

Nintendo

GAME BOY[®]



DMG-AW2E-USA-1

WARICLAND[™]

INSTRUCTION BOOKLET

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 II™ Game Pak for the Nintendo® Game Boy® system.
Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game.
Save this booklet for future reference.

TM and ® are trademarks of Nintendo of America Inc.
©1998 Nintendo of America Inc.



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.

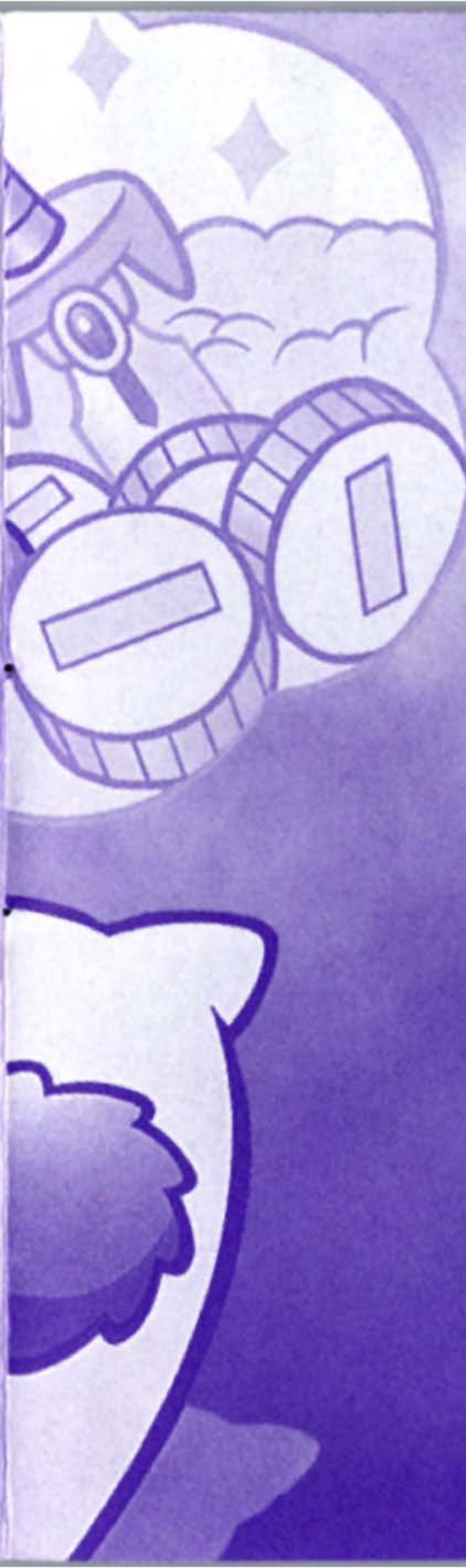
Contents

Controller Info	4
Tricks of the Trade	6
Starting the Game	8
Mini-Games	9
Saving the Game	10
Wario's Conditions	11
Enemies	16
Warranty & Service Info	19



One quiet morning, Wario was resting peacefully in bed. He was so tired from treasure-hunting that he did not hear the suspicious intruders enter his castle. Who are these mysterious characters, and why are they after Wario's treasure?



An illustration on the left side of the page shows Wario's head in profile, looking towards the right. He has a large, bushy mustache and is wearing a green cap with a red 'W' on it. Above his head, there is a large, glowing yellow circle containing several gold coins and a key. The background is a solid light blue color.

"Aaargh! I can't believe that Captain Syrup and the Black Sugar Gang have stolen my treasures! I am one angry Wario! I'm going to get my treasures back if it's the last thing I do!

"Wario Land 2 is much better than any of my previous games. Why, you ask? Because in this game, I am immortal! There is no Game Over! With multiple endings, you can play my game MANY times. Isn't that great?!"

CONTROLLER INFO

**LEFT/RIGHT
UP
DOWN**

+ Control Pad

- Walk
- Enter door
- Sit
- Press ▼ as you jump to get to difficult spots
- Press ▼ while jumping to smash enemies, break rocks or change an enemy's direction
- Roll on hill

+ CONTROL PAD

- Use + Control Pad to swim
- Use + Control Pad to move cursor on sub-screens

GAME BOY pocket



SELECT

SELECT • Access save screen



A Button

- Jump
- You can jump to destroy blocks or stomp on enemies (some enemies can't be defeated).
- Press ▲ while jumping to jump higher.
- Swim upwards.
- Confirm commands on sub screen.

B Button

- Attack while pressing ◀▶ on the + Control Pad.
- Throw enemies or objects.
- Swim fast.
- Cancel commands on subscreen.


START • Pause

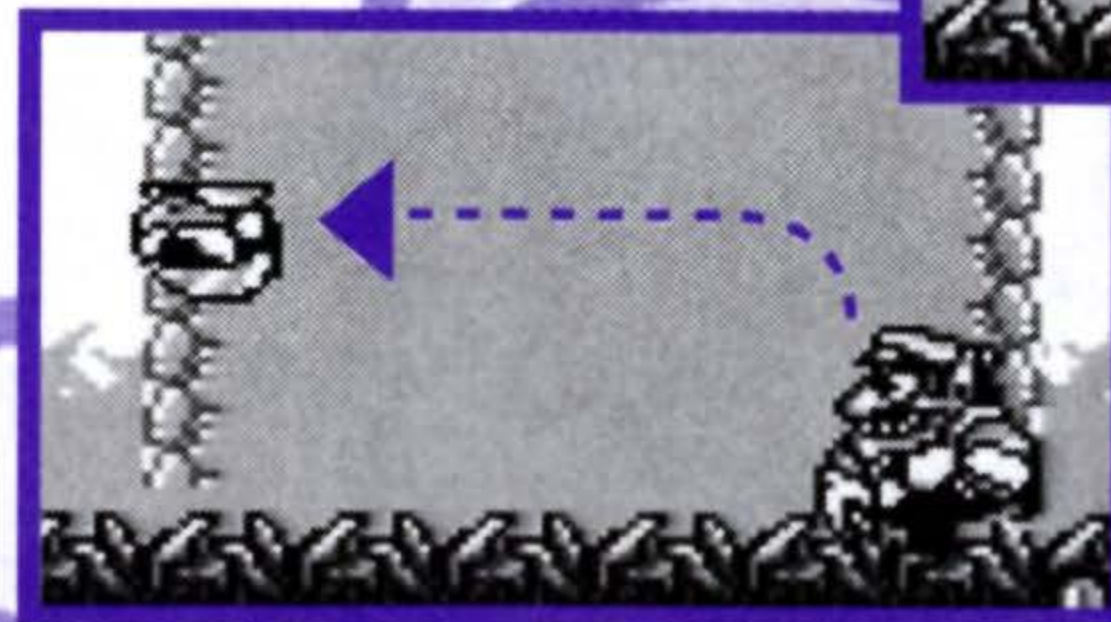
TRICKS OF THE TRADE

Hold and Throw

"I stun enemies when I jump on them. If I touch them while they're stunned, I will automatically pick them up. There are two ways I can throw them:

