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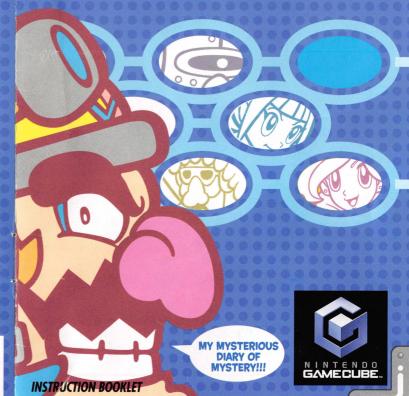
BUTT OUT, NOSY! Nintendo

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

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PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions Altered vision Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

AWARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

Warranty & Service Information

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be affered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER. Please do not send any products to Nintendo without contacting 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 ourchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games 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 try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information 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 contacting us first.

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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 PURPOSE (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.

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Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

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For further information or assistance, please contact: Nintendo Consumer Service www.nintendo.com or call 1-800-255-3700 (U.S. and Canada)



▲WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- · Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
 Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

▲CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

▲ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal



THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE, TWO, THREE OR
FOUR PLAYERS AND
CONTROLLERS.



THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.



THIS GAME IS COMPATIBLE WITH THE GAME BOY ADVANCE PORTABLE VIDEO GAME SYSTEM.

NEED HELP PLAYING A GAME?

You can visit our website at www.nintendo.com for game play information.

For 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 whomever pays the phone bill.

Rather talk with a game counselor?

1-800-521-0900

Available in U.S. and Canada - \$1.50 per minute (U.S. funds)

Please have Visa or MasterCard ready

MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under 18 need to obtain parental permission to call. Prices subject to change.

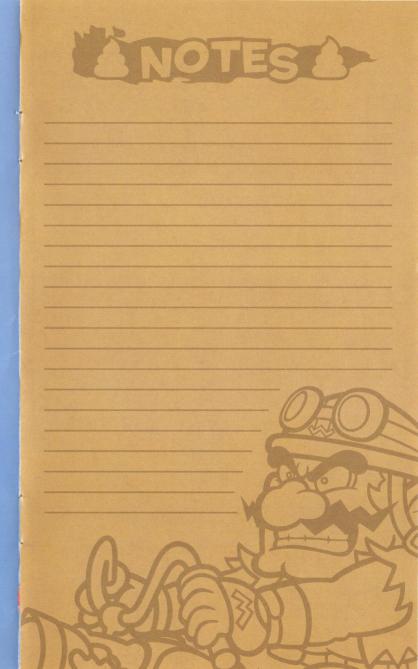
TTY Game Play Assistance: 425-883-9714



Nintendo

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CONNECTING THE NINTENDO GAMECUBE" GAME BOY ADVANCE CABLE

This section explains how to use the Nintendo GameCube Game Boy Advance cable to connect your Nintendo GameCube with your Game Boy Advance.

What You Will Need:

Game Boy Advance - - - - - - - - - - - - - - - - One GBA for each player Nintendo GameCube - - - - - - - - - - - - - - - One system Wario Ware Inc. Game Discs - - - - - - - - - - - One disc

Nintendo GameCube Game Boy Advance cable - - - - One cable for each player

To connect the Nintendo GameCube Game Boy Advance cable:

- Insert the Game Pak into the Game Boy Advance.
- Follow the on-screen instructions to connect the cable to the Nintendo GameCube.

Note: Check to make sure that the cable is connected as illustrated in the picture below.

- Connect the cable to the Game Boy Advance.
- Turn the power ON to the Game Boy Advance.

For instructions on what to do from this point forward, see page 11.

Note: Do not connect any cables or Game Boy Advance systems that are not compatible with the Nintendo GameCube game you are using.

See the instructions that came with the Nintendo GameCube Game Boy Advance cable for additional connection information.

