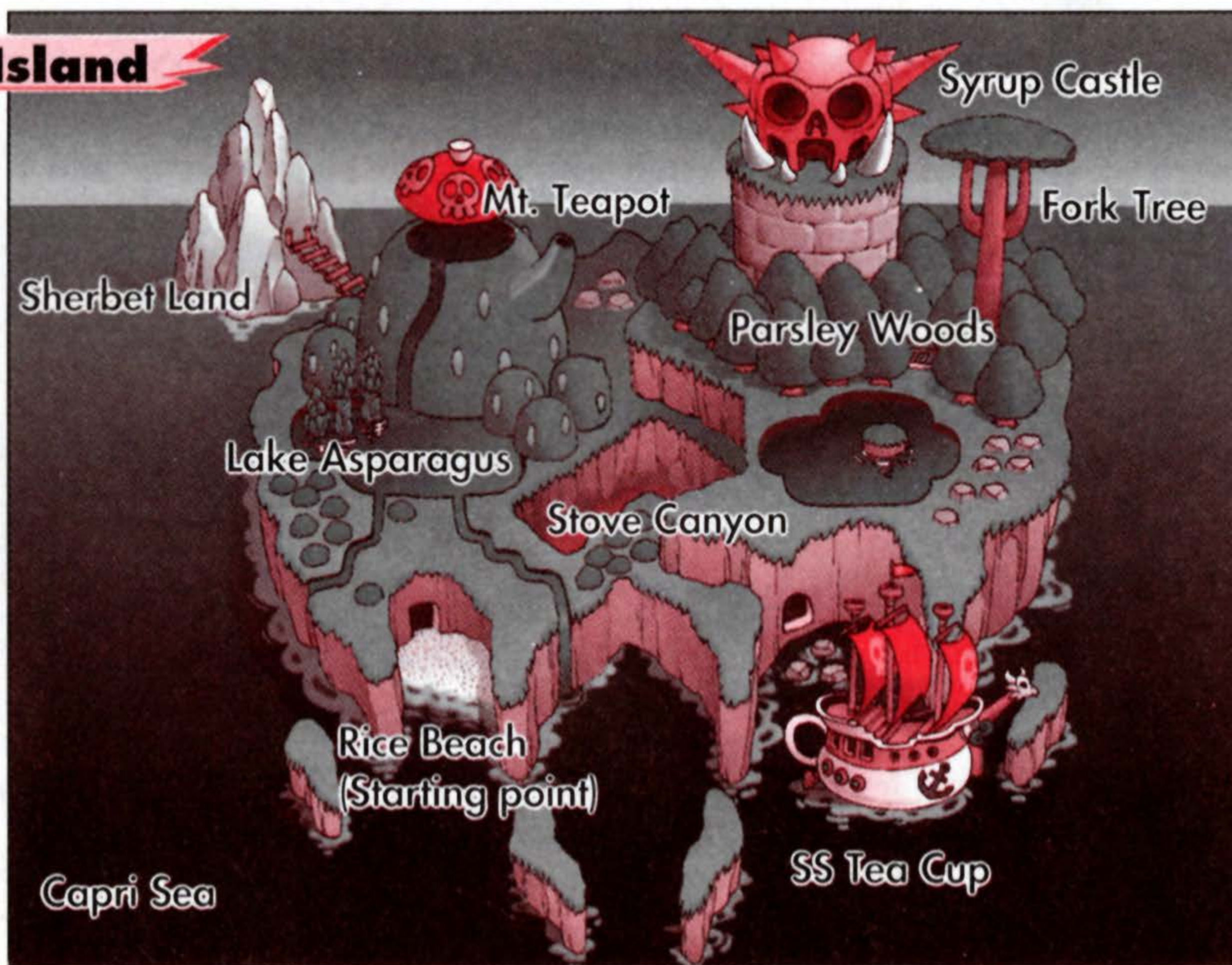
There are many treasures and coins hidden on the island. How many coins you can collect depends on your skill!