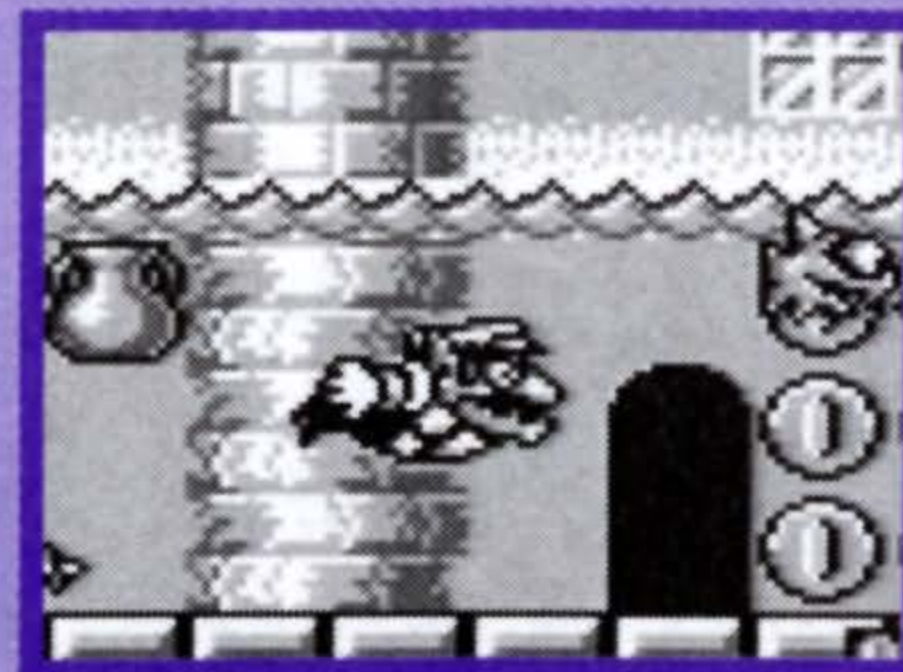
1. Press the B Button quickly for a weak throw.
2. Hold the B Button and release it to throw farther.

- Press  on the + Control Pad to throw upward. The distance will vary depending on the size of the enemy.
- Master the art of throwing to defeat enemies from a distance.
- Certain blocks will be destroyed if I throw something at them.
- I can also defeat enemies by throwing them against a wall.



Swim

"I am an excellent swimmer! To make me jump out of the water, press the A Button when I am near the surface."

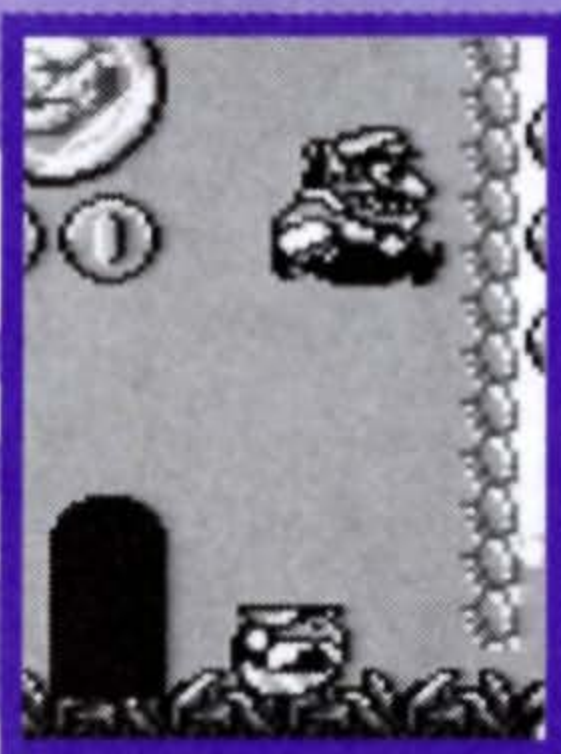


Roll

"If I sit on a hill, I'll start sliding. Press ▼ to make me roll. While rolling, I can destroy blocks, defeat enemies or jump. If I hit a wall, I'll stop. Ouch!"

Flying

"Owls can help me fly! Press the desired direction on the + Control Pad once to make the owl move. To make me fly REALLY fast, keep pressing the + Control Pad."

