

## Introduction

Wario's Ware insanity has infected us before. But where we were previously comfortable pressing the A button and, at most, twisting our wrists, Wario Ware: Smooth Moves pushes us further. Stand up! Dance, monkey, dance! So urges Wario and his crew. And so you must.

With more than 200 new microgames in its repertoire, Wario Ware: Smooth Moves has plenty of curve balls to throw you. But we've blasted through every microgame and captured it on video, then further explained it to educate you on the delicate intricacies of Wario Ware play. So whether you're looking for tips on a befuddling microgame or just curious to see all the zaniness the game has to offer, our (ridiculously) complete guide to Smooth Moves has what you need.



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*In this Wario Ware: Smooth Moves strategy guide, you'll find:*

- **BASICS** // General tips on changing form (and not), plus some tricks you'll use throughout the game.
- **WALKTHROUGH** // Complete Wario Ware: Smooth Moves walkthrough, with videos and descriptions of all 205 microgames.
- **SECRETS** // Info on unlockable extras, plus details on completing your collection of microgames.

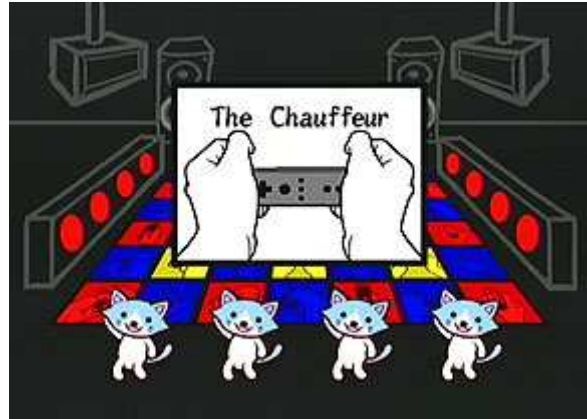
**Guide by:** Mark Ryan Sallee

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## Basics

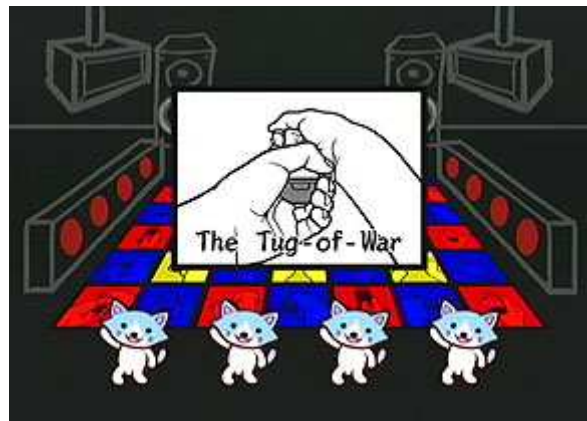
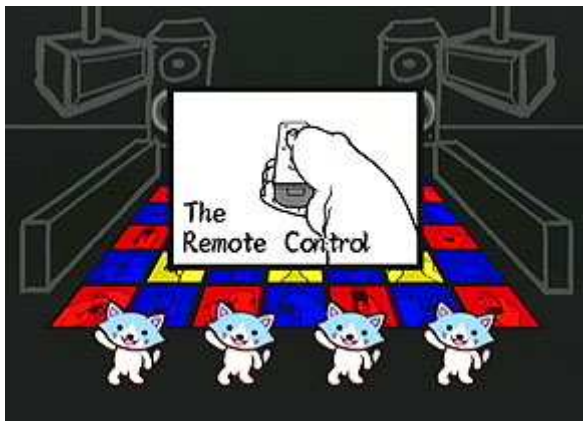
### Form Necessity

Throughout the game, you will be urged to constantly switch forms, moving the form baton around in your hand to match the on-screen prompts. But here's a secret: It's all rubbish! Sort of.



In case you haven't yet figured it out, you don't *actually* need to switch forms to succeed in the microgames. Many of the forms are actually duplicates of others—the Elephant, for example, is basically the same as the Remote Control—and others still require you to embarrass yourself unnecessarily. Not that we think that's a bad thing. If you're playing the game for maximum fun, we suggest following all of the form change prompts.

But if you're just *in it to win it*, try experimenting with holding the controller the same way throughout the games. You can get away with minimal form baton acrobatics and still be able to complete the microgames, sometimes even more easily than in the *correct* form. Some games still work best in their native forms. And if you're playing with friends, you absolutely must follow the commanded form changes. Otherwise you will be despised. Alone.



### Point, Dummy, Point!

Ever notice that the on-screen *thing* you're supposed to control just sits there blinking? It's 'cause you're not pointing at the sensor bar! For any form change that uses the Remote Control, the Sketch Artist, the Tug-of-War, the Waiter, the Elephant, the Mohawk, or the Finger Food, we suggest making sure that you have the form baton pointed squarely at the Wii sensor bar. Many of the games require the sensor bar, and if you're not pointed correctly you'll find your movements ineffective.

### How to Pause and Quit

Not that we recommend you become a whiny quitter, but it is possible to pause the game and quit out if for any reason you find yourself stuck in a microgame you don't like. To pause, press the PLUS and MINUS buttons at the same time. You can then choose to continue your game or quit out to the Wario Ware: Smooth Moves world map.

## Walkthrough

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### Wario



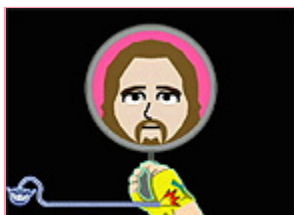
#### Pest Control

For this game, you *must* be pointing at the Wii sensor bar. Target the marked weak spots of the giant monster and press the A button to fire a laser. The monster will often have multiple weak spots to hit. Shoot 'em all to save the world.



#### Playing Hooky

For this game, you *must* be pointing at the Wii sensor bar. Just thread the on-screen hook through the ring above the little dude's head, then pull upwards to lift him off the ground. Not a whole lot of precision is required.



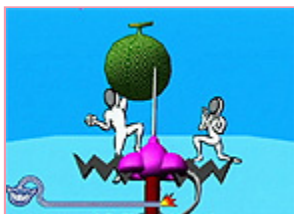
#### Wario PI

For this game, you *must* be pointing at the Wii sensor bar. Pull the form baton away from the sensor bar to bring the magnifying glass into focus, revealing your beautiful visage.



#### On the Ropes

Swing the form baton in a clockwise direction to swing the jump rope for the jumping homies. Make sure every homie on the screen gets a chance to jump, or else you'll fail the game. More importantly, you'll fail the homies.



#### Take a Stab at It

For this game, you *must* be pointing at the Wii sensor bar. Your pointing directs the tip of the on-screen foil. Position it to intercept the flying objects and spear 'em.



## Wokka Wokka!

Flick the tip of the form baton upwards to toss the contents of the wok, sizzling them to perfection. It'll take multiple tosses before the food is fully cooked and tossed onto a serving plate to the right.



## Crowd Control

For this game, you *must* be pointing at the Wii sensor bar. Push the noisy Wario creations off the edge of the screen with the smelly stick you control.



## Wario Fu

For this game, you *must* be pointing at the Wii sensor bar. Your pointing moves the on-screen fu warrior. Avoiding getting hit by anything that appears on the screen. Your best bet is to stay away from the far edges of the screen.



## You Can Pick Your Friends...

For this game, you *must* be pointing at the Wii sensor bar. Move the form baton side to side to aim the finger (or fingers) at the center of the nostril (or nostrils). When in position, carefully thrust the form baton forward to pick the nose. Now wash your hands.



## Poster Child

For this game, you *must* be pointing at the Wii sensor bar. We suggest starting from the bottom of the screen and moving upwards to press the poster flat against the wall. Look for any parts that may be waving a bit to iron out all the kinks.



## Shaving Scream

For this game, you *must* be pointing at the Wii sensor bar. Guide the electric shaver over any dark hairs on the on-screen face. Shave the face clean, and watch out for stray hair that try to hide. In real life these might show up on your back. Here, they're on the face.



## One In Hole

For this game, you *must* be pointing at the Wii sensor bar. Move the form baton side to side and towards and away from the sensor bar to position the hole under the on-screen people. Make 'em all fall into the hole and you win! They don't win, but you do.



## Biggest Fan

You can go nuts to get rid of the mini Wario creatures, but the giant bots will be a bit tougher. Don't bother fanning them until they've pull up one of their arms to attack. If a bot goes defensive, he won't open up until you stop waving around like a jerk!

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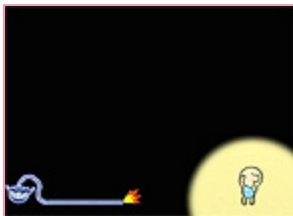
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Mona



## Stage Fright

For this game, you *must* be pointing at the Wii sensor bar. Shake the form baton quickly back and forth for a quick view of everything hidden in darkness. When you find the frightened star, target him and hold him in the light.



## Welcome Committee

Spin the form baton like the hand of a clock to guide the on-screen missile towards the alien ship. But watch out! In the hardest version of this game, the alien ship fights back. Avoid the alien shot to nail the target.





## Keep Your Guy on the Ball

Tilt up and down with the form baton to balance on the ball. If your guy falls right, tilt towards the left, and vice versa. If you fall too far to the side, you may not be able to recover, but you can postpone your demise long enough to win.



## Fan Boy

Shake the form baton *very* quickly, and don't stop until the game stops. We've no idea what the butterflies did to you, but they deserve this fate. We're pretty sure.



## Shakedown

Shake the form baton in your favorite way to remove the pests covering the on-screen object. We recommend holding the form baton at the bottom and quickly shaking the top half. Bye bye, ants.



## Swat Team

Flick the tip of the form baton forwards to swat with the on-screen fly swatter. You may need to wait for the poor fly to land before swatting him dead.



## Carrot Away

Yank the form baton *straight* upwards to pull out the carrots. But watch the on-screen home-dawg as he heaves up and down. Time your pull just after he slouches down a bit for maximum force.



## Runner's High

Pump the form baton up and down *super* fast to make the on-screen runner run *super* fast. Pretend you're shakin' up a chocolate milk, then wish you actually had a chocolate milk when the game's over.



## Fired Up

Tilt the platforms so that they angle down *towards* the firemen below. Watch carefully as the children leap, as they'll often jump to the platform that's further away than the other. You'll often have to correct the tilting angle accordingly. Or burn the kids. It's up to you.



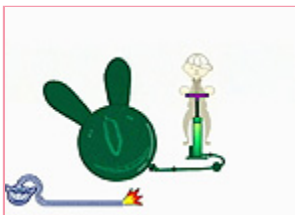
## Dough Boy

Twist the tip of the form baton in the air to spin the pizza, readying it for its delicious toppings. Spin like you mean it.



## Up for Grabs

For this game, you *must* be pointing at the Wii sensor bar. Point the on-screen hand to grab the object you need to yank (either a nose hair, a kid's toy, or umbrella handles), then tug sharply upwards to extract the item from its holds.



## Come to Poppa

Here the form baton represents the handle of the pump. Pump up and down vigorously to inflate the balloon until it pops. Though children everywhere may cry, this is in fact the desired result. The popping, not the crying.



## Closing Time

No, this isn't a depressing song by a late '90s alternative band. Slam close the store's gate, but wait until after the shoppers have left! Don't want to trap them inside. Especially if your store has no restrooms.



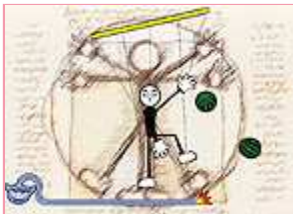
## Over Easy

Simply twist the form baton (in either direction) to flip the pancake (or fish) in the pan. You can almost smell the butter and syrup! And the tartar sauce!