Precautions for Communication between Nintendo GameCube and Game Boy Advance

In the following circumstances, communication may not work or may malfunction:

- A Game Disc that does not support the Game Boy Advance Game Pak is loaded in the Nintendo GameCube
- A cable other than the Nintendo GameCube Game Boy Advance cable is used.
- The cable is not plugged in completely.
- The cable, Game Boy Advance, or Nintendo GameCube is not connected properly.
- The Nintendo GameCube Game Boy Advance cable is connected or disconnected during communication.
- The power is turned OFF to either the Nintendo GameCube or Game Boy Advance, or the RESET Button is pressed on the Nintendo GameCube.





WAAAAAH HA HA HA HA !!!

HEY, WHAT DO YOU THINK YOU'RE LOOKING AT!? THIS IS MY LONG-RUNNING DIARY...UH... I THOUGHT I TOLD YOU TO KEEP YOUR PEEPERS OUT OF MY BUSINESS! I MEAN IT! THIS IS REALLY PRIVATE STUFF! AH. WHY DO I EVEN BOTHER? IF I KEEP TELLING YOU HOW GREAT IT IS. YOU'LL JUST WANT TO TAKE A PEEK EVEN MORE... I KNOW I WOULD! MAYBE I CAN DISTRACT YOU BY TELLING YOU ABOUT MY ALL-NEW. INTENSELY **EXCITING. MADDENINGLY AMAZING** NINTENDO GAMECUBE GAME. WARIOWARE. INC.: MEGA PARTY GAMES! I'M FEELING GENEROUS, SO I'LL EVEN LET YOU KEEP PEEKING AT MY SUPERSECRET JOURNAL TO GET THE INSIDE SCOOP ON MY LATEST SCAM ... I MEAN, GAME!







Hey, everybody, how ya doin'!?

To be honest, I couldn't care less how you are doing! I'm doin' great! I ate a healthy breakfast of bacon, bacon, and more bacon, and washed it all down with a glass of bacon grease! Oh, I've decided to keep a diary, starting today! Why, you ask? Because I'm gonna include it in my autobiography, entitled "Wario: The Brains Behind the Boogers"! I'm gonna make millions! That's right, baby! It's all about the money! Treasure chests are nice, but that gold stuff's heavy! Give me stackable, foldable, crinkly green cash any day! But never mind that, I've got to get writing!

THAT SUFFOR MY DIARY!



AUG 15TH FORECAST: IT'S DARK! HOW SHOULD I KNOW?

My diary's gotten a little out of whack, so I guess I'll have to write this last chapter. Hey, wait a minute! Everybody wrote about themselves instead of about me! This won't make a very good chapter in "Wario: The Brain Behind the Boogers," my upcoming autobiography!!

Oh well, who cares!? I've already made a mountain of cash off my game sales! By the way, I'm inviting everybody to the roof of my company to enjoy the Wario fireworks tonight! While everybody's stuffing their faces at the picnic, I'll be running off with all the cash! Employee salaries? Not in my company! If you ignore the problem long enough, it just goes away! Oh yeah, when the picnic's over, all my employees can consider themselves FIRED!!

FOR WARIOWARE, INC.!

HOW WOULD YOU LIKE TO WORK FOR ME AT MY GLORIOUS COMPANY? HOW MUCH DOES IT PAY!?! YOU CHEEKY PUNK! I'LL TELL YOU LATER! MUCH LATER! SOME PEOPLE MAKE NOTHING; SOME PEOPLE MAKE SOMETHING! IT'S ALL UP TO ME AND WHATEVER I'M FEELING LIKE AT THE TIME! YOU GOTTA PROBLEM WITH THAT?

(1)	WRITE A JOKE, AND MAKE IT FUNNY!	10
)
2	HOW DO YOU LIKE MY VICTORY POSE?	
)
3	WHAT DID I EAT YESTERDAY, AND HOW MUCH?	
-,	Morning Afternoon Evening () servings () servings () servings	_
(9)	BE CAREFUL HERE WHAT ARE MY MEASUREMENTS?	

DRAW A COOL PICTURE OF ME

Waist

Chest

Well, that was tough, huh? WHAT!! You got everything right? This test means nothing!! I decide who gets hired at my company! And I don't have a single penny to pay you! To tell you the truth, I don't think I've ever paid anybody anything!