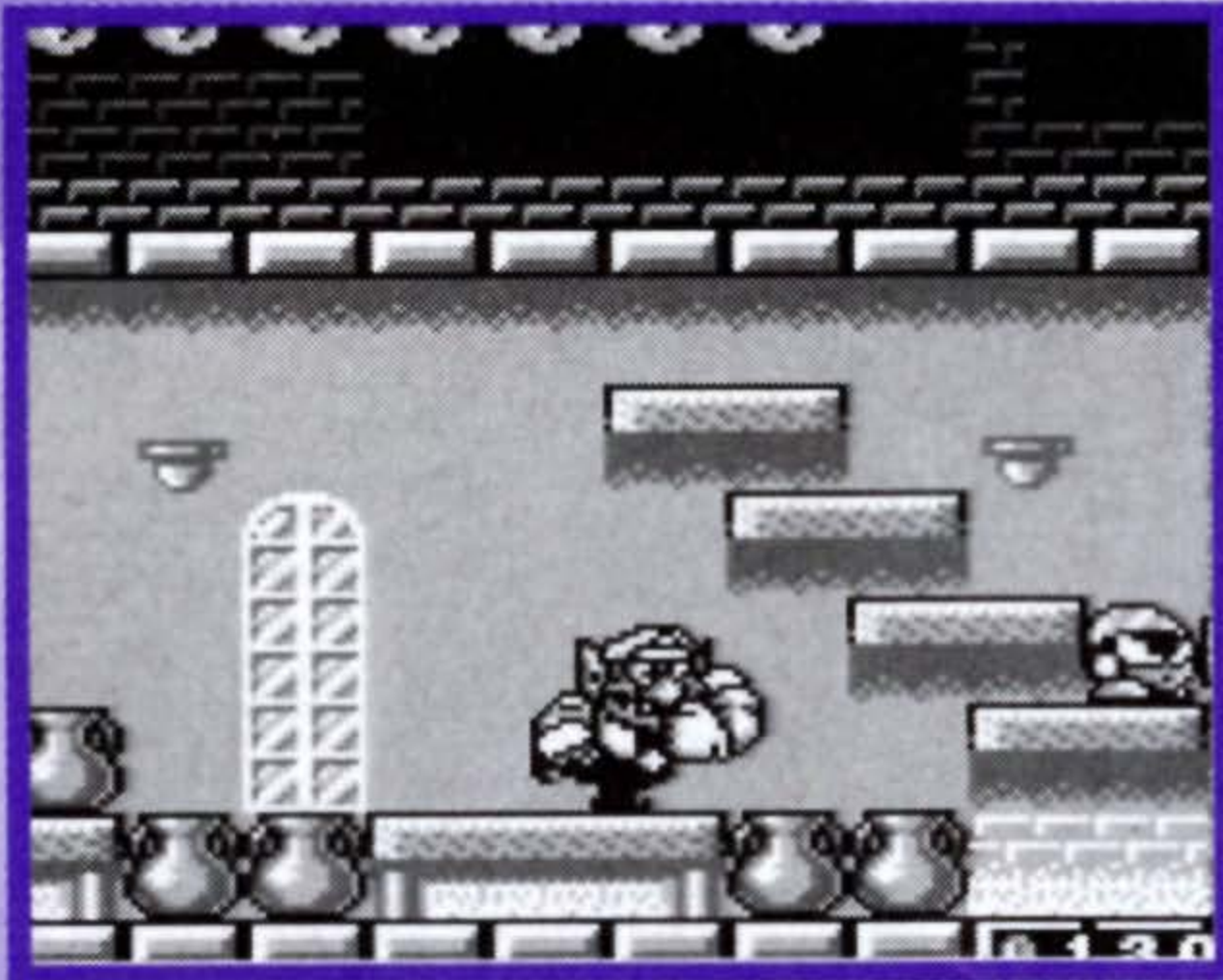


Step Jump

"Press the A Button as I jump on an enemy to make me jump higher! Use all the tricks available to help me get those rotten pirates!"

STARTING THE GAME

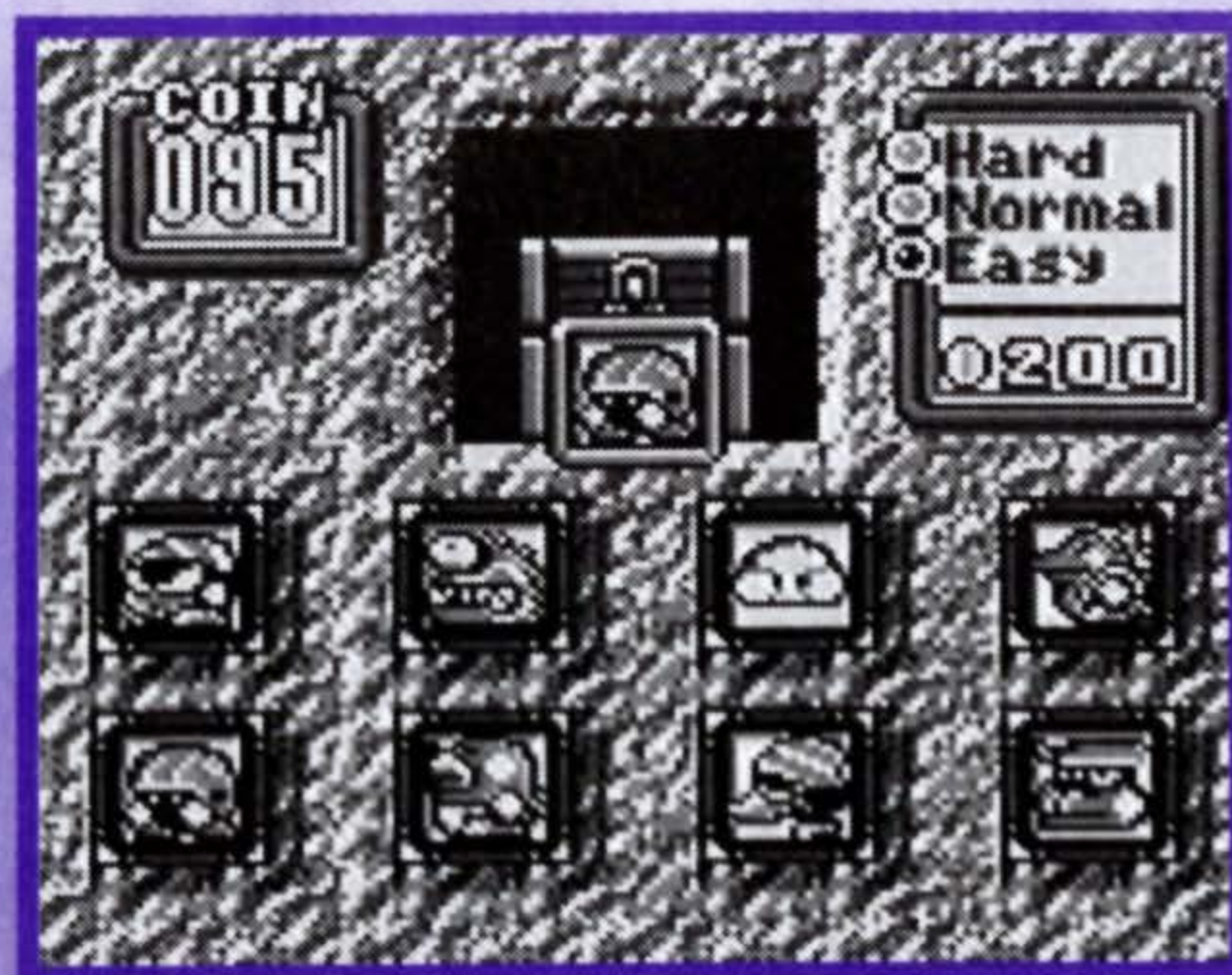
Correctly insert the Wario Land II Game Pak into your Nintendo Game Boy system and move the POWER switch to the ON position. When the Title screen appears, press the A Button to begin the game.