## Honeymoon Fall Out

For this game, you *must* be pointing at the Wii sensor bar. Thrust the form baton towards the sensor bar to reach out and save the girl. Her hand may flail around a lot, so thrust forward multiple times until she grabs it or be patient and time your thrust to meet her in the middle.



## Universal Marionette

Tilt the form baton side to side to wave the marionette's arms and knock away the attacking watermelons. You can pay close attention and react to the melons as they come, or just shake the form baton wildly to similarly wave the marionette's arms.



## Cupsy Daisy

Flick the tip of the form baton upwards, then hold the form baton perfectly vertical. The ball you flung into the air will gently glide down into your cup. If only the toy was this easy in real life.





## Escape Artist

For this game, you *must* be pointing at the Wii sensor bar. You'll usually want to fly upwards first to straighten out the ladder, then drop straight down to lower the ladder to the would-be victim.



## Five More Minutes

For this game, you *must* be pointing at the Wii sensor bar. Move the form baton left and right, closer to the screen and away to position the hand over the clock. When ready, flick downwards to stop the obnoxious morning alarm.



## Tearful Reunion

Tilt the form baton left or right to make the on-screen character move in the same direction. But wait! Whales will spout off a bit and create obstacles for you to avoid. Wait for the water spouts to drop before zipping to the island.



## Hand Me Down

Flick the form baton forward to relay the object in hand to the severed on-screen hand. Wait for the hand to be in position—directly in front of yours—before making the motion. Also make sure the hand is open.



## Wet Your Whistle

Tilt the form baton backwards *gently* to *carefully* slide the liquid goodness into your mouth. Go too fast and you'll get a face full of water (or worse). Too slow and you won't finish the glass in time. Just pretend you're actually chugging.



## Toilet Training

Tilt the form baton left or right to guide the men and women into their proper restrooms. Blue goes left, pink goes right. For the hardest version of the game, watch the background for jumping men and women, then follow their shadows to properly guide them.

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### Kat & Ana



## Cutting Edge

Simply slash at the screen with the form baton to take out the target. But be careful, as the hardest difficulty of this game challenges your patience. Wait for the target to jump and fall in front of the screen before unleashing your fury.



## On the Edge

For this game, you *must* be pointing at the Wii sensor bar. Control the spire and trace around the line on the screen to carve it out. Blue is bad. Yellow is good. Make everything yellow.



## Serve Already!

For this game, you *must* be pointing at the Wii sensor bar. Move left or right to position the paddle or racket under the downward pointing arrow. You can simply hold the paddle or racket still to catch the ball before it falls, or give it a good upwards smack to send it sky-high.



## Paper Trail

Imagine you're feeding an ornery kid, making airplane noises with your lips while guiding the on-screen paper airplane through the obstacle course. Don't hit the walls, don't hit the ground, and definitely don't hit the giant tree.



## Object D'Art

For this game, you *must* be pointing at the Wii sensor bar. Point the form baton to target the center of the, uh, target, then flick the form baton forward to launch the dart. Try to keep the form baton pointed perfectly straight as you flick it.



## Frequent Flyer

Quickly and *sharply* deal out the flyers to the nearby pedestrian. When dealing with mobile peds, wait for them to cross directly in front of you before attempting to deliver the goods.



## Extreme Patty-Cake

Thrust forward with the form baton to shove the opponent down. Some opponents will pull their hands away just as you thrust forward, so wait for them pull away and return their hands to the default position before knocking 'em on their keisters.



## Writer's Block

For this game, you *must* be pointing at the Wii sensor bar. Quickly shake the form baton to make the on-screen pen move across the paper. Try wildly to make the pen write. Eventually ink will flow forth.



## BYOM

Hold the form baton with your index fingers and thumbs, then twist the form baton in your fingers as if you were rolling up freshly picked boogers. Just don't eat the form baton afterwards.



## Teeth Polithe

For this game, you *must* be pointing at the Wii sensor bar. Point to move the set of teeth around, then push towards the sensor bar to jam 'em into the granny's mouth.



## Cookie Rookie

For this game, you *must* be pointing at the Wii sensor bar. Position the cookie cutter over the sheet of dough before *slowly* pushing towards the screen to make the cookie cutout. Push too quickly and you'll often mess up your aim, resulting in a headless gingerbread man.



## A Moment of Reflection

Tilt the form baton as if you were actually holding the on-screen mirror. Direct the beam of light to burn the poor schmuck's hair.



## Saving Face

Tilt the form baton to frame the camera's shot. Amazingly, this microgame does *not* require you point at the sensor bar. But it does require you to target the woman's head with the cross in the center of the screen.



## Stick It Through 'Em!

For this game, you *must* be pointing at the Wii sensor bar. Wait for the three foods on the screen to line up together. When they're in formation, give the form baton a good thrust towards the sensor bar to skewer the foods.



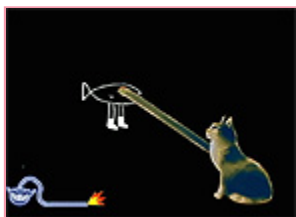
## Shear Terror

For this game, you *must* be pointing at the Wii sensor bar. Guide the clippers over the fuzzy parts of the animals you see on the screen. Though they may protest, it is your duty to shave 'em clean, transforming a wooly mammoth into an everyday elephant.



## Fitting In

Watch as the row of people raise their arms in order, waiting your turn to do the same. Raise your arms too early or too late and you'll fail. Some versions of this game will also require you to *drop* your hands at the right time.



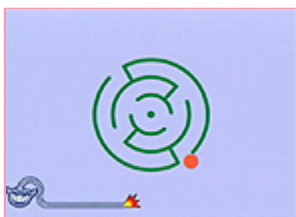
## S-T-R-E-T-C-H!

For this game, you *must* be pointing at the Wii sensor bar. Where you point dictates where the animal, uh, appendages will stretch to. Grab the food on the screen to claim it as your own. Also try: Lick the form baton to claim it as your own.



## Budget Dentistry

For this game, you *must* be pointing at the Wii sensor bar. Just touch the magic pen to the oddly colored teeth to "fill in the cavities." We think this is actually just putting white-out on some ugly stained chompers, but whatever.



## A-maze-ing

Let gravity do its thing! If you don't know how gravity works, you're reading the wrong site. Just twist the maze so that the ball falls out the bottom.





## Simon Says

We're not sure who Simon is, so don't do what he says. The on-screen character will perform a motion ending in a pose. You don't need to do the whole spiel. Just wait for Simon to finish, then flick the form baton while holding it upright. Take that, Simon.



## Code Dependency

However you twist and spin the form baton, so will twist and turn the object that needs to be scanned. You'll have to use your imagination here. *Really* try to convince yourself you're holding the on-screen banana, and not the form baton. Then pretend you just won.



## Mall Tour

This is another of those games where it doesn't really matter how you move the form baton. Just shake it! Shake it like it's 1999! Shake it like it's hot! You know, rock out.



## Driver's Ed

The most important thing to remember is this: Ignore the animals completely! You can't hit them, they'll always move out of the way, so you better not try and dodge them. When taking sharp turns, start from the outside of the road and turn inside.

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## Young Cricket



## Broom Shtick

For this game, you *must* be pointing at the Wii sensor bar. Move your hand side to side to keep the broom from falling. Use *subtle* movements to keep the balance. Move your hand too quickly and you'll fail. You don't want that. Do you?



## That's How I Roll

Tilt the form baton in the palm of your hand to tilt the on-screen toy and roll the balls into the holes of the toy. Contrary to popular belief, you do not need to use each of the holes—three balls can all fall into the same hole.



## Plane and Simple

Tug backwards sharply on the form baton to pull the planer back. You'll likely need to tug back multiple times to get the most of your planing. You know, just like you do in real life when you plane all the time.



## Logged In

For this game, you *must* be pointing at the Wii sensor bar. Move the form baton towards and away from the sensor bar to saw through the on-screen log. You should note that it's not required that you go fast. In fact, slow and steady is a better strategy.



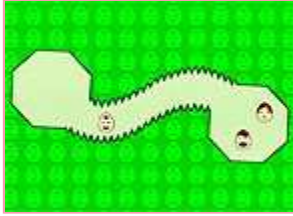
## Anchor Man

Listen to your team's audio cues before yanking back on the tug-of-war. When you hear them cry "Pull!" you should pull. Pull too early and you won't have the backing of your team.



## Castanet, First Chair

Watch the rhythm of the bouncing notes. Cup the form baton in one hand and tap the top of it with the other hand to the beat when the notes bounce over the trap.



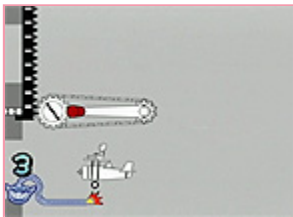
## Meet the Eggheads

For this game, you *must* be pointing at the Wii sensor bar. Guide the young egghead first towards the glowing egg, then carefully through the dangerous walls to reunite him with his parents.



## Pink Eye

For this game, you *must* be pointing at the Wii sensor bar. Sweep the laser across the screaming faces to blast 'em away. You only need to barely touch a face to make it disappear, though there's a slight delay before they actually vanish. Don't go slow!



## Geared for Landing

The form baton is the handle that opens the passage to the flying planes. Turn clockwise to open the lower half, counter-clockwise to open the top. Unless you get the hardest version of the game, in which case the directions are reversed.



## This Bites!

For this game, you *must* be pointing at the Wii sensor bar. Avoid the biting flies by moving the on-screen head. You can just wiggle the form baton in front of the sensor bar to move the head quickly and avoid getting bitten.



## Suit of Armoire

For this game, you *must* be pointing at the Wii sensor bar. Watch the clothing and/or armor as it makes its way into one of the on-screen drawers. Follow that drawer as it moves around, then point to it and pull backwards on the form baton to open the drawer.



## All Wound Up

Twist the form baton like you were giving it a purple nurple. When there are two snakes to untwist, they usually twist in opposite directions! For the hurricane, try to calm down the storm a bit.



## The Outcast

For this game, you *must* be pointing at the Wii sensor bar. There are nine similar objects on the screen, but one of them is different than the others. Point it out and press A to expose the charlatan.



## Helping Hand

For this game, you *must* be pointing at the Wii sensor bar. Catch the targets as they fall. The hardest version of this game deals with falling babies and tries to trick you. The first baby to fall will always fall slower than the second, so be ready to catch the *second* baby *first*.



## Sweeps Week

You can get away with most any sort of motion on the form baton, but we recommend thrusting the form baton forwards and backwards for the best results.



## Spring Cleaning

For this game, you *must* be pointing at the Wii sensor bar. Move the form baton left and right to suck up the litter. You'll also need to move close to and away from the sensor bar to grab the litter that's further away.



## Volley, Y'all

For this game, you *must* be pointing at the Wii sensor bar. Point left and right to move the on-screen hands into position to return the volley ball. Watch the white shadow on the ground to track the ball as it flies off screen. Marvel at the bikinis.



## Clean Your Plate!

Pretend the on-screen plate is in the palm of your hand. Tilt it to guide the water over the dirty parts to wash it clean. No need to blow dry the plate afterwards. Just revel in the glory of its shine.



## Smile and Nod

Hold the form baton still and read the question on the screen. If the answer is an emphatic "yes," tilt the form baton downwards to answer accordingly. If the answer is "no," stand still and don't move the form baton.



## Junk and My Trunk

For this game, you *must* be pointing at the Wii sensor bar. Point at the apples to collect them, then transfer them to the basket. In the hardest version of the game, you'll have to collect a balloon, instead. Treat the woman's open hands as a basket.