MAP OF PIRATES' ISLAND

Press the A Button when the map of the island is on the screen to zoom in to particular section, then press the B Button to zoom out to the island map. The maps of individual island sections display the island courses. If a course is marked with a , that course has two exits.

Kitchen Island





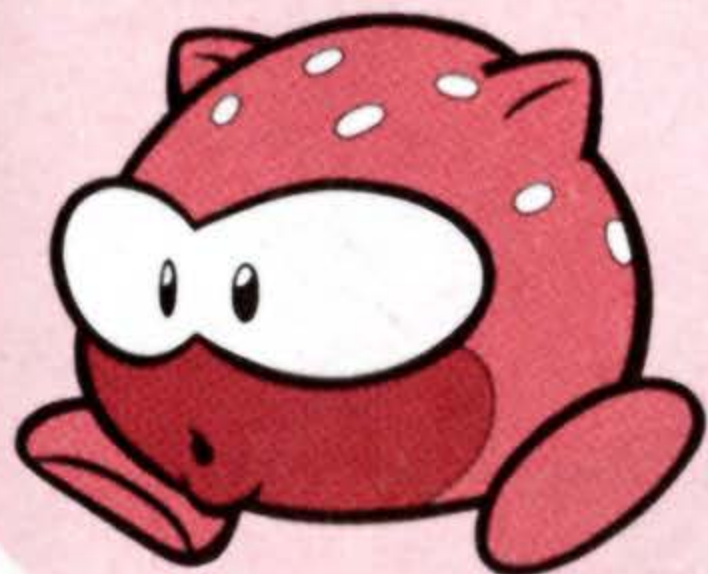
ENEMY CHARACTERS

The Brown Sugar Pirates aren't the only creatures on Kitchen Island. Keep an eye open for these critters too.



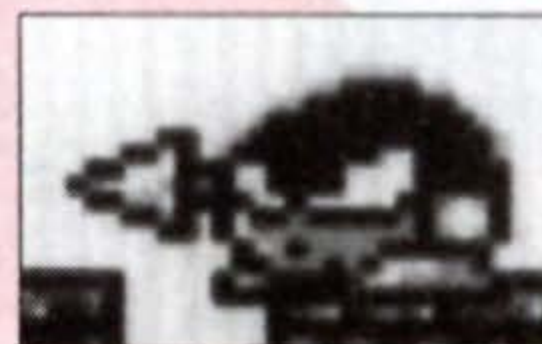
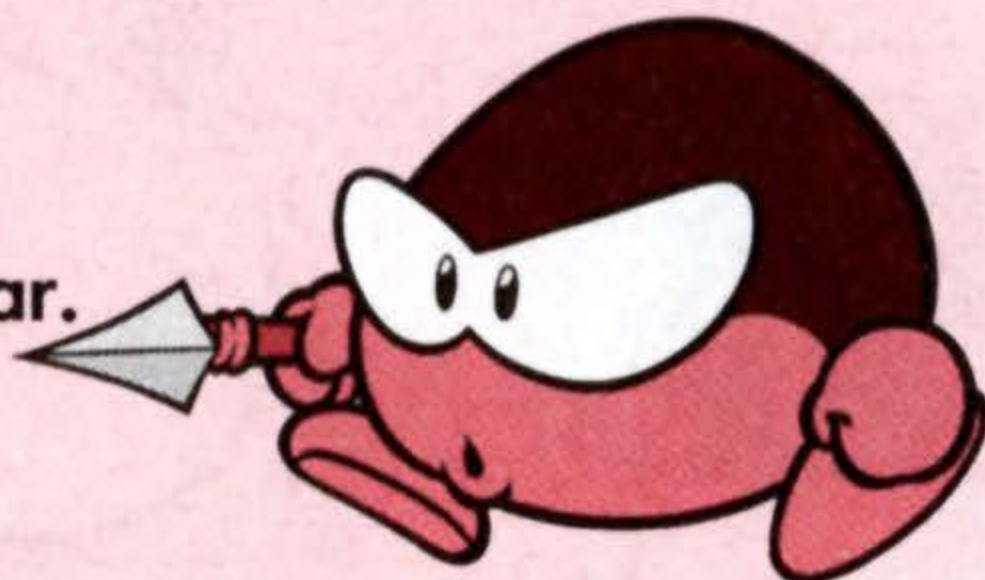
WANDERIN' GOOM

This little guy is harmless, but Wario could shake it up for a Coin or two.