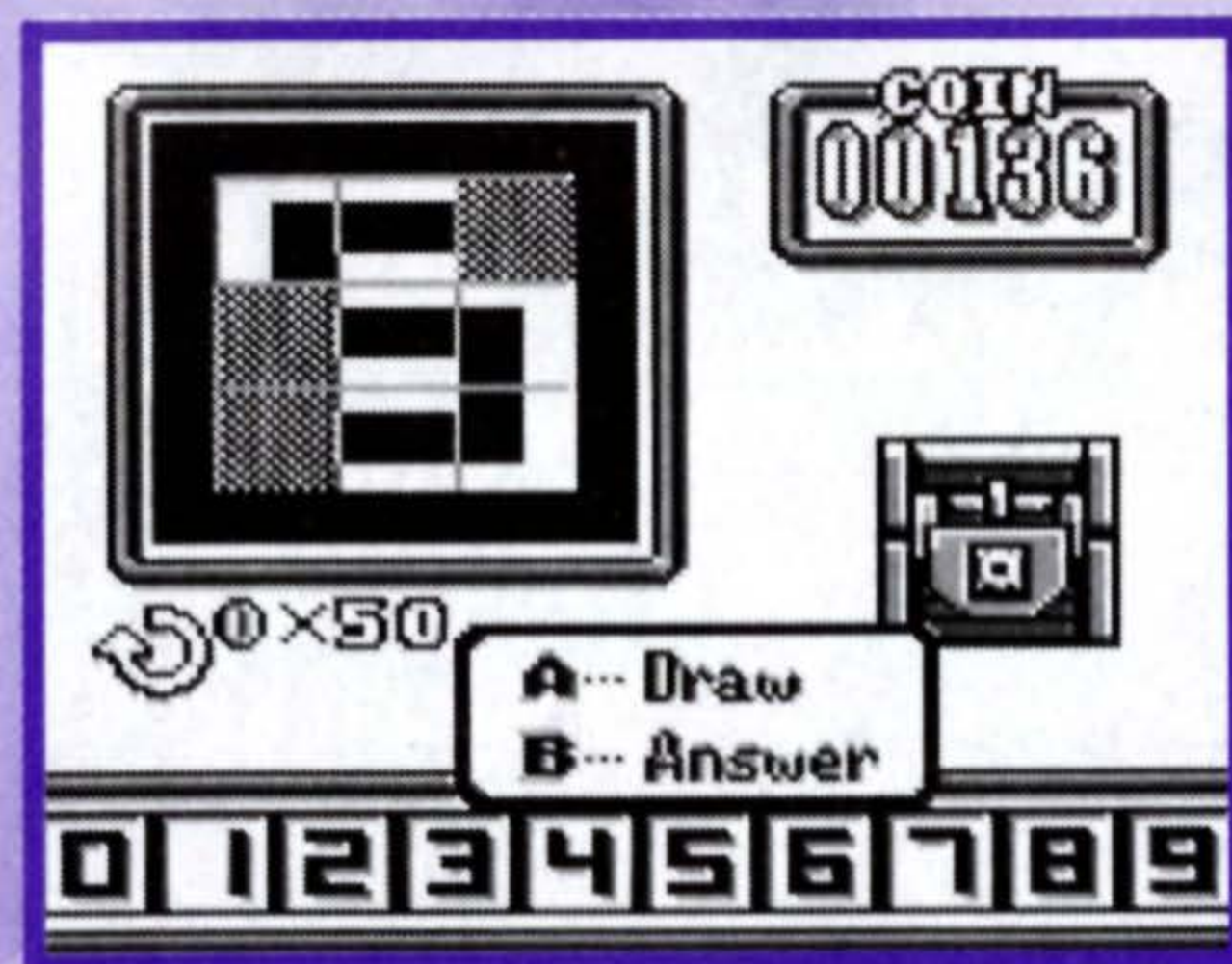
MINI-GAMES

Matching Game

Certain rooms in each level have the matching game. Match the panel that appears at the top to one of the eight panels on the screen. If the pictures match, you receive a treasure.



Number-matching Game



This game appears at the end of every level. You need at least 50 coins to play. Every panel you turn over costs you another 50 coins. If you guess the right number, you'll win a prize!

If you're playing the mini-games for the first time, make sure to read the instructions on the screen!

SAVING THE GAME

There are two ways to save: Auto and Interrupt.

- Auto Save saves the game at the end of every stage (after you've played the Number-matching game).
- Interrupt Save lets you save in the middle of a stage. Press SELECT during the game, select "Save," then press the A Button.

In some areas, you may not be able to save.

Keep the power ON while saving or you could lose everything!

To erase saved data, select "CLEAR DATA" on the Title screen, then press the A Button.



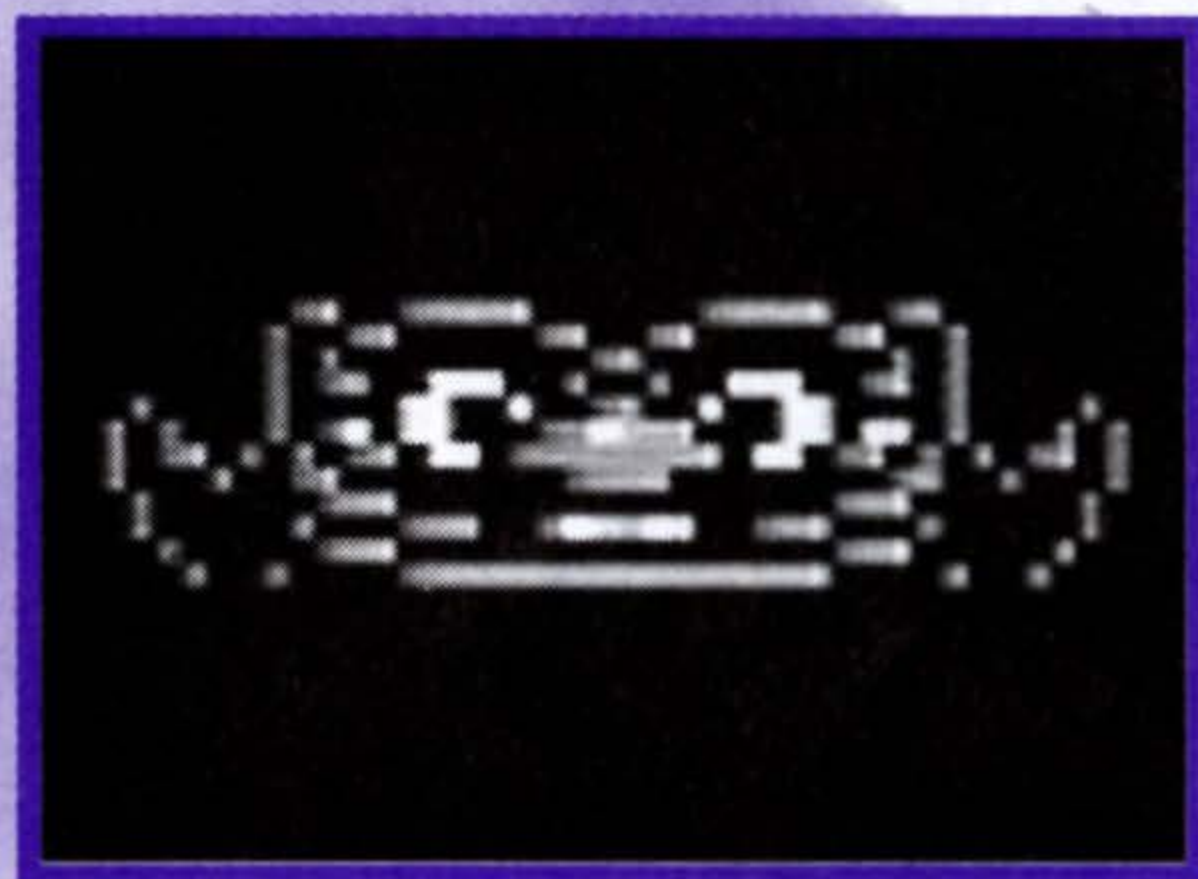
If you don't get all the treasures, don't worry. You can always get them later.