## Block Party

For this game, you *must* be pointing at the Wii sensor bar. Avoid stacking all blocks directly on top of each other, instead creating a wide base for other blocks to land on. Imagine if you had a butt only as wide as one block—you couldn't sit up straight!



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## Jimmy T.

The microgames you'll encounter in Jimmy T.'s stage are all microgames you probably played elsewhere—none of them are original to Jimmy T. If you're looking for specific help on a microgame you encounter in Jimmy T's stage, consult our [Temple of Form](#) page. It is our *theory*—though unconfirmed—that you will not play any microgame that has not yet been unlocked in your own Temple of Form. That means that if you want to unlock new microgames, we recommend playing other stages.

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## Ashley



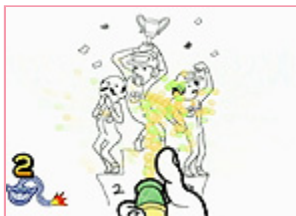
### Undercover Agent

Watch the meter on the right of the screen and press the A button when the meter is full. Voila! Harder versions of this game will require you to pick up the form baton before activating the opening mechanism.



### Cold Call

Uhhh, pick up the phone when it rings? Seriously, just pick it up. But don't pick it up too early! Wait for the phone to ring, *then* pick it up. Or you'll look goofy. For the third version of this game, you'll need to press the A button to answer the cell phone call.



### Spray It, Don't Say It

For this game, you *must* be pointing at the Wii sensor bar. Shake the form baton to shake the on-screen bottle. When the scene changes, point at the sensor bar and move your thumb away from the sensor on the form baton to spray the goods.



### Wiggle Room

The game would like you to place the form baton on your hip and wiggle like you're keeping up a hula hoop. However, you can actually get away with just holding the form baton in your hands and wiggling it around. Cheap, yes, but also not embarrassing.



## Carving Artist

The best way to carve up the objects is to sort of stab with the *bottom* side of the form baton. Don't *actually* stab anything—just do the motion like you're chiseling away at the air.



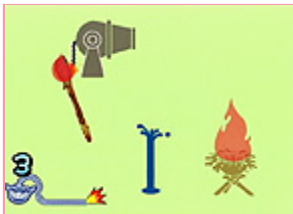
## Sticky Shift

The shifter is a bit tough to move, so make your motions hard and snappy. Pull and push the form baton in the directions indicated on the on-screen gearbox to shift into gear.



## Bone Appetit

The blue doggies are vicious, so don't let 'em see you snatch their bone. Wait for the pups to turn their backs before grabbing at the bone. Mmm, dog slobbery bones.



## You're Fired!

For this game, you *must* be pointing at the Wii sensor bar. Point the form baton to guide the on-screen touch towards the flame. When the torch is lit, guide it to the ends of the cannon fuses. But don't touch the water spouts! Never touch the water spouts.



## In the Cards

Before the cards flip over, look for the card that matches the symbol you're supposed to pick. Follow that card as it moves around, then pick up the form baton (give it a good snapping motion when you grab it) when your card moves in front of the on-screen hand.



## How the West Was Really Won

When you hear "Draw!" quickly lift and point the form baton while simultaneously pressing the A button to shoot. Be quick about the whole thing, but don't press A too soon—or you'll shoot yourself in your foot.



## Shady Characters

Rotate, twist, flip and otherwise abuse the form baton to get a better view of all angles of the on-screen object. Focus on the shapes you see, then match them to the objects shown at the end of the game.



## Skip It

Hold still as the jump rope makes its way up and around, then jump to let the rope pass under the on-screen character. If you don't want to jump, just hold the form baton parallel to the ground and push it up sharply. Man, you're lazy.



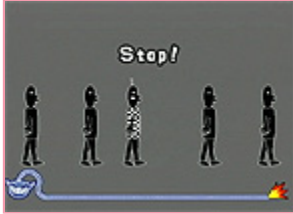
## Shoot the Breeze

For this game, you *must* be pointing at the Wii sensor bar. This is a bit straight-forward—just point the aiming reticule and press A to shoot—though you may not know to keep shooting the giant robot in the hardest version of the game. Now you know.



## Cheater!

Move the form baton around as if it were the on-screen die. Flip it to make the top side of the die match the number you're given. We're not explaining the dots on the die to you. Don't give me that face.



## Marching Orders

Any sort of motion applied to the form baton will make your on-screen dude march forward. But only march when the game says! And stop when it says, too. Move the form baton when you're supposed to stop and you'll mess up the beautiful form of the line.



## Flask Me Later

Simply wiggle the bottom of the form baton back and forth *very* vigorously. Don't stop until the form baton vibrates and the chemicals have mixed. Don't try this in real life without the supervision of a trained professional.



## All Shook Up

For this game, you *must* be pointing at the Wii sensor bar. You can cheese through this game by simply waving the bottle opener around the bottle tops—it'll latch on and open the bottles automatically.



## Pool Boy

For this game, you *must* be pointing at the Wii sensor bar. For most variations of this game, you'll want to hit the cue ball dead-center. However, the most difficult variation will occasionally require you hit the ball on the left or right (in most cases, the right).



## Secret Ingredient

Thrust the form baton forwards and pull backwards to grate the object into fine mulch. It'll take several gratings before the object is fully shredded, so keep up the motions.



## Ringmaster

Watch the first three pairs of hands shake out a beat. When it's your turn (*after* the first three have gone), shake out the same beat. You'll have to shake once, twice or thrice, depending on the precedent set by the other hands.



## Fresh off the Grill

Pick up the form baton when and *only* when the top half of the bun has landed on top of the other fixings. You'll be distracted by *middle* buns (they're not the tops, don't pull out too early!) and other rubbish. Be patient. Things will work out for the best.

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## Dribble & Spitz



## Diddly Squat

For maximum humiliation, you should put the form baton on your head and actually squat the number of times indicated on the right. Make sure you stand up after each squat. Alternatively, you can just lower and raise the form baton with vigor to simulate the squat.



## Up in Arms

Though this game does not *require* you to be in love with yourself, it does help to have some bit of self-admiration. Sharply pull the form baton towards your body to register a rep. Repeat the process as many times as indicated on the right of the screen.



## Clean Sweep

Swing the bottom of the form baton left and right, as you would a broom handle firmly grasped in your hands. The Karate Kid had to deal with chores like this. Don't complain.





## Eating for Two

For this game, you *must* be pointing at the Wii sensor bar. Tilt the form baton to angle the pan and direct the food into the gaping mouth on the left. The mouth only needs to eat once to be satisfied.



## The Closer

Just flick the tip of the form baton forwards to send the baseball flying at warp speed. Trick here is to be patient and wait for the catcher's mitt to be positioned inside the box over the plate before throwing the pitch.



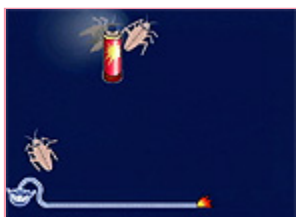
## Stick It to the Man

When your victim is positioned in front of the on-screen bat, flick the form baton forwards to give 'im a good whack. Don't be too hasty, though, as the victim may take his time. The hardest version of the game requires you to hit *three* victims in rapid succession.



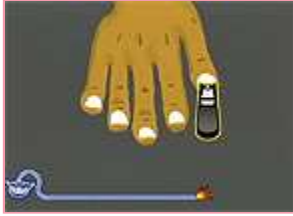
## When in Rome...

Tilt the form baton left or right to control the center cane, dog or genie (seriously). Follow the lead of the two surrounding, um, characters to avoid colliding with them.



## Talk to the Can!

For this game, you *must* be pointing at the Wii sensor bar. Point the form baton to direct the on-screen can of bug spray and press the A button to spray its killer substance. You're just lucky the bugs don't have human spray.



## Cut to the Chase

For this game, you *must* be pointing at the Wii sensor bar. Point to the overgrown finger and toenails. When the clippers lock onto them, press A to clip. Unlike the real thing, you don't have to worry about errant clippings in the carpet.



## Catch of the Day

Wait *patiently* for *all* of your food to get onto the plate. When the food is squarely on the plate, flip the form baton inwards to cover up the dish. Enjoy the soft aroma of smiling fish.



## Bell Captain

Don't go swingin' willy-nilly. Watch the bell as it (possibly) moves around and time your swing to nail it. Swing too early and you'll look like a Bell Private instead of a Captain.



## Rally and Cry

With the form baton pointed outwards, flick the tip towards the screen to return the serves. But wait! The ping pong balls travel slowly, so don't swing too early. Also be ready to return a second time—if the other guy's good, you'll have a bit of a rally.



## Soiled Reputation

Hold the form baton straight up and flick it downwards to hoe the ground. Depending on the version of the game, you may need to hoe two or three times. Just wait for the hoe to finish its stroke before flicking forwards again.



## Use Your Head

Key your eye on the ball! Watch the on-screen soccer ball as it float towards the character on the left. When the ball is in position, jump upwards (or just thrust the form baton upwards sharply) to get the header. Just don't head the spiked balls.



## Unintelligent Life

For this game, you *must* be pointing at the Wii sensor bar. Point the form baton to move the space craft left and right, and push towards the sensor bar (or pull away from) to move depth-wise and collect the on-screen junk. Yes, all of it.



## Spring Training

Tilt the form baton left and right to dodge the flying projectiles. When dodging multiple projectiles, watch the shadows on the ground to know when it's safe to adjust your tilt.



## Femme Brûlée

Though the game recommends the umbrella form, we recommend using the mortar and pestle for maximum form baton effectiveness. Follow the roving beauty (or other creature) with the umbrella to protect her (or it) from the scorching sun.



## Sprinkler System

For this game, you *must* be pointing at the Wii sensor bar. Guide the on-screen spoon into the fountain of falling stuff to scoop it up, then tilt the form baton while over the receptacle to drop the stuff in. You don't need more than one pebble of the stuff, but more doesn't hurt.



## Stick a Fork in It

Tilt the front tip of the form baton downwards to stab the on-screen fork into the meal as it spins by. Don't be in too much of a rush—you'll usually get two or three stabs at it. Get it?



## Armed and Dangerous

From the dumbbell position, pump the form baton inward to put on the pressure. You'll likely need to pump multiple times to pull off the win. Don't be lazy! Keep pumping!



## Boot Camp

For this game, you *must* be pointing at the Wii sensor bar. Jump over or duck under the obstacles as needed. When fighting the deadly nose, focus first on taking out any projectiles (eww, boogers), then load the inside of the nose with your own shots.

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## Penny



## Boarder Patrol

Twist, twist, twist! Just twist the form baton *clockwise* to unlock the door and find out what's behind it! Then close your eyes and tell yourself it's not real, it's not real.



## Slice of Life

Hold the form baton by the bottom and twirl it in a clockwise direction to operate the on-screen handle and tear up the papers, fish, and whatever else gets shoved through the shredder. Twirl fast.



## Mixed Signals

Tilt the form baton forwards and backwards, side to side to get the best TV signal. Try to ignore the distracting antenna that wiggles as you wobble—instead focus solely on the TV screen.



## Yes, You Can!

When in position, tilt the tip of the form baton towards your body to start opening the can. Repeat this motion as necessary to fully open the can.



## The Intern

Tap the bottom of the form baton in the palm of your hand to settle the stack of papers. If you tap too quickly, however, you'll only make matters worse. Wait for the previous tapping animation to finish before following up with the next. It's all about the rhythm!



## Stir Crazy

Hold the top of the form baton and spin the bottom tip around and around in a clockwise direction. You can almost smell the ground up herbs.



## Community Service

Rapidly wave your hand up and down to scrub the dirty, dirty on-screen objects. The faster you scrub the faster you'll be done with the cleaning of the dirty, dirty targets.