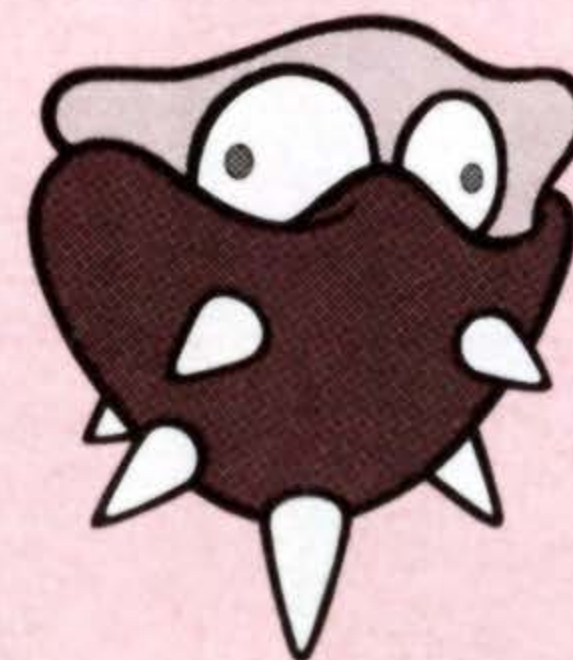
PIRATE GOOM

Watch out for his spear.



DROPPER

Heads up! This character waits for Wario and falls from the ceiling with its spikes down.