WARIO'S CONDITIONS

"No matter how much damage I take, I am immortal! Ha ha! But I am not invincible. Some enemy attacks affect me in different ways."

Flat Wario

"Certain enemies can flatten me. I can't jump when I'm flat, but I can float! You'll have to find a way to get me back to my normal, beautiful self!"



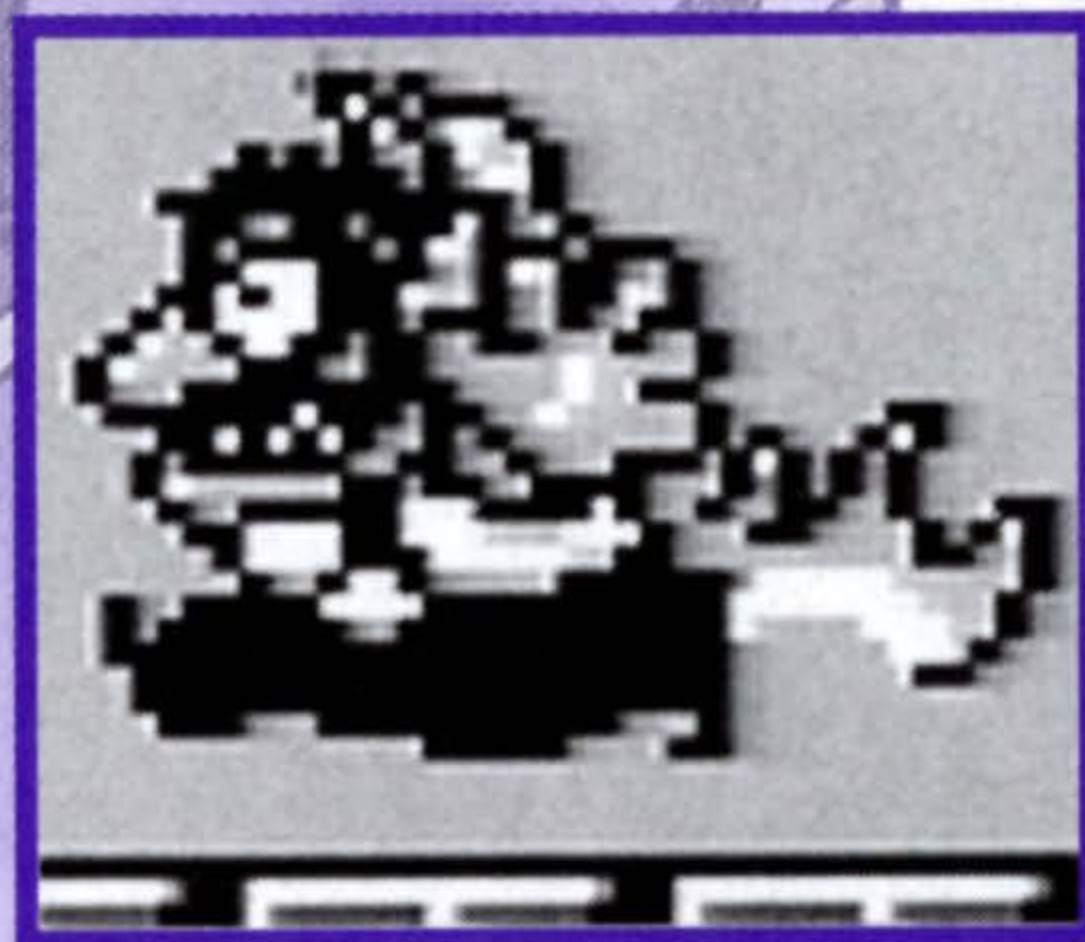
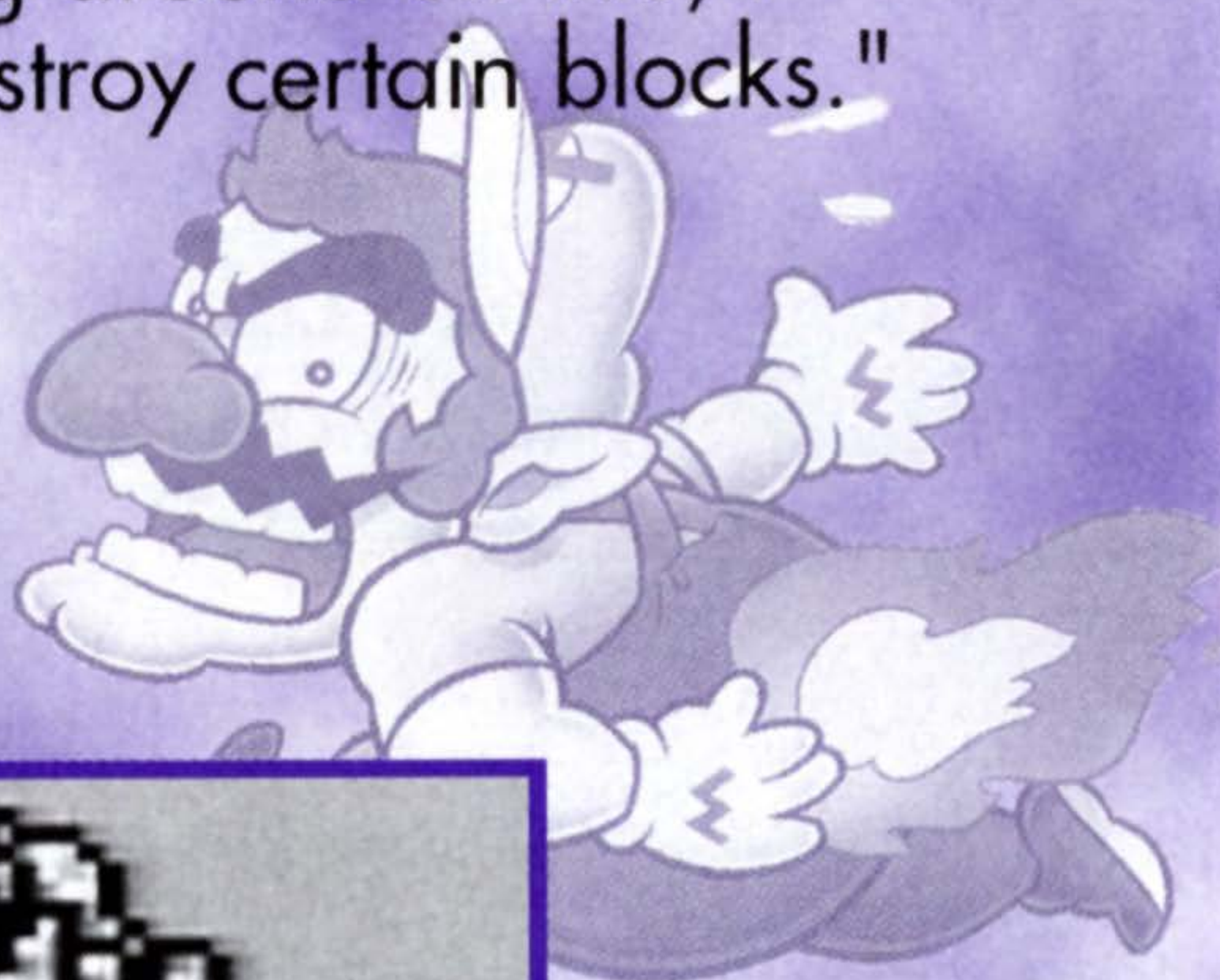
Fat Wario