## Local News

For this game, you *must* be pointing at the Wii sensor bar. Move the microphone around to track the mouth of the person you're interviewing. If they move their mouth (or walk away), follow the target and don't let 'em get away! Watch for the granny. She's feisty.



## Get to the Point

For this game, you *must* be pointing at the Wii sensor bar. In the two games that require twisting and turning to sharpen the pencil, always twist clockwise to sharpen said writing utensil. For the hardest version of the game, just thrust forward into the sharpener.



## Mercury Falling

Waggle the tip of the form baton hard to zoom out and reset the mercury of the thermometer. Just before time expires, hold the form baton still to examine the thermometer and beat the game.



## XYZ!

For this game, you *must* be pointing at the Wii sensor bar. Point the form baton to guide the on-screen fingers to the zipper. The fingers will automatically grab the zipper—just guide the zipper along the unzipped path to finish the game.



## On Point

Hammer down like it's hammer time. Hammer rapidly to quickly drive the nail into the board. Don't sweat it if the nail seems to be going in crooked—it'll correct itself in time to beat the game.



## Airhead

For this game, you *must* be pointing at the Wii sensor bar. Simply move the nearest, uh, thingy to knock the pucks away from your goal. For the final game you'll need to score a goal of your own, which should sorta happen by accident.



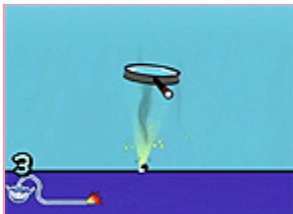
## Cranky Robot

Twist the form baton as you would turn a key. We recommend holding the tip of the form baton with your bad hand and twisting with the other.



## Sure, You Can

Watch the enemy dart back and forth through the trees in a set pattern. Pay attention to the rumble of your controller. When you know he'll be exposed, flick for the form baton forwards to toss a shuriken and hit the target.



## Burning Sensation

For this game, you *must* be pointing at the Wii sensor bar. Move the magnifying glass up or down to concentrate the light, hitting the little critters with the finest point of the beam for maximum burning. So cruel. Yes, you.



## Now You're Cooking!

Twist the form baton *counter*-clockwise to ignite the stove. Harder versions of this game will require you to twist the stove knob a few times before it lights up, so don't quit twistin' until you see fire!



## Hit Parade

Tilt the form baton in the direction of the target mole to bop it over the head. Alternatively, you can simply roll the form baton around to go around hitting in all directions. It's not pretty, it's not honorable, but it does work.



## Litterbot

If you don't press *forward* on the virtual joystick, your bot won't move very fast. Lean into the stick to run down the field collecting the cans. Watch out for the roving truck and make sure you don't hit it.



## Stay Tuned

Twist the form baton clockwise to move the needle right and match up with the red line on the readout. Twist the form baton counter-clockwise if you need to swing the needle left.



## Produce Stand-Off

There are three positions you need to move between, twisting the form baton to move the sword left, right and straight upwards. Follow the opponent's movements as he attacks in one of the three directions—put your sword in the way and you'll parry his attack.

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## Wiipeat After Me!

Watch the portrait of the Wii Remote on the right and copy its movements exactly using the form baton. Be quick with the motions when you know what to do—there are multiple motions you need to copy, so do 'em fast!



## Super Mario Brothers

Hold the form baton up and flick it forwards to make Mario jump. Smash into the "?" blocks to earn coins (two total), but watch out for obstacles that you'll need to jump over.



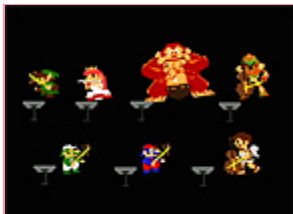
## Light Tennis

Twist the form baton clockwise to move up, counter-clockwise to move the paddle down. Heads up! You control the paddle on the *right*. In the hardest difficulty, be prepared to catch a ball that may ricochet back after hitting the obstacles in the middle of the screen.



## Animal Crossing: Wild World

Don't yank the fishing rod too early! Wait for the fish to pull the lure underwater before tugging the line and sinking the hook. Then sit back, relax, and hope it's not a sea bass.



## Opening Night

Wave the form baton like a conductor's wand, side to side. Most importantly, you need to keep some sort of rhythm! Make it a fast rhythm, but don't wave your arm frantically. It's important to have order while going crazy fast to finish the song.



## WarioWare: Twisted!

Twist the form baton side to side (or even upside-down) to complete the tasks given by these microgames within a microgame. Shave all the hair, gobble all the food, or simply flip a head.



## Wario Land

Lift the form baton upwards to ready Wario's projectile, then whip it forwards (don't actually throw it!) to make Wario toss the projectile into the target. Don't be too hasty, though, as you may need to wait for the enemies to walk into the trajectory of the projectile.



## Game & Watch Octopus

Pick up the form baton when the little diver is in position to grab the treasure. The diver will often skip back and forth while dodging the tentacles of the octopus. Be patient, and don't touch the form baton until the right moment.



## Balloon Fight

There's such thing as flapping *too* hard, so make sure you don't do it. If you fly too high, you'll hit an invisible ceiling and bounce back down, often smacking obstacles. Some obstacles will need to be flown *under*.



## Metroid Prime 2

Tilt the form baton to roll Samus towards the standing barrel and knock it over. In the third version of the game, you'll have some obstacles to contend with. If you roll past the barrel, you can always tilt backwards to backtrack and nail the target.



## Pikmin 2

Twist the form baton in the direction of the little pikmin to squash 'em. If you've just got one pikmin on the screen, wait for him to jump over the worm before rolling. Grind 'em back into the earth. Whence they came, and all that jazz.



## Nintendogs

For this game, you *must* be pointing at the Wii sensor bar. Move your hand side to side to position the on-screen hand in front of the high-fivin' puppies. Sometimes the puppies will try to fake you out, but they'll share some skin eventually.



## Super Mario Sunshine

For this game, you *must* be pointing at the Wii sensor bar. Point to direct the stream of water from Mario's backpack and fight the fires in the windows. Squelch all fires to win. Wait, there was no fire in Super Mario Sunshine. What the hell is this!?



## Punch-Out!!

Flick the form baton forwards to deliver then ten-count to the fallen opponent. Don't stop flicking until the ref cries "KO!"



## Super Nostalgic Entertainment System

Hold the form baton still and wait for the on-screen SNES cartridge to align with the slot on the system. When the cart is in position, push down on the form baton.



## Laser Clay Shooting

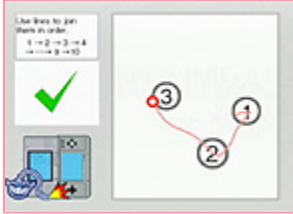
For this game, you *must* be pointing at the Wii sensor bar. You have unlimited shots and no reload time, so feel free to mash on the A button to cover the screen in laser shots. You can follow the direction of the barrel to guesstimate where your shot will hit. Kill all ducks to win.





## The Wind Waker

Tilt the form baton left and right to guide the floating Link to one of the solid platforms ahead. You only need to fly over a platform to make Link safely land.



## Brain Age

For this game, you *must* be pointing at the Wii sensor bar. Just connect the numbers in order. If you're new to counting, this is the order: 1, 2, 3, 4, 5. Though if you don't know that, you probably can't read this guide.



## Ocarina of Time

Yank the form baton upwards to remove the sword from the stone. You'll need to yank upwards multiple times to fully free the sword, so don't give up after a single tug.



## One Hit Wonder

We recommend turning sideways to more accurately simulate the swinging of a baseball bat. Watch the shadow of the ball—when it crosses the plate, swing away for a homerun. If you manage to hit the ball further than 131 yards, pat yourself on the back.



## Clu Clu Land

For this game, you *must* be pointing at the Wii sensor bar. Point to guide the little Clu Clu through the dangers ahead. Avoid hitting the spiked enemies and the whirlwinds on the ground. Thar be danger, or so we're told.



## Sifty Character

We'd tell you something cute and catchy, like, "Shake it like a Polaroid pic'cha!" but that somehow makes this microgame sound too complicated. Just shake the form baton. Like a form baton.



## Star Fox

Tilt the form baton in all directions to guide the ship through the stage. Press either A or B to fire your blasters. You can completely ignore the lesser enemies on the screen, but you'll need to defeat the final boss. Shoot the square targets, but only when they're blinking.

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### Jimmy P.

The microgames you'll encounter in Jimmy P.'s stage are all microgames you probably played elsewhere—none of them are original to Jimmy P. If you're looking for specific help on a microgame you encounter in Jimmy P's stage, consult our [Temple of Form](#) page. It is our *theory*—though unconfirmed—that you will not play any microgame that has not yet been unlocked in your own Temple of Form. That means that if you want to unlock new microgames, we recommend playing other stages.

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### Tiny Wario



## Sucker Punch

First of all, sucker punches are shameful. Second of all, to win this microgame you simply need to make a punching motion. The hardest version of the game will require you to wait for the target to move into position before punching.



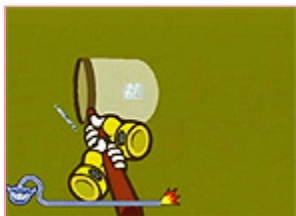
## Party Crasher

Hold the form baton in front of you and yank backwards sharply. Make sure you yank *perfectly* straight backwards. If you pull at an angle, you'll make a mess of the table. Then what'll grandma think of you?



## He Who Smelt It...

Just waggle the tip of the form baton side to side to clear away Wario's cloudy farts. Optionally, you can also say, "Pee-yew" while you do it, and point at the person next to you afterwards.



## Net Profit

For this game, you *must* be pointing at the Wii sensor bar. Move the net around to grab all the floating cash. Being greedy is okay, we promise! You can even just go crazy and fling the net around the screen to catch everything.



## A Tale of One Kitty

The game would like you to waggle your tush like you're whippin' a tail behind you, but you can simple shake the form baton side to side to quickly finish the game.



## Wario Hunting

Don't move the form baton until the little Wario is standing directly under the Wario trap. The little Wario will try and trick you, with faked attempts to grab the goods in the trap. Be patient! Wario'll make himself vulnerable soon enough.



## It'sa Me, Wario!

Hold the form baton in your hand and make a fist. Make a knocking motion multiple times until the door opens up. Gape in horror at what's behind the door. You've just won, and lost at the same time.



## Roll Model

Twist the form baton to roll Wario left or right in order to avoid the falling spears. Look on the floor for shadows that show exactly where the spears will hit. Usually you're safe if you roll to the far corners of the screen.



## Three's a Crowd

Don't touch the form baton until the ninja appears behind the sleeping samurai. When the ninja is in place, quickly pick up the form baton to give it a jolt and defeat the ninja.



## Rude Awakening

Wave the form baton left and right in front of you to slap Wario awake. It may take multiple slaps to wake him up, so keep on slapping. We also recommend to keep on slapping just 'cause it's fun. Just don't try this on your parents.



## Wario's Gym

Any sort of strong, sharp movement of the form baton will successfully execute a rep. Complete the number of required reps—as indicated on the right of the screen—to break the exercise machinery and win the game. Is that right?



## Bedside Manners

For this game, you *must* be pointing at the Wii sensor bar. Poke around the creepy dude's chest and arms, looking for spots that make the form baton vibrate. If you get a vibration, inspect the area closer.



## Paper Wario

Hold the form baton in the palm of your hand and tap the top of it to make your trooper wrestle with the opponent. Tap harder and quicker to win the match. Yar!



## Wario's Pinheads

When the camera zooms in behind the on-screen character, lower the form baton quickly, then *carefully* give the form baton a forward shove to release the bowling ball. Try to make your forward shove as straight and even as possible to get a straight throw.