Hip

AUG 3RD

FORECAST: MOSTLY SUNNY



I pounded down a healthy cup of sugar (with just a dash of coffee) for breakfast, and then I rushed to the office to put the finishing touches on my new game, WarioWare, Inc.: Mega Party Game\$. Or at least, that's what I was gonna do! I hopped on my chopper, and there I was, cruising along, just a-singin' a song (hey! I'm a poet!), when all of a sudden, my bike starts flippin' out, and I take a wicked spill! After my face had finished skidding across the concrete, I realized I'd landed right on some guy's wallet! I guess today's my lucky day!





AUG 4TH

FORECAST: CHANCE OF RAIN

So, this morning, I'm, like, wrist-deep in my nostrils—digging for gold, you know—when suddenly, I get the best news ever! My newest game, WarioWare, Inc.: Mega Party Game\$, had been completed!! Heh heh heh... It's like a license to print money! I'm gonna make a mountain of cash on this, and it's gonna be mine, all mine! As for all you chumps around town who helped me make this game, tough luck! No royalties for you!



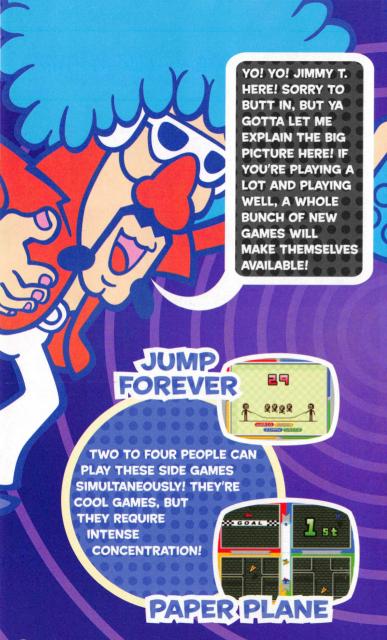
ICONTROLLER JUMP FOREVER



INCREDIBLE!! ANYWHERE FROM 2
TO 16 PLAYERS CAN PLAY USING
THE SAME CONTROLLER. PLAYERS
USE THE CONTROLLER ONE AT A
TIME! GET 16 OF YOUR BEST BUDS
TOGETHER, GET CRAZY, AND GO
HEAD TO HEAD 'TIL DAWN!
JUMPIN' FEVER!



1CONTROLLER SURVIVAL





Yesterday, at the wrap party for my game, I ate so much liver ice cream that I gained a whole twenty pounds! Heck, I ate so much that I can't even squeeze past the bathroom door!! So anyway, I figured I'd just sit here and write Controller explanations for you lazy bums!



AUG 15TH FORECAST: IT'S SPACE. IT'S DARK, DUMMY.

All aliens are brothers in space! That's a very famous space-motto! I love seeing people (and aliens) come together for the common good!

ALL FOR ONE!



BEST FRIENDS?

All the players use their spotlights to help the person playing the microgame. Put aside your competitive spirits and join together in unity!

- The point of the game is to help players see their tasks!
- I suppose you could act like a decent person and then betray your friends' trust!



Whoa there!
Not so fast!
First, place the
Game Disc and a
Memory Card into the
Nintendo GameCube
and the turn the
power ON. At the title
screen, press START/PAUSE.



If you're playing the game for the first time, following the instructions on screen to create a new game file on the Memory Card.



The next selection you have to make is whether to play a single-player or multiplayer game. Then, just follow the instructions on screen and start the game!

*Explanations appear on the bottom of the screen, too. Just so you know.



You can save player names in both the single- and multiplayer modes!





AUG 7TH

FORECAST: RAIN, RAIN, RAIN!

Hey there! It's me, Mona! It's been raining here all day, and I've got cabin fever, so Wario asked me to write his diary for today! I'm so excited! There are so many fun games in WarioWare, Inc.: Mega Party Game\$!! Play single player if you want to try your hand at our many, mini microgames all by your lonesome. If you want to some competition, though, grab your friends and play multiplayer. Either way, it's a lot of fun! Don't worry if you don't know how to play each game. Everything'll be explained along the way! All right, everybody! Get fired up!