"Too many cakes makes for one fat Wario! When I'm fat, I move more slowly, but I can defeat enemies and destroy blocks that I normally couldn't."



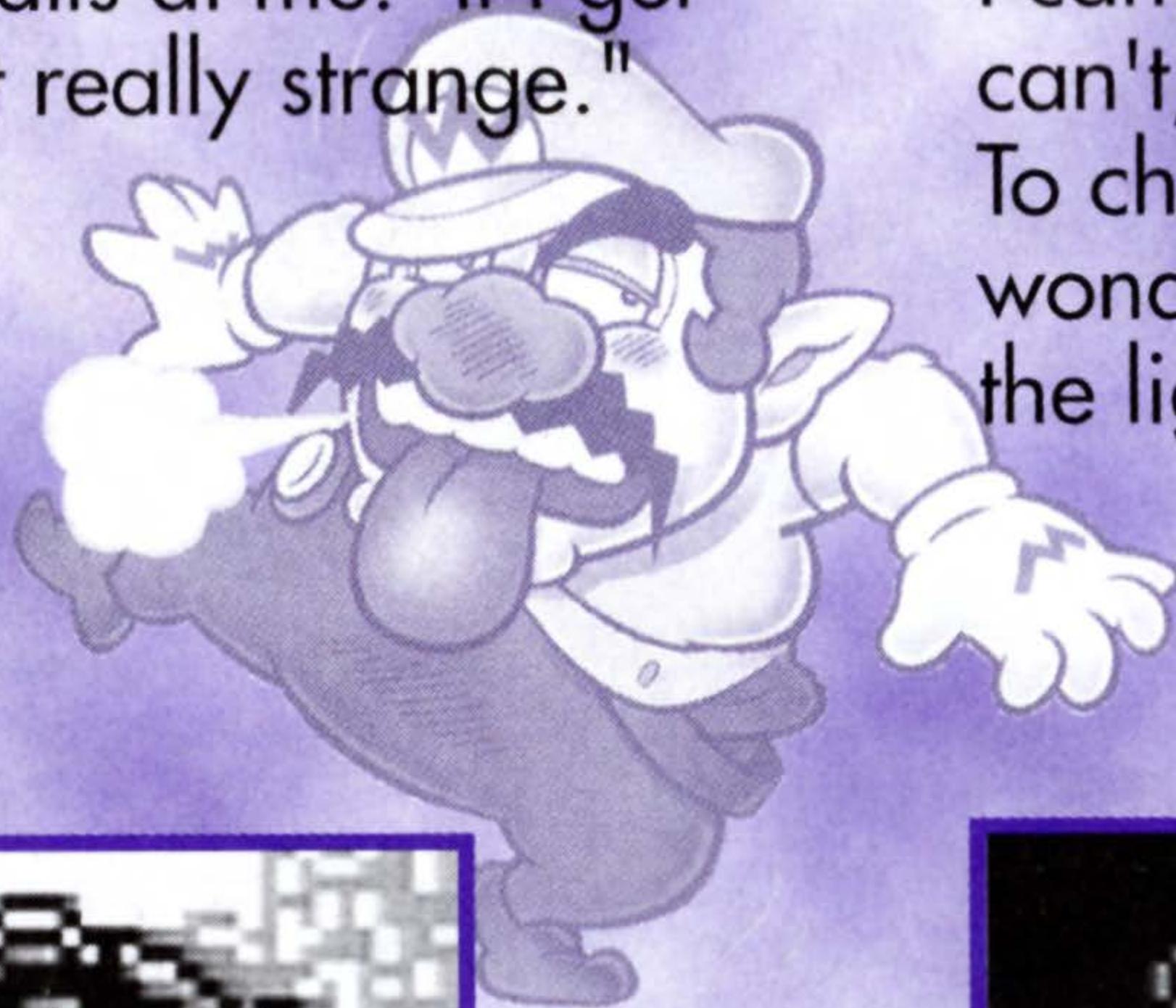
Hot Wario

"Getting hit with fire really burns me up! I turn into a hot fireball. While I'm running around on fire, I can destroy certain blocks."



Crazy Wario

"Watch out for these penguin-looking guys who throw balls at me. If I get hit, I act really strange."