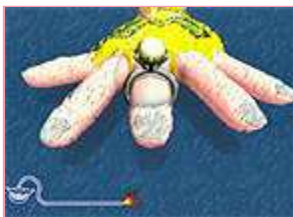
## Not the Face!

Tilt the form baton left and right to position the on-screen sword and intercept the flying objects. The objects will always hit in the order you see them appear, so there's no tricky stuff to watch out for. Just good old-fashioned swordplay.



## Chop Shop

*Fake* toss the form baton over your shoulder. Emphasis on *fake*, as you don't actually want to let go of the form baton and toss it over your shoulder. Just do the motion. Oh, and make sure the hatch on the left of the screen is open before tossing. *Fake* tossing. Remember.



## Dead Ringer

For this game, you *must* be pointing at the Wii sensor bar. When the finger and the ring are lined up, push the form baton *towards* the sensor bar to thrust the ring on. There's time for her to say yes or no later.



## Climate Control

The form baton represents the tilting platform in the center of the screen. Hold it flat as animals fall onto the platform, then tilt it to separate the animals according to their habitat. We don't recommend doing this with people.



## Safe or Snack

Whichever way you tilt the form baton, so will travel the on-screen raft. Guide the raft to the small island, but watch out for possibly sharky waters. Guide the raft around any shark fins or brave the jaws of the sharks below. We recommend the former.



## Closing Night

Bow your head, but only when those around you do! If you bow alone you'll look like a jerk. Wait for those around you to bow before committing to the bow. Be just like everyone else. It's safest.

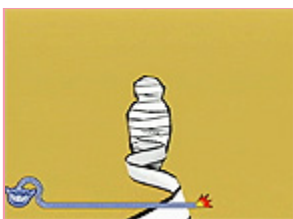


## Wario Dance Company

This game will test your rhythm and 'tude. Watch the first three dancers show the moves before you execute the same moves to the same rhythm. For any motions that require you to point, be snappy with your motions to make sure they register.

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### Orbulon



## It's a Wrap

For this game, you can get away with just about anything. Flail your hands from side to side, rock 'em back and forth, do the boogie dance, whatever. As long as you're moving both hands, you'll unwrap the mummy.





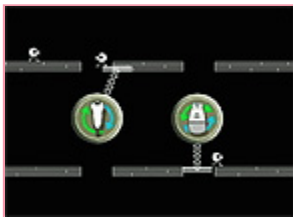
## Hare Raising

"White" should be your left hand and "red" should be your right. Raise them and lower them as instructed, but beware of *false* instructions! When you see "NOT" that means you should do nothing. Don't be outsmarted by a hare.



## Chunky Salsa

Wait for the instructor to show you what to do before shaking your maracas. Memorize the pattern, then execute it yourself. You don't have to keep any rhythm, just shake the maracas in the same order as the instructor.



## Bridge Work

Twist the form baton and balance stone to operate the two bridges. Watch the sides of the screen to keep an eye on the tricky buggers trying to cross, and make sure there's a platform for them to cross.



## Safe Cracker

Twist the form baton and the balance stone to operate the dials on the safe. Match the dials to the numbers in the center of the screen to break the safe and win lots of money. Or just win the microgame.



## Monkey Dance

To dance like a monkey, just flail both hands about with the form baton and balance stone. For the harder difficulties, you'll need to move very quickly to get in the maximum monkey dancing within the brief allotted time.



## Buggin' Out

Your form baton and balance stone act as the two handles of the on-screen wrench. Wait for the object of your desire to enter the danger zone between the tips of the wrench, then *squeeze* shut the jaws.



## Starved for Attention

The form baton controls one arm of the on-screen character and the balance stone controls the other. Wave both wildly to flag down help and be saved. Waving just one hand will get you nuthin'.



## Clock-Watcher

The balance stone controls the small hand of the clock (the hour), and the form baton controls the big hand of the clock (minutes). Match the large clock to the time indicated on the right. This is tough for those of us born after the invention of the digital watch. Sob.



## Bear Handed

As the flying object approaches your big bear hands, flick 'em upwards to knock said flying object back into the air. Watch out, 'cause you might need to return the flying object with the other hand.



## Top Dog

Simply shake both the form baton and the balance stone to make the on-screen dog swim forward. For the first two versions of the game, just swim forward as fast as possible. But when you're in space, be patient and watch for nasty lasers.



## Finishing Move

Mimic the on-screen hands by putting your own hands in the same positions. Some versions of this game will require you to switch stances mid-game, so be on your toes. Or be sitting down. Don't say we didn't warn you.



## Look, Ma! No Feet!

When using the form baton and balance stone to pedal, don't go too, too fast. When you switch to the handlebars, lean into the turns instead of trying to "steer" the bike. Leaning works. Twisting the bars doesn't.



## Stroke of Genius

This should be second nature to those of us that have been in row boats (yeah, we're bragging). But for those that haven't, keep this in mind: Stroking with the left paddle turns you right, and stroking with the right paddle turns you left. That is all.



## Coming Unhinged

Use the form baton and balance stone in tandem to operate the on-screen objects. For the first two stages of the game, you'll need to open and/or close a box to release and/or capture the target. In the third version, let both travelers pass.



## Monkey Crossing

Once again, you can get by simply by shaking both the form baton and the balance stone simultaneously and with great fervor. You can try to be like a *real* monkey and fling each arm after the other, swinging with apeline grace. It's cooler, but no more effective.



## Boom Box

Wait for the opponent to drop his guard when he goes for a big punch. When he pulls back his left arm, attack with your right to open him up (always attack his open side). Follow by unloading a flurry of punches until the opponent goes back on defense.

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## Temple of Form



## A Moment of Reflection

Tilt the form baton as if you were actually holding the on-screen mirror. Direct the beam of light to burn the poor schmuck's hair.



## A Tale of One Kitty

The game would like you to waggle your tush like you're whippin' a tail behind you, but you can simple shake the form baton side to side to quickly finish the game.



## Airhead

For this game, you *must* be pointing at the Wii sensor bar. Simply move the nearest, uh, thingy to knock the pucks away from your goal. For the final game you'll need to score a goal of your own, which should sorta happen by accident.



## All Shook Up

For this game, you *must* be pointing at the Wii sensor bar. You can cheese through this game by simply waving the bottle opener around the bottle tops—it'll latch on and open the bottles automatically.



## All Wound Up

Twist the form baton like you were giving it a purple nurple. When there are two snakes to untwist, they usually twist in opposite directions! For the hurricane, try to calm down the storm a bit.



## A-maze-ing

Let gravity do its thing! If you don't know how gravity works, you're reading the wrong site. Just twist the maze so that the ball falls out the bottom.



## Anchor Man

Listen to your team's audio cues before yanking back on the tug-of-war. When you hear them cry "Pull!" you should pull. Pull too early and you won't have the backing of your team.



## Animal Crossing: Wild World

Don't yank the fishing rod too early! Wait for the fish to pull the lure underwater before tugging the line and sinking the hook. Then sit back, relax, and hope it's not a sea bass.



## Armed and Dangerous

From the dumbbell position, pump the form baton inward to put on the pressure. You'll likely need to pump multiple times to pull off the win. Don't be lazy! Keep pumping!



## Balloon Fight

There's such thing as flapping *too* hard, so make sure you don't do it. If you fly too high, you'll hit an invisible ceiling and bounce back down, often smacking obstacles. Some obstacles will need to be flown *under*.



## Bear Handed

As the flying object approaches your big bear hands, flick 'em upwards to knock said flying object back into the air. Watch out, 'cause you might need to return the flying object with the other hand.



## Bedside Manners

For this game, you *must* be pointing at the Wii sensor bar. Poke around the creepy dude's chest and arms, looking for spots that make the form baton vibrate. If you get a vibration, inspect the area closer.



## Bell Captain

Don't go swingin' willy-nilly. Watch the bell as it (possibly) moves around and time your swing to nail it. Swing too early and you'll look like a Bell Private instead of a Captain.



## Biggest Fan

You can go nuts to get rid of the mini Wario creatures, but the giant bots will be a bit tougher. Don't bother fanning them until they've pull up one of their arms to attack. If a bot goes defensive, he won't open up until you stop waving around like a jerk!





## Block Party

For this game, you *must* be pointing at the Wii sensor bar. Avoid stacking all blocks directly on top of each other, instead creating a wide base for other blocks to land on. Imagine if you had a butt only as wide as one block—you couldn't sit up straight!



## Boarder Patrol

Twist, twist, twist! Just twist the form baton *clockwise* to unlock the door and find out what's behind it! Then close your eyes and tell yourself it's not real, it's not real.



## Bone Appetit

The blue doggies are vicious, so don't let 'em see you snatch their bone. Wait for the pups to turn their backs before grabbing at the bone. Mmm, dog slobbery bones.



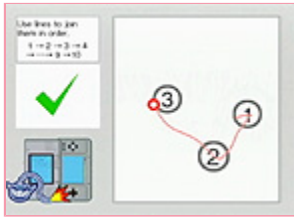
## Boom Box

Wait for the opponent to drop his guard when he goes for a big punch. When he pulls back his left arm, attack with your right to open him up (always attack his open side). Follow by unloading a flurry of punches until the opponent goes back on defense.



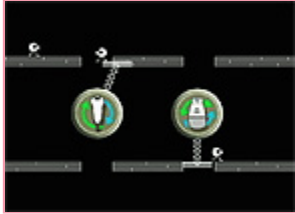
## Boot Camp

For this game, you *must* be pointing at the Wii sensor bar. Jump over or duck under the obstacles as needed. When fighting the deadly nose, focus first on taking out any projectiles (eww, boogers), then load the inside of the nose with your own shots.



## Brain Age

For this game, you *must* be pointing at the Wii sensor bar. Just connect the numbers in order. If you're new to counting, this is the order: 1, 2, 3, 4, 5. Though if you don't know that, you probably can't read this guide.



## Bridge Work

Twist the form baton and balance stone to operate the two bridges. Watch the sides of the screen to keep an eye on the tricky buggers trying to cross, and make sure there's a platform for them to cross.



## Broom Shtick

For this game, you *must* be pointing at the Wii sensor bar. Move your hand side to side to keep the broom from falling. Use *subtle* movements to keep the balance. Move your hand too quickly and you'll fail. You don't want that. Do you?



## Budget Dentistry

For this game, you *must* be pointing at the Wii sensor bar. Just touch the magic pen to the oddly colored teeth to "fill in the cavities." We think this is actually just putting white-out on some ugly stained chompers, but whatever.



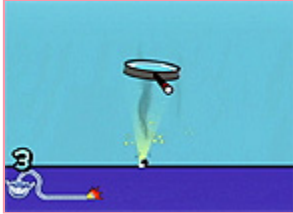
## Buggin' Out

Your form baton and balance stone act as the two handles of the on-screen wrench. Wait for the object of your desire to enter the danger zone between the tips of the wrench, then *squeeze* shut the jaws.



## Bungii!

Just drop the form baton. But wait, as that would be disgraceful unless you have the form baton strap firmly attached to your wrist! Make sure you're strapped into the form baton before dropping it.



## Burning Sensation

For this game, you *must* be pointing at the Wii sensor bar. Move the magnifying glass up or down to concentrate the light, hitting the little critters with the finest point of the beam for maximum burning. So cruel. Yes, you.



## BYOM

Hold the form baton with your index fingers and thumbs, then twist the form baton in your fingers as if you were rolling up freshly picked boogers. Just don't eat the form baton afterwards.