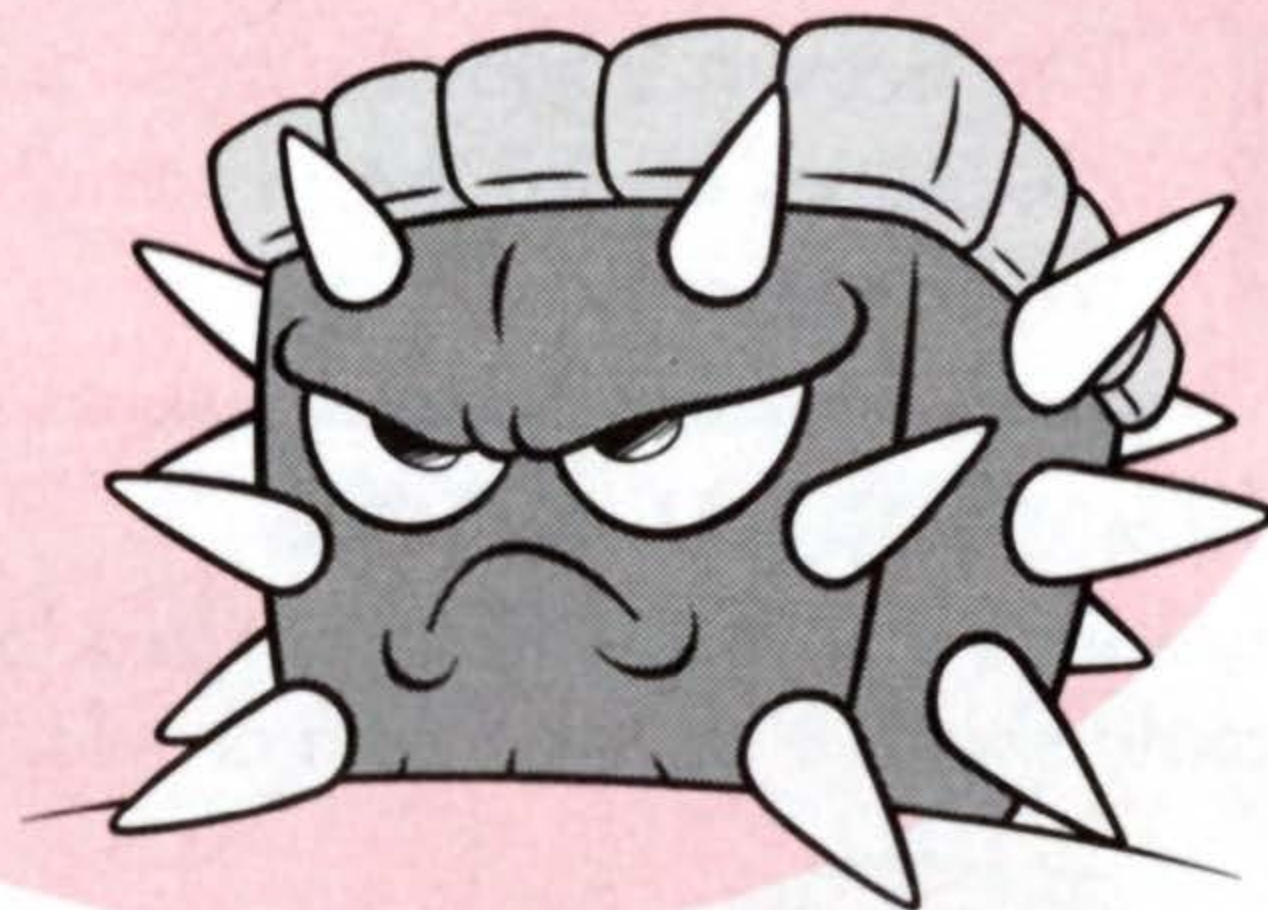
PINWHEEL

This sea dragon spins into a blade when it spots enemies.



POUNCER

This sturdy creature drops down and pursues Wario. Wario can get a lift on its flat top.



HELMUT

He swims up and down under the water. Watch out the spike on his head!



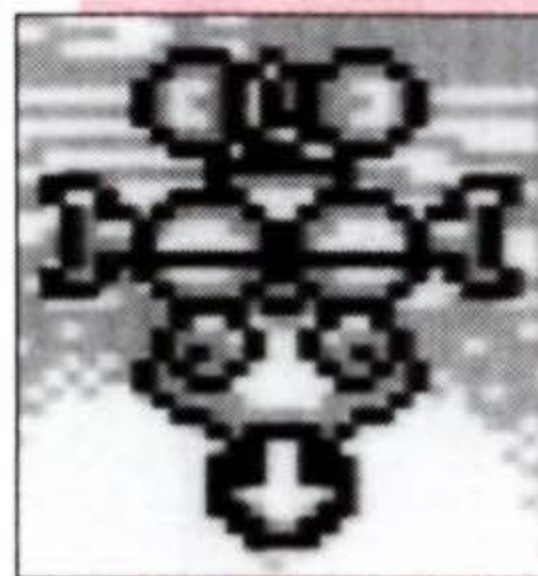
PENKOOK

This pirate is part penguin and part racoon. Watch out for its spiked stomach ball.



D.D.

The Dangerous Duck is a boomerang-throwing baddie. When Wario sees the weapon coming, he should duck too.