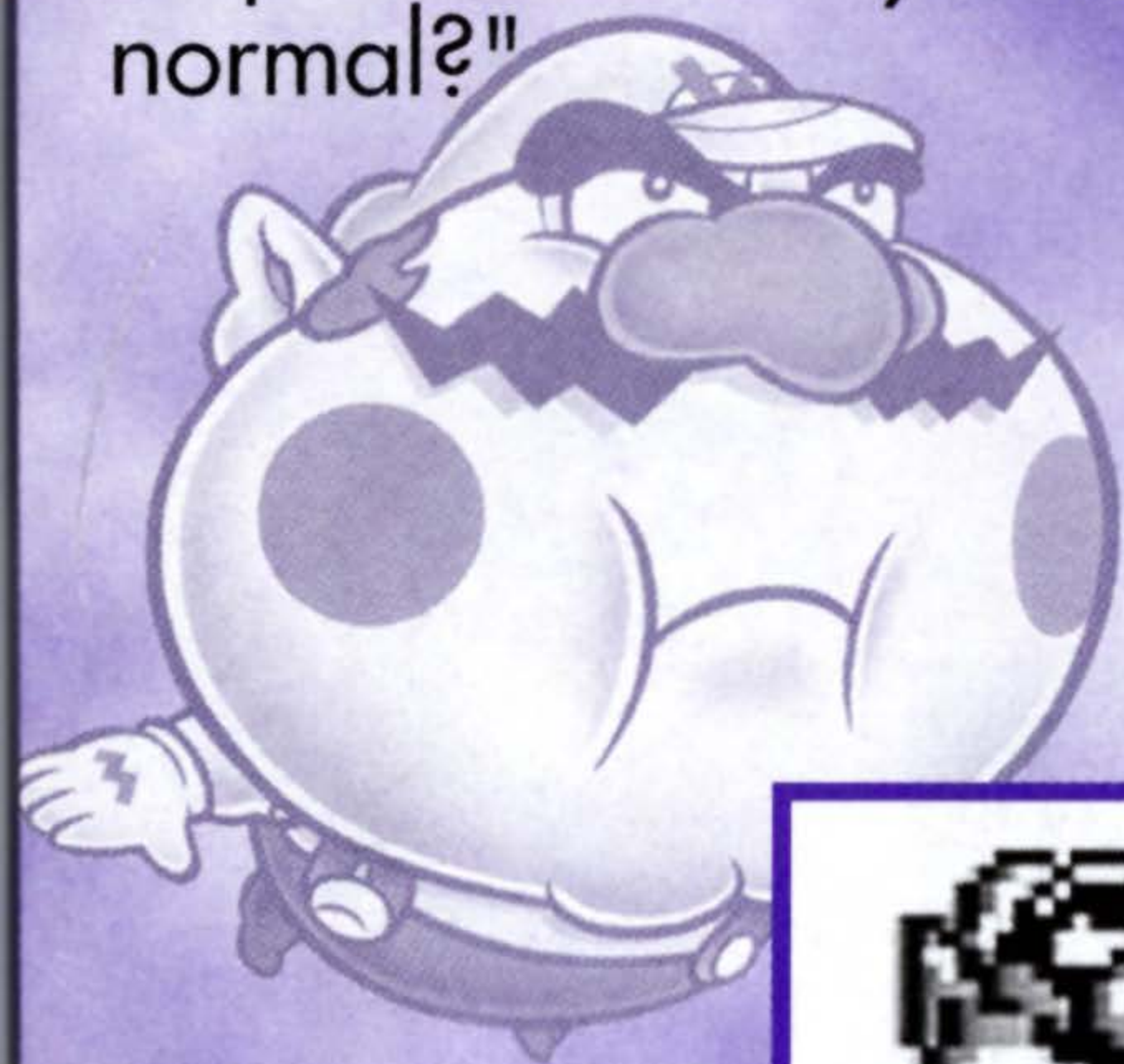
Zombie Wario

"Being turned into a zombie is no fun, but as Zombie Wario, I can do things normal zombies can't; like falling through floors. To change me back to my wonderful self, head toward the light."



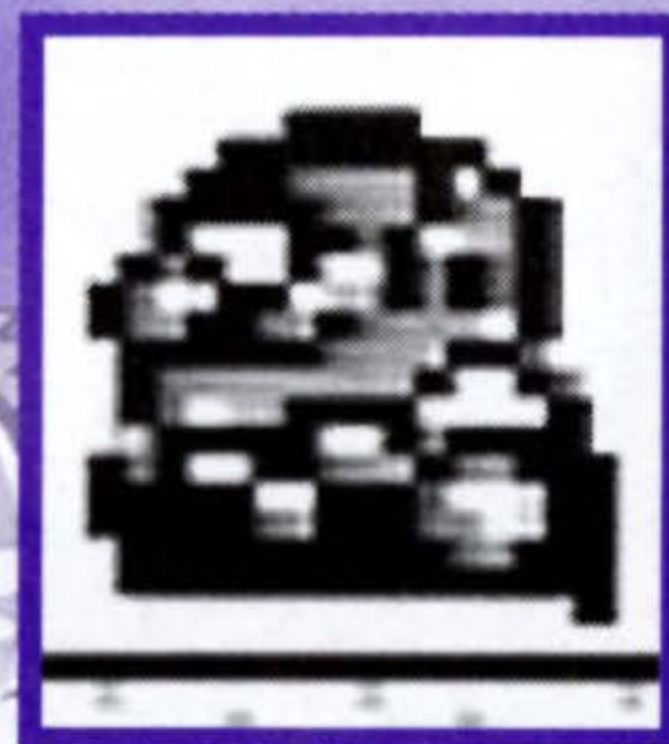
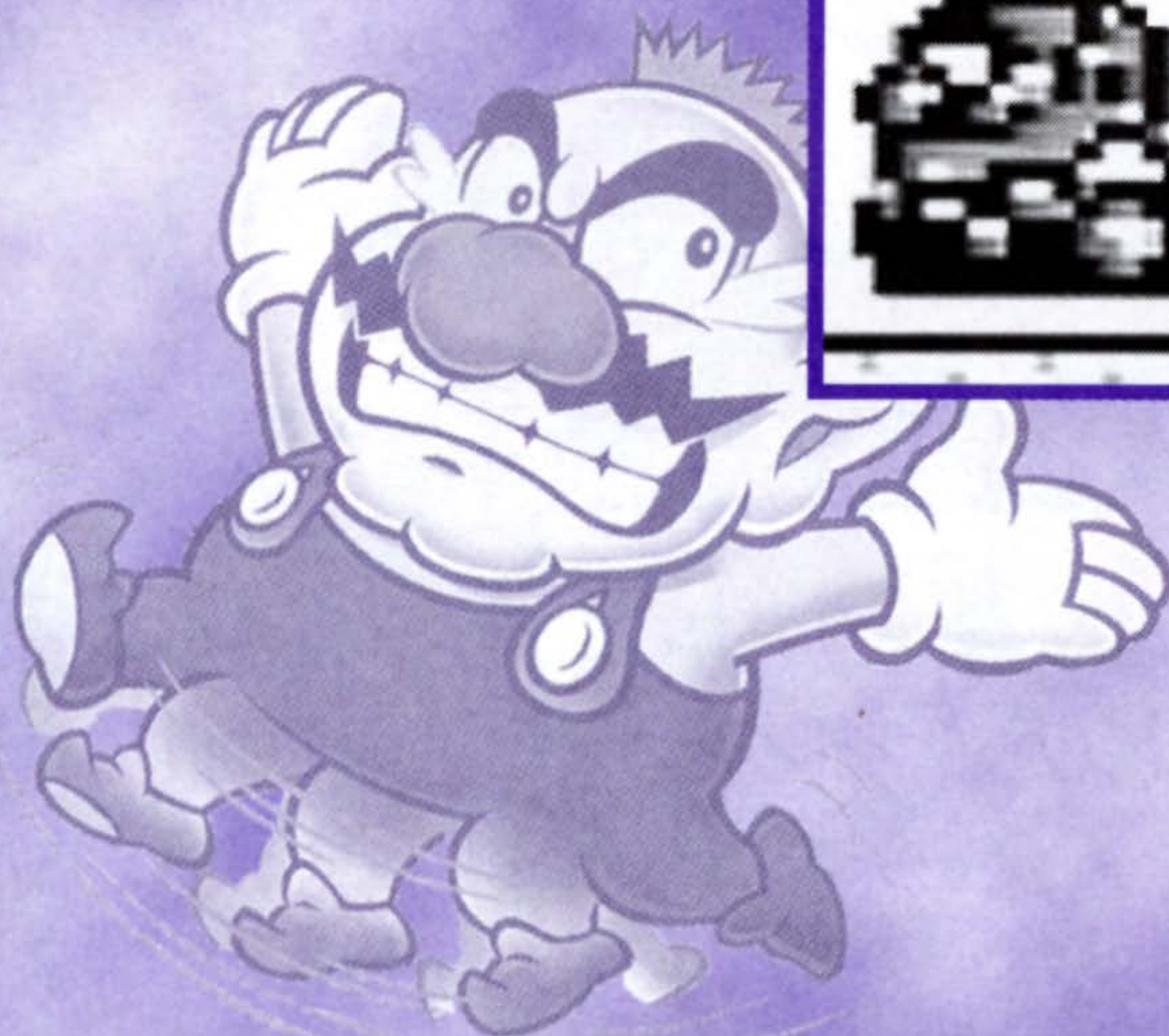
Puffy Wario