## Carrot Away

Yank the form baton *straight* upwards to pull out the carrots. But watch the on-screen home-dawg as he heaves up and down. Time your pull just after he slouches down a bit for maximum force.



## Carving Artist

The best way to carve up the objects is to sort of stab with the *bottom* side of the form baton. Don't *actually* stab anything—just do the motion like you're chiseling away at the air.



## Castanet, First Chair

Watch the rhythm of the bouncing notes. Cup the form baton in one hand and tap the top of it with the other hand to the beat when the notes bounce over the trap.



## Catch of the Day

Wait *patiently* for *all* of your food to get onto the plate. When the food is squarely on the plate, flip the form baton inwards to cover up the dish. Enjoy the soft aroma of smiling fish.



## Cheater!

Move the form baton around as if it were the on-screen die. Flip it to make the top side of the die match the number you're given. We're not explaining the dots on the die to you. Don't give me that face.



## Chop Shop

*Fake* toss the form baton over your shoulder. Emphasis on *fake*, as you don't actually want to let go of the form baton and toss it over your shoulder. Just do the motion. Oh, and make sure the hatch on the left of the screen is open before tossing. *Fake* tossing. Remember.



## Chunky Salsa

Wait for the instructor to show you what to do before shaking your maracas. Memorize the pattern, then execute it yourself. You don't have to keep any rhythm, just shake the maracas in the same order as the instructor.



## Clean Sweep

Swing the bottom of the form baton left and right, as you would a broom handle firmly grasped in your hands. The Karate Kid had to deal with chores like this. Don't complain.



## Clean Your Plate!

Pretend the on-screen plate is in the palm of your hand. Tilt it to guide the water over the dirty parts to wash it clean. No need to blow dry the plate afterwards. Just revel in the glory of its shine.



## Climate Control

The form baton represents the tilting platform in the center of the screen. Hold it flat as animals fall onto the platform, then tilt it to separate the animals according to their habitat. We don't recommend doing this with people.



## Clock-Watcher

The balance stone controls the small hand of the clock (the hour), and the form baton controls the big hand of the clock (minutes). Match the large clock to the time indicated on the right. This is tough for those of us born after the invention of the digital watch. Sob.



## Closing Night

Bow your head, but only when those around you do! If you bow alone you'll look like a jerk. Wait for those around you to bow before committing to the bow. Be just like everyone else. It's safest.



## Closing Time

No, this isn't a depressing song by a late '90s alternative band. Slam close the store's gate, but wait until after the shoppers have left! Don't want to trap them inside. Especially if your store has no restrooms.



## Clu Clu Land

For this game, you *must* be pointing at the Wii sensor bar. Point to guide the little Clu Clu through the dangers ahead. Avoid hitting the spiked enemies and the whirlwinds on the ground. Thar be danger, or so we're told.



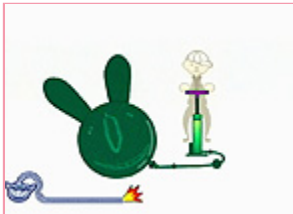
## Code Dependency

However you twist and spin the form baton, so will twist and turn the object that needs to be scanned. You'll have to use your imagination here. *Really* try to convince yourself you're holding the on-screen banana, and not the form baton. Then pretend you just won.



## Cold Call

Uhhh, pick up the phone when it rings? Seriously, just pick it up. But don't pick it up too early! Wait for the phone to ring, *then* pick it up. Or you'll look goofy. For the third version of this game, you'll need to press the A button to answer the cell phone call.



## Come to Poppa

Here the form baton represents the handle of the pump. Pump up and down vigorously to inflate the balloon until it pops. Though children everywhere may cry, this is in fact the desired result. The popping, not the crying.





## Coming Unhinged

Use the form baton and balance stone is tandem to operate the on-screen objects. For the first two stages of the game, you'll need to open and/or close a box to release and/or capture the target. In the third version, let both travelers pass.



## Community Service

Rapidly wave your hand up and down to scrub the dirty, dirty on-screen objects. The faster you scrub the faster you'll be done with the cleaning of the dirty, dirty targets.



## Cookie Rookie

For this game, you *must* be pointing at the Wii sensor bar. Position the cookie cutter over the sheet of dough before *slowly* pushing towards the screen to make the cookie cutout. Push too quickly and you'll often mess up your aim, resulting in a headless gingerbread man.



## Cranky Robot

Twist the form baton as you would turn a key. We recommend holding the tip of the form baton with your bad hand and twisting with the other.



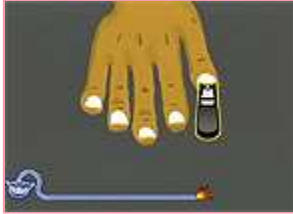
## Crowd Control

For this game, you *must* be pointing at the Wii sensor bar. Push the noisy Wario creations off the edge of the screen with the smelly stick you control.



## Cupsy Daisy

Flick the tip of the form baton upwards, then hold the form baton perfectly vertical. The ball you flung into the air will gently glide down into your cup. If only the toy was this easy in real life.



## Cut to the Chase

For this game, you *must* be pointing at the Wii sensor bar. Point to the overgrown finger and toenails. When the clippers lock onto them, press A to clip. Unlike the real thing, you don't have to worry about errant clippings in the carpet.



## Cutting Edge

Simply slash at the screen with the form baton to take out the target. But be careful, as the hardest difficulty of this game challenges your patience. Wait for the target to jump and fall in front of the screen before unleashing your fury.



## Dead Ringer

For this game, you *must* be pointing at the Wii sensor bar. When the finger and the ring are lined up, push the form baton *towards* the sensor bar to thrust the ring on. There's time for her to say yes or no later.



## Diddly Squat

For maximum humiliation, you should put the form baton on your head and actually squat the number of times indicated on the right. Make sure you stand up after each squat. Alternatively, you can just lower and raise the form baton with vigor to simulate the squat.



## Dough Boy

Twist the tip of the form baton in the air to spin the pizza, readying it for its delicious toppings. Spin like you mean it.



## Driver's Ed

The most important thing to remember is this: Ignore the animals completely! You can't hit them, they'll always move out of the way, so you better not try and dodge them. When taking sharp turns, start from the outside of the road and turn inside.



## Eating for Two

For this game, you *must* be pointing at the Wii sensor bar. Tilt the form baton to angle the pan and direct the food into the gaping mouth on the left. The mouth only needs to eat once to be satisfied.



## Escape Artist

For this game, you *must* be pointing at the Wii sensor bar. You'll usually want to fly upwards first to straighten out the ladder, then drop straight down to lower the ladder to the would-be victim.



## Extreme Patty-Cake

Thrust forward with the form baton to shove the opponent down. Some opponents will pull their hands away just as you thrust forward, so wait for them pull away and return their hands to the default position before knocking 'em on their keisters.



## Fan Boy

Shake the form baton *very* quickly, and don't stop until the game stops. We've no idea what the butterflies did to you, but they deserve this fate. We're pretty sure.



## Femme Brûlée

Though the game recommends the umbrella form, we recommend using the mortal and pestle for maximum form baton effectiveness. Follow the roving beauty (or other creature) with the umbrella to protect her (or it) from the scorching sun.



## Finishing Move

Mimic the on-screen hands by putting your own hands in the same positions. Some versions of this game will require you to switch stances mid-game, so be on your toes. Or be sitting down. Don't say we didn't warn you.



## Fired Up

Tilt the platforms so that they angle down *towards* the firemen below. Watch carefully as the children leap, as they'll often jump to the platform that's further away than the other. You'll often have to correct the tilting angle accordingly. Or burn the kids. It's up to you.



## Fitting In

Watch as the row of people raise their arms in order, waiting your turn to do the same. Raise your arms too early or too late and you'll fail. Some versions of this game will also require you to *drop* your hands at the right time.



## Five More Minutes

For this game, you *must* be pointing at the Wii sensor bar. Move the form baton left and right, closer to the screen and away to position the hand over the clock. When ready, flick downwards to stop the obnoxious morning alarm.



## Flask Me Later

Simply wiggle the bottom of the form baton back and forth *very* vigorously. Don't stop until the form baton vibrates and the chemicals have mixed. Don't try this in real life without the supervision of a trained professional.



## Frequent Flyer

Quickly and *sharply* deal out the flyers to the nearby pedestrian. When dealing with mobile peds, wait for them to cross directly in front of you before attempting to deliver the goods.



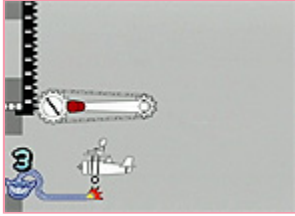
## Fresh off the Grill

Pick up the form baton when and *only* when the top half of the bun has landed on top of the other fixings. You'll be distracted by *middle* buns (they're not the tops, don't pull out too early!) and other rubbish. Be patient. Things will work out for the best.



## Game & Watch Octopus

Pick up the form baton when the little diver is in position to grab the treasure. The diver will often skip back and forth while dodging the tentacles of the octopus. Be patient, and don't touch the form baton until the right moment.



## Geared for Landing

The form baton is the handle that opens the passage to the flying planes. Turn clockwise to open the lower half, counter-clockwise to open the top. Unless you get the hardest version of the game, in which case the directions are reversed.



## Get to the Point

For this game, you *must* be pointing at the Wii sensor bar. In the two games that require twisting and turning to sharpen the pencil, always twist clockwise to sharpen said writing utensil. For the hardest version of the game, just thrust forward into the sharpener.



## Hand Me Down

Flick the form baton forward to relay the object in hand to the severed on-screen hand. Wait for the hand to be in position—directly in front of yours—before making the motion. Also make sure the hand is open.



## Hare Raising

"White" should be your left hand and "red" should be your right. Raise them and lower then as instructed, but beware of *false* instructions! When you see "NOT" that means you should do nothing. Don't be outsmarted by a hare.



## He Who Smelt It...

Just waggle the tip of the form baton side to side to clear away Wario's cloudy farts. Optionally, you can also say, "Pee-yew" while you do it, and point at the person next to you afterwards.





## Helping Hand

For this game, you *must* be pointing at the Wii sensor bar. Catch the targets as they fall. The hardest version of this game deals with falling babies and tries to trick you. The first baby to fall will always fall slower than the second, so be ready to catch the *second* baby *first*.



## Hit Parade

Tilt the form baton in the direction of the target mole to bop it over the head. Alternatively, you can simply roll the form baton around to go around hitting in all directions. It's not pretty, it's not honorable, but it does work.



## Honeymoon Fall Out

For this game, you *must* be pointing at the Wii sensor bar. Thrust the form baton towards the sensor bar to reach out and save the girl. Her hand may flail around a lot, so thrust forward multiple times until she grabs it or be patient and time your thrust to meet her in the middle.



## How the West Was Really Won

When you hear "Draw!" quickly lift and point the form baton while simultaneously pressing the A button to shoot. Be quick about the whole thing, but don't press A too soon—or you'll shoot yourself in your foot.



## In the Cards

Before the cards flip over, look for the card that matches the symbol you're supposed to pick. Follow that card as it moves around, then pick up the form baton (give it a good snapping motion when you grab it) when your card moves in front of the on-screen hand.



## It's a Wrap

For this game, you can get away with just about anything. Flail your hands from side to side, rock 'em back and forth, do the boogie dance, whatever. As long as you're moving both hands, you'll unwrap the mummy.



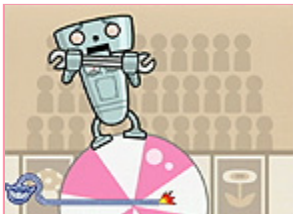
## It'sa Me, Wario!

Hold the form baton in your hand and make a fist. Make a knocking motion multiple times until the door opens up. Gape in horror at what's behind the door. You've just won, and lost at the same time.