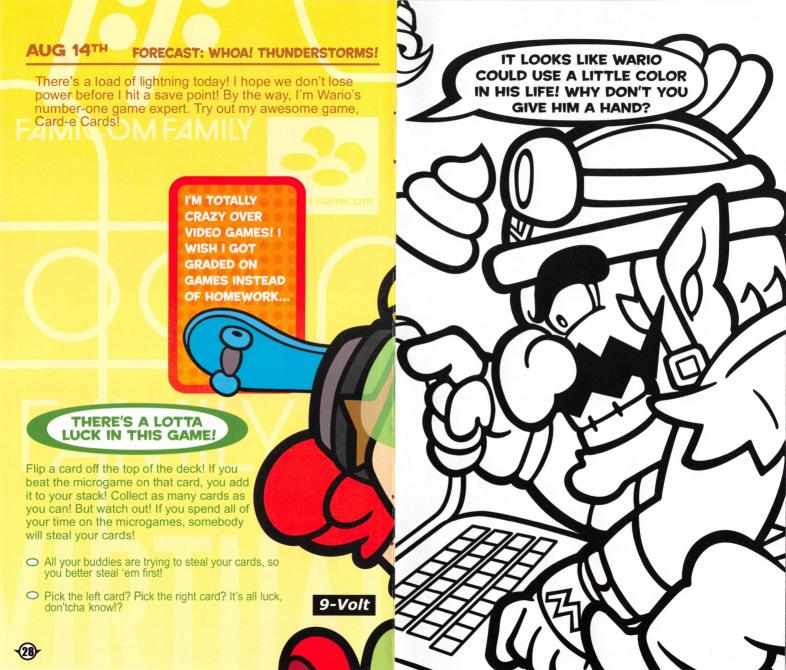
*Multiplayer mode requires you to have friends! You can't play against a computer-controlled player!

SAVING DATA

This game has auto-save and saves your game data all on its own!

- You need to have one file and four blocks free on your Memory Card.
- Refer to your Nintendo GameCube Instruction Manual for information regarding formatting Memory Cards and deleting files.
- You can still play the game even if you don't have a Memory Card,
- but you can't save.
 While data is saving, don't even THINK of removing the Memory Card or pressing the Nintendo GameCube POWER Button.
- To delete save data, select Delete Data from the Options menu.





SURVIVAL FEVER



AUG 8TH

FORECAST: COOL AND SUNNY

Aw, yeah... I was on a raging Survival Fever kick all night! It looks like it's gonna be a great day out, but I think I've gotta play more Survival Fever!

PLAY THIS WAY!

The object of this cool game is to work the crowd and keep them happy—you want to be the last player standing! Try to bug your buddies so that they lose their cool and their audience!

- Try sneezing while your pals are playing. Shake 'em up and make 'em mess up!
- It also really throws them if you stand up really quick and dance a little iig.

LISTEN TO THE DOCTOR!



AUG 13TH FORECAST: DON'T KNOW THIS ONE***

I got my paycheck yesterday, and I was thinking Wario and I could go for a banana parfait. Hmm, I wonder if he even likes banana parfaits... I'll go ask the doctor! He knows everything!

FOLLOW THE DOCTOR'S ORDERS BETTER THAN ANYONE!

Play a microgame while following the doctor's orders exactly! This game is sure to get even the most boring of players fired up! You might just see a side of your friends you weren't prepared to see!

- When it's not your turn, you get to be a judge!
- Don't be shy! The more you overreact, the more likely you are to win!
- In fact, you should pay more attention to your reaction than to the microgame!



AUG 9TH

FORECAST: BRIGHT AND SUNNY

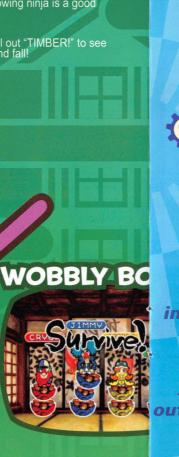
It's hot! Hot hot hot! The sand in my sandbox is burning my feets! Oh, turtle! Hey, turtle! Mr. Turtleturtleturtle! Sorry I jumped on your back, but my feets were on fire!!