"If I get stung, my fabulous face becomes all swollen and puffy! With a face like this, nobody will like me! Can you help me return my face to normal?"



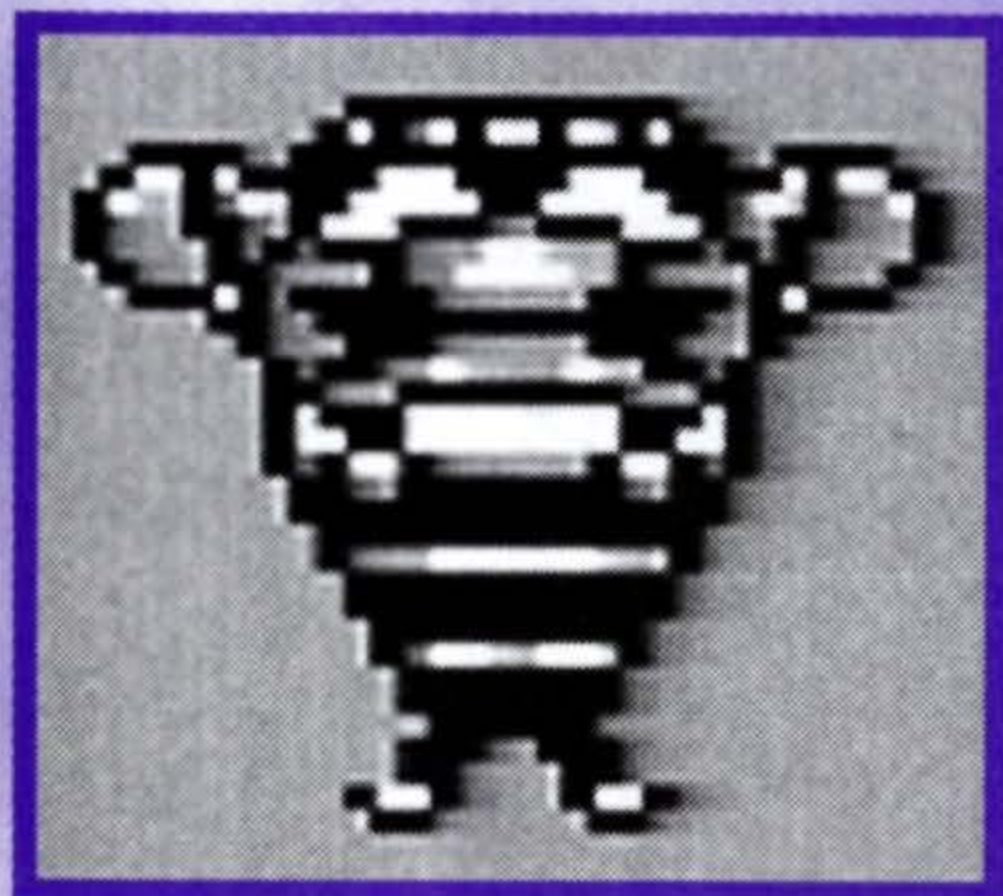
Tiny Wario

"If a spell is cast on me, I become tiny. I can't do anything when I'm tiny except run away."



Bouncy Wario

"I don't look very good as a spring, but I sure can jump high."



"Other things will also happen to me. Just keep playing and remember my motto, 'Coins are good'. Good luck!"

ENEMIES

"These are just some of the enemies who are always causing problems for me, but they are no match for the almighty Wario! Let them know how powerful I am!"

Punch

"He's small, but he packs a mighty wallop!"



Cook

"This cake-chucking meanie isn't stingy with food!"



Grunt

"This guy's tough, and that iron ball doesn't look too friendly, but he's no genius like me though!"



Hen

"My beloved pet! She wouldn't harm a flea so be nice to her!"



NOTES :

NOTES :

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 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 AND SERVICE INFORMATION:

REV-J

You may need only simple instructions to correct a problem with our product. Call the 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 (time 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 do not send any products to Nintendo without calling us first.

HARDWARE WARRANTY

Nintendo of 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 a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this 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 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 or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please call the Consumer Assistance Hotline at 1-800-255-3700 for trouble shooting assistance 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 calling 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 COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED 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, 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 (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.

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



Nintendo®

AUTHORIZED REPAIR CENTERS™
1-800-255-3700

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

PRINTED IN JAPAN