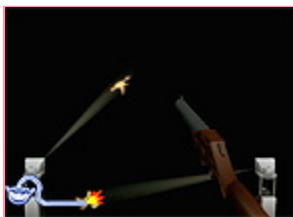
## Junk and My Trunk

For this game, you *must* be pointing at the Wii sensor bar. Point at the apples to collect them, then transfer them to the basket. In the hardest version of the game, you'll have to collect a balloon, instead. Treat the woman's open hands as a basket.



## Keep Your Guy on the Ball

Tilt up and down with the form baton to balance on the ball. If your guy falls right, tilt towards the left, and vice versa. If you fall too far to the side, you may not be able to recover, but you can postpone your demise long enough to win.



## Laser Clay Shooting

For this game, you *must* be pointing at the Wii sensor bar. You have unlimited shots and no reload time, so feel free to mash on the A button to cover the screen in laser shots. You can follow the direction of the barrel to guesstimate where your shot will hit. Kill all ducks to win.



## Light Tennis

Twist the form baton clockwise to move up, counter-clockwise to move the paddle down. Heads up! You control the paddle on the *right*. In the hardest difficulty, be prepared to catch a ball that may ricochet back after hitting the obstacles in the middle of the screen.



## Litterbot

If you don't press *forward* on the virtual joystick, your bot won't move very fast. Lean into the stick to run down the field collecting the cans. Watch out for the roving truck and make sure you don't hit it.



## Local News

For this game, you *must* be pointing at the Wii sensor bar. Move the microphone around to track the mouth of the person you're interviewing. If they move their mouth (or walk away), follow the target and don't let 'em get away! Watch for the granny. She's feisty.



## Logged In

For this game, you *must* be pointing at the Wii sensor bar. Move the form baton towards and away from the sensor bar to saw through the on-screen log. You should note that it's not required that you go fast. In fact, slow and steady is a better strategy.



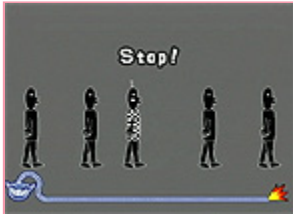
## Look, Ma! No Feet!

When using the form baton and balance stone to pedal, don't go too, too fast. When you switch to the handlebars, lean into the turns instead of trying to "steer" the bike. Leaning works. Twisting the bars doesn't.



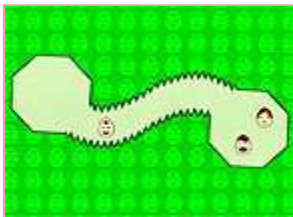
## Mall Tour

This is another of those games where it doesn't really matter how you move the form baton. Just shake it! Shake it like it's 1999! Shake it like it's hot! You know, rock out.



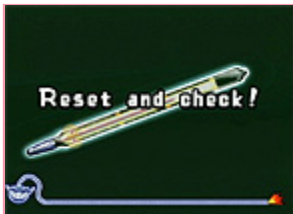
## Marching Orders

Any sort of motion applied to the form baton will make your on-screen dude march forward. But only march when the game says! And stop when it says, too. Move the form baton when you're supposed to stop and you'll mess up the beautiful form of the line.



## Meet the Eggheads

For this game, you *must* be pointing at the Wii sensor bar. Guide the young egghead first towards the glowing egg, then carefully through the dangerous walls to reunite him with his parents.



## Mercury Falling

Waggle the tip of the form baton hard to zoom out and reset the mercury of the thermometer. Just before time expires, hold the form baton still to examine the thermometer and beat the game.



## Metroid Prime 2

Tilt the form baton to roll Samus towards the standing barrel and knock it over. In the third version of the game, you'll have some obstacles to contend with. If you roll past the barrel, you can always tilt backwards to backtrack and nail the target.



## Mixed Signals

Tilt the form baton forwards and backwards, side to side to get the best TV signal. Try to ignore the distracting antenna that wiggles as you wobble—instead focus solely on the TV screen.



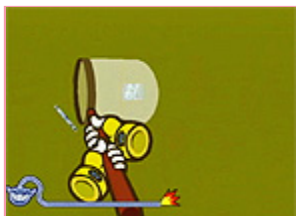
## Monkey Crossing

Once again, you can get by simply by shaking both the form baton and the balance stone simultaneously and with great fervor. You can try to be like a *real* monkey and fling each arm after the other, swinging with apelike grace. It's cooler, but no more effective.



## Monkey Dance

To dance like a monkey, just flail both hands about with the form baton and balance stone. For the harder difficulties, you'll need to move very quickly to get in the maximum monkey dancing within the brief allotted time.



## Net Profit

For this game, you *must* be pointing at the Wii sensor bar. Move the net around to grab all the floating cash. Being greedy is okay, we promise! You can even just go crazy and fling the net around the screen to catch everything.



## Nintendogs

For this game, you *must* be pointing at the Wii sensor bar. Move your hand side to side to position the on-screen hand in front of the high-fivin' puppies. Sometimes the puppies will try to fake you out, but they'll share some skin eventually.



## Not the Face!

Tilt the form baton left and right to position the on-screen sword and intercept the flying objects. The objects will always hit in the order you see them appear, so there's no tricky stuff to watch out for. Just good old-fashioned swordplay.



## Now You're Cooking!

Twist the form baton *counter*-clockwise to ignite the stove. Harder versions of this game will require you to twist the stove knob a few times before it lights up, so don't quit twistin' until you see fire!



## Object D'Art

For this game, you *must* be pointing at the Wii sensor bar. Point the form baton to target the center of the, uh, target, then flick the form baton forward to launch the dart. Try to keep the form baton pointed perfectly straight as you flick it.



## Ocarina of Time

Yank the form baton upwards to remove the sword from the stone. You'll need to yank upwards multiple times to fully free the sword, so don't give up after a single tug.



## On Point

Hammer down like it's hammer time. Hammer rapidly to quickly drive the nail into the board. Don't sweat it if the nail seems to be going in crooked—it'll correct itself in time to beat the game.





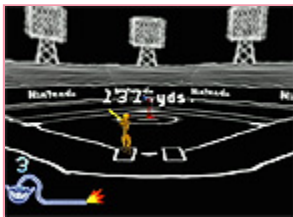
## On the Edge

For this game, you *must* be pointing at the Wii sensor bar. Control the spire and trace around the line on the screen to carve it out. Blue is bad. Yellow is good. Make everything yellow.



## On the Ropes

Swing the form baton in a clockwise direction to swing the jump rope for the jumping homies. Make sure every homie on the screen gets a chance to jump, or else you'll fail the game. More importantly, you'll fail the homies.



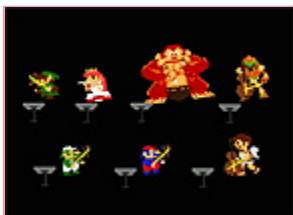
## One Hit Wonder

We recommend turning sideways to more accurately simulate the swinging of a baseball bat. Watch the shadow of the ball—when it crosses the plate, swing away for a homerun. If you manage to hit the ball further than 131 yards, pat yourself on the back.



## One In Hole

For this game, you *must* be pointing at the Wii sensor bar. Move the form baton side to side and towards and away from the sensor bar to position the hole under the on-screen people. Make 'em all fall into the hole and you win! They don't win, but you do.



## Opening Night

Wave the form baton like a conductor's wand, side to side. Most importantly, you need to keep some sort of rhythm! Make it a fast rhythm, but don't wave your arm frantically. It's important to have order while going crazy fast to finish the song.



## Over Easy

Simply twist the form baton (in either direction) to flip the pancake (or fish) in the pan. You can almost smell the butter and syrup! And the tartar sauce!



## Paper Trail

Imagine you're feeding an ornery kid, making airplane noises with your lips while guiding the on-screen paper airplane through the obstacle course. Don't hit the walls, don't hit the ground, and definitely don't hit the giant tree.



## Paper Wario

Hold the form baton in the palm of your hand and tap the top of it to make your trooper wrestle with the opponent. Tap harder and quicker to win the match. Yar!



## Party Crasher

Hold the form baton in front of you and yank backwards sharply. Make sure you yank *perfectly* straight backwards. If you pull at an angle, you'll make a mess of the table. Then what'll grandma think of you?



## Pest Control

For this game, you *must* be pointing at the Wii sensor bar. Target the marked weak spots of the giant monster and press the A button to fire a laser. The monster will often have multiple weak spots to hit. Shoot 'em all to save the world.



## Pikmin 2

Twist the form baton in the direction of the little pikmin to squash 'em. If you've just got one pikmin on the screen, wait for him to jump over the worm before rolling. Grind 'em back into the earth. Whence they came, and all that jazz.



## Pink Eye

For this game, you *must* be pointing at the Wii sensor bar. Sweep the laser across the screaming faces to blast 'em away. You only need to barely touch a face to make it disappear, though there's a slight delay before they actually vanish. Don't go slow!



## Plane and Simple

Tug backwards sharply on the form baton to pull the planer back. You'll likely need to tug back multiple times to get the most of your planing. You know, just like you do in real life when you plane all the time.



## Playing Hooky

For this game, you *must* be pointing at the Wii sensor bar. Just thread the on-screen hook through the ring above the little dude's head, then pull upwards to lift him off the ground. Not a whole lot of precision is required.



## Pool Boy

For this game, you *must* be pointing at the Wii sensor bar. For most variations of this game, you'll want to hit the cue ball dead-center. However, the most difficult variation will occasionally require you hit the ball on the left or right (in most cases, the right).



## Poster Child

For this game, you *must* be pointing at the Wii sensor bar. We suggest starting from the bottom of the screen and moving upwards to press the poster flat against the wall. Look for any parts that may be waving a bit to iron out all the kinks.



## Produce Stand-Off

There are three positions you need to move between, twisting the form baton to move the sword left, right and straight upwards. Follow the opponent's movements as he attacks in one of the three directions—put your sword in the way and you'll parry his attack.



## Punch-Out!!

Flick the form baton forwards to deliver then ten-count to the fallen opponent. Don't stop flicking until the ref cries "KO!"



## Rally and Cry

With the form baton pointed outwards, flick the tip towards the screen to return the serves. But wait! The ping pong balls travel slowly, so don't swing too early. Also be ready to return a second time—if the other guy's good, you'll have a bit of a rally.



## Ringmaster

Watch the first three pairs of hands shake out a beat. When it's your turn (*after* the first three have gone), shake out the same beat. You'll have to shake once, twice or thrice, depending on the precedent set by the other hands.



## Roll Model

Twist the form baton to roll Wario left or right in order to avoid the falling spears. Look on the floor for shadows that show exactly where the spears will hit. Usually you're safe if you roll to the far corners of the screen.



## Rude Awakening

Wave the form baton left and right in front of you to slap Wario awake. It may take multiple slaps to wake him up, so keep on slapping. We also recommend to keep on slapping just 'cause it's fun. Just don't try this on your parents.



## Runner's High

Pump the form baton up and down *super* fast to make the on-screen runner run *super* fast. Pretend you're shakin' up a chocolate milk, then wish you actually had a chocolate milk when the game's over.



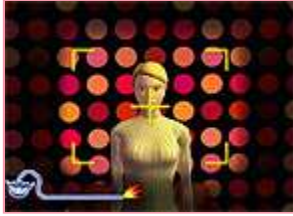
## Safe Cracker

Twist the form baton and the balance stone to operate the dials on the safe. Match the dials to the numbers in the center of the screen to break the safe and win lots of money. Or just win the microgame.