BUCKET HEAD

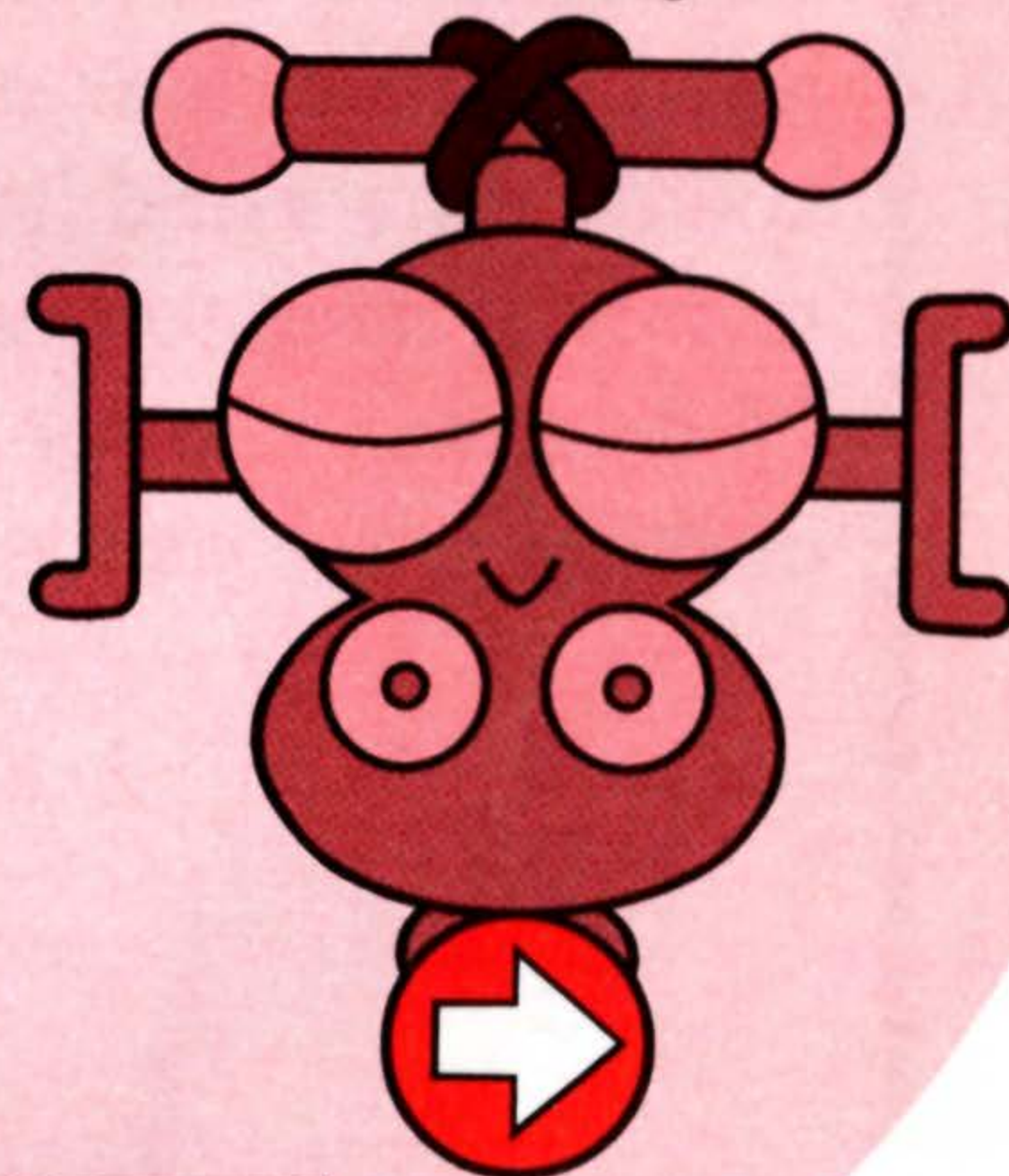
This cool customer spits icy crystals.



One of the Kitchen Island creatures will help Wario get around.

FLOATER

Wario can ride this creature in the air. The arrow on its ball shows the direction that it will float. A knock on the head will change its direction.



HINT

I can out-muscle any of the creatures on the island, but I'll have to steer clear of their spikes, claws and horns. If I get a shot at their soft underbellies, I'll be able to knock the air out of them and toss them around.



WARRANTY AND SERVICE INFORMATION

REV-E

3-MONTH LIMITED WARRANTY

For Hardware, Game Paks, & Accessories

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 part, 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 when sold) 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 simple instructions to correct any problem with your product. Call the NINTENDO WORLD CLASS SERVICE® Consumer Assistance Hotline at: 1-800-255-3700 rather than going to your retailer. Hours of operation are 4 a.m. to Midnight, 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 over the telephone, you will be referred to the nearest AUTHORIZED NINTENDO WORLD CLASS SERVICE® Center or you will be offered express factory service through Nintendo. You also may refer to your yellow pages directory under the heading of Video Games - Service & Repair, for the nearest authorized service location. 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.

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 DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED 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 as set forth on the back cover of this manual.

This warranty is void only in the United States.

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



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

PRINTED IN JAPAN