HOW'S THIS SOUND?

This game gets more tough every time you lose a microgame! Sensei said the most important thing for a growing ninja is a good sense of balance!

While you're wobbling back and forth, yell out "TIMBER!" to see if you can make your buddies mess up and fall!

Ana





HEY!! WHO STOLE MY PANTS!?

MAZE RESEARCH?

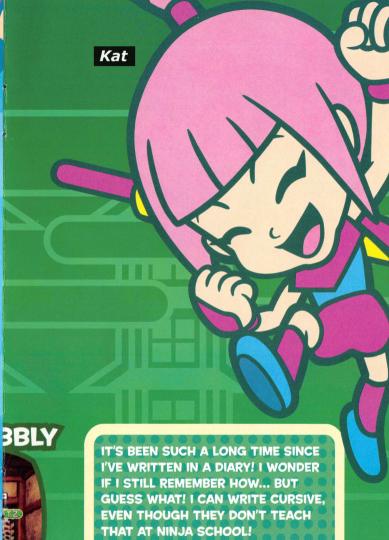
WHAT!?!? YOU'RE SICK OF **DOING MAZES?** DID YOU EVEN BOTHER

SERIOUSLY, AFTER I WENT

MAKING THESE

JUST WANNA TURN THE PAGE?





AUG 10TH

FORECAST: BLAZINGLY HOT

I love the city in the summer!! Nothin' beats the smell of hot asphalt! No, seriously, the air conditioner in our taxi's busted, and I'm one HOT dog!

DRIBBLE, GIVE

DRIBBLE, GIVE THAT DIARY A REST, AND LET'S PLAY MILKY WAY DELIRIUM!

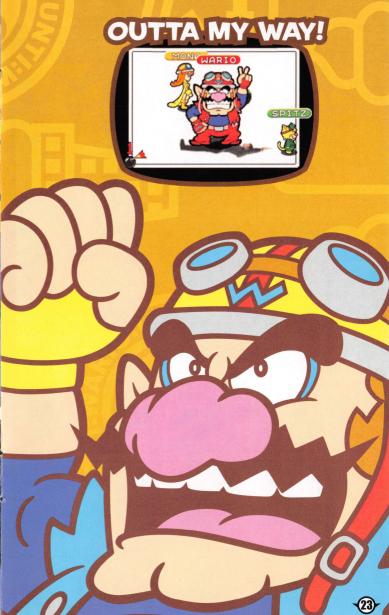
HOW ABOUT THIS!?

The way it works is you win the microgame and then blast the asteroids and mark 'em for yerself! Yo, Dribble, you might be good at the microgames, but you'll never win if you don't pick the right asteroid to blasteroid!

- Don't stress about the asteroids in the middle. Make yer buddies take those! As long as you get the corners, the game's all yers!
- Making alliances with other players before the game ain't fair, but give it a try if you stink at the game.

MILKY WAY







FORECAST: CICADAS!! NOISY!!

I heard a rumor at the office. My employees have been complaining about me behind my back! They say I don't do anything, that I just walk around getting in everyone's way and eating their donuts. I'll show them! No paychecks for a month!



ARGGHH! I THOUGHT I TOLD YOU I WASN'T WRITING THIS DIARY ANYMORE! I HATE WORK, AND THIS DIARY'S TURNING INTO ONE BIG CHORE!

Nario

IRRITATE YOUR PALS!

This is my kind of game! The object is to irritate people and play dirty! I can cover almost the entire screen. What!! Unfair, you say?? That's the point of this game! You can do anything in the name of victory!!

- Try unplugging your opponents' Controllers when they're not looking!
- If you start to lose, just tell everybody, "I'm gonna hurl!" and run away.
- Make sure you cover all the important parts of the screen with your bad self