## Safe or Snack

Whichever way you tilt the form baton, so will travel the on-screen raft. Guide the raft to the small island, but watch out for possibly sharky waters. Guide the raft around any shark fins or brave the jaws of the sharks below. We recommend the former.



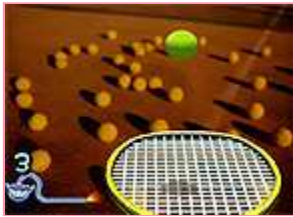
## Saving Face

Tilt the form baton to frame the camera's shot. Amazingly, this microgame does *not* require you point at the sensor bar. But it does require you to target the woman's head with the cross in the center of the screen.



## Secret Ingredient

Thrust the form baton forwards and pull backwards to grate the object into fine mulch. It'll take several gratings before the object is fully shredded, so keep up the motions.



## Serve Already!

For this game, you *must* be pointing at the Wii sensor bar. Move left or right to position the paddle or racket under the downward pointing arrow. You can simply hold the paddle or racket still to catch the ball before it falls, or give it a good upwards smack to send it sky-high.



## Shady Characters

Rotate, twist, flip and otherwise abuse the form baton to get a better view of all angles of the on-screen object. Focus on the shapes you see, then match them to the objects shown at the end of the game.



## Shakedown

Shake the form baton in your favorite way to remove the pests covering the on-screen object. We recommend holding the form baton at the bottom and quickly shaking the top half. Bye bye, ants.





## Shaving Scream

For this game, you *must* be pointing at the Wii sensor bar. Guide the electric shaver over any dark hairs on the on-screen face. Shave the face clean, and watch out for stray hair that try to hide. In real life these might show up on your back. Here, they're on the face.



## Shear Terror

For this game, you *must* be pointing at the Wii sensor bar. Guide the clippers over the fuzzy parts of the animals you see on the screen. Though they may protest, it is your duty to shave 'em clean, transforming a wooly mammoth into an everyday elephant.



## Shoot the Breeze

For this game, you *must* be pointing at the Wii sensor bar. This is a bit straight-forward—just point the aiming reticule and press A to shoot—though you may not know to keep shooting the giant robot in the hardest version of the game. Now you know.



## Sifty Character

We'd tell you something cute and catchy, like, "Shake it like a Polaroid pic'cha!" but that somehow makes this microgame sound too complicated. Just shake the form baton. Like a form baton.



## Simon Says

We're not sure who Simon is, so don't do what he says. The on-screen character will perform a motion ending in a pose. You don't need to do the whole spiel. Just wait for Simon to finish, then flick the form baton while holding it upright. Take that, Simon.



## Skip It

Hold still as the jump rope makes its way up and around, then jump to let the rope pass under the on-screen character. If you don't want to jump, just hold the form baton parallel to the ground and push it up sharply. Man, you're lazy.



## Slice of Life

Hold the form baton by the bottom and twirl it in a clockwise direction to operate the on-screen handle and tear up the papers, fish, and whatever else gets shoved through the shredder. Twirl fast.



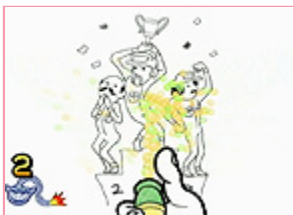
## Smile and Nod

Hold the form baton still and read the question on the screen. If the answer is an emphatic "yes," tilt the form baton downwards to answer accordingly. If the answer is "no," stand still and don't move the form baton.



## Soiled Reputation

Hold the form baton straight up and flick it downwards to hoe the ground. Depending on the version of the game, you may need to hoe two or three times. Just wait for the hoe to finish its stroke before flicking forwards again.



## Spray It, Don't Say It

For this game, you *must* be pointing at the Wii sensor bar. Shake the form baton to shake the on-screen bottle. When the scene changes, point at the sensor bar and move your thumb away from the sensor on the form baton to spray the goods.



## Spring Cleaning

For this game, you *must* be pointing at the Wii sensor bar. Move the form baton left and right to suck up the litter. You'll also need to move close to and away from the sensor bar to grab the litter that's further away.



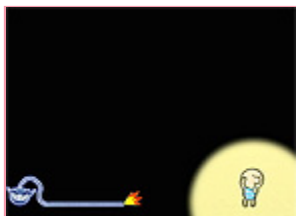
## Spring Training

Tilt the form baton left and right to dodge the flying projectiles. When dodging multiple projectiles, watch the shadows on the ground to know when it's safe to adjust your tilt.



## Sprinkler System

For this game, you *must* be pointing at the Wii sensor bar. Guide the on-screen spoon into the fountain of falling stuff to scoop it up, then tilt the form baton while over the receptacle to drop the stuff in. You don't need more than one pebble of the stuff, but more doesn't hurt.



## Stage Fright

For this game, you *must* be pointing at the Wii sensor bar. Shake the form baton quickly back and forth for a quick view of everything hidden in darkness. When you find the frightened star, target him and hold him in the light.



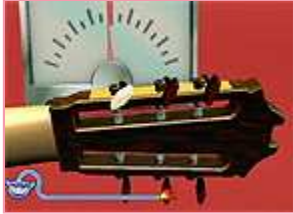
## Star Fox

Tilt the form baton in all directions to guide the ship through the stage. Press either A or B to fire your blasters. You can completely ignore the lesser enemies on the screen, but you'll need to defeat the final boss. Shoot the square targets, but only when they're blinking.



## Starved for Attention

The form baton controls one arm of the on-screen character and the balance stone controls the other. Wave both wildly to flag down help and be saved. Waving just one hand will get you nuthin'.



## Stay Tuned

Twist the form baton clockwise to move the needle right and match up with the red line on the readout. Twist the form baton counter-clockwise if you need to swing the needle left.



## Stick a Fork in It

Tilt the front tip of the form baton downwards to stab the on-screen fork into the meal as it spins by. Don't be in too much of a rush—you'll usually get two or three stabs at it. Get it?



## Stick It Through 'Em!

For this game, you *must* be pointing at the Wii sensor bar. Wait for the three foods on the screen to line up together. When they're in formation, give the form baton a good thrust towards the sensor bar to skewer the foods.



## Stick It to the Man

When your victim is positioned in front of the on-screen bat, flick the form baton forwards to give 'im a good whack. Don't be too hasty, though, as the victim may take his time. The hardest version of the game requires you to hit *three* victims in rapid succession.



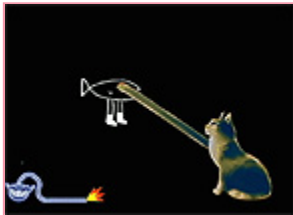
## Sticky Shift

The shifter is a bit tough to move, so make your motions hard and snappy. Pull and push the form baton in the directions indicated on the on-screen gearbox to shift into gear.



## Stir Crazy

Hold the top of the form baton and spin the bottom tip around and around in a clockwise direction. You can almost smell the ground up herbs.



## S-T-R-E-T-C-H!

For this game, you *must* be pointing at the Wii sensor bar. Where you point dictates where the animal, uh, appendages will stretch to. Grab the food on the screen to claim it as your own. Also try: Lick the form baton to claim it as your own.



## Stroke of Genius

This should be second nature to those of us that have been in row boats (yeah, we're bragging). But for those that haven't, keep this in mind: Stroking with the left paddle turns you right, and stroking with the right paddle turns you left. That is all.



## Sucker Punch

First of all, sucker punches are shameful. Second of all, to win this microgame you simply need to make a punching motion. The hardest version of the game will require you to wait for the target to move into position before punching.



## Suit of Armoire

For this game, you *must* be pointing at the Wii sensor bar. Watch the clothing and/or armor as it makes its way into one of the on-screen drawers. Follow that drawer as it moves around, then point to it and pull backwards on the form baton to open the drawer.



## Super Mario Brothers

Hold the form baton up and flick it forwards to make Mario jump. Smash into the "?" blocks to earn coins (two total), but watch out for obstacles that you'll need to jump over.



## Super Mario Sunshine

For this game, you *must* be pointing at the Wii sensor bar. Point to direct the stream of water from Mario's backpack and fight the fires in the windows. Squelch all fires to win. Wait, there was no fire in Super Mario Sunshine. What the hell is this!?



## Super Nostalgic Entertainment System

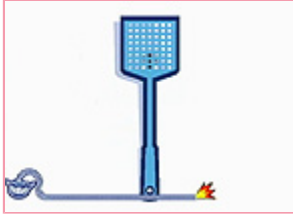
Hold the form baton still and wait for the on-screen SNES cartridge to align with the slot on the system. When the cart is in position, push down on the form baton.



## Sure, You Can

Watch the enemy dart back and forth through the trees in a set pattern. Pay attention to the rumble of your controller. When you know he'll be exposed, flick for the form baton forwards to toss a shuriken and hit the target.





## Swat Team

Flick the tip of the form baton forwards to swat with the on-screen fly swatter. You may need to wait for the poor fly to land before swatting him dead.



## Sweeps Week

You can get away with most any sort of motion on the form baton, but we recommend thrusting the form baton forwards and backwards for the best results.



## Take a Stab at It

For this game, you *must* be pointing at the Wii sensor bar. Your pointing directs the tip of the on-screen foil. Position it to intercept the flying objects and spear 'em.



## Talk to the Can!

For this game, you *must* be pointing at the Wii sensor bar. Point the form baton to direct the on-screen can of bug spray and press the A button to spray its killer substance. You're just lucky the bugs don't have human spray.



## Tearful Reunion

Tilt the form baton left or right to make the on-screen character move in the same direction. But wait! Whales will spout off a bit and create obstacles for you to avoid. Wait for the water spouts to drop before zipping to the island.



## Teeth Polithe

For this game, you *must* be pointing at the Wii sensor bar. Point to move the set of teeth around, then push towards the sensor bar to jam 'em into the granny's mouth.



## That's How I Roll

Tilt the form baton in the palm of your hand to tilt the on-screen toy and roll the balls into the holes of the toy. Contrary to popular belief, you do not need to use each of the holes—three balls can all fall into the same hole.



## The Closer

Just flick the tip of the form baton forwards to send the baseball flying at warp speed. Trick here is to be patient and wait for the catcher's mitt to be positioned inside the box over the plate before throwing the pitch.



## The Intern

Tap the bottom of the form baton in the palm of your hand to settle the stack of papers. If you tap too quickly, however, you'll only make matters worse. Wait for the previous tapping animation to finish before following up with the next. It's all about the rhythm!



## The Outcast

For this game, you *must* be pointing at the Wii sensor bar. There are nine similar objects on the screen, but one of them is different than the others. Point it out and press A to expose the charlatan.



## The Wind Waker

Tilt the form baton left and right to guide the floating Link to one of the solid platforms ahead. You only need to fly over a platform to make Link safely land.



## This Bites!

For this game, you *must* be pointing at the Wii sensor bar. Avoid the biting flies by moving the on-screen head. You can just wiggle the form baton in front of the sensor bar to move the head quickly and avoid getting bitten.



## Three's a Crowd

Don't touch the form baton until the ninja appears behind the sleeping samurai. When the ninja is in place, quickly pick up the form baton to give it a jolt and defeat the ninja.



## Toilet Training

Tilt the form baton left or right to guide the men and women into their proper restrooms. Blue goes left, pink goes right. For the hardest version of the game, watch the background for jumping men and women, then follow their shadows to properly guide them.



## Top Dog

Simply shake both the form baton and the balance stone to make the on-screen dog swim forward. For the first two versions of the game, just swim forward as fast as possible. But when you're in space, be patient and watch for nasty lasers.



## Undercover Agent

Watch the meter on the right of the screen and press the A button when the meter is full. Voila! Harder versions of this game will require you to pick up the form baton before activating the opening mechanism.



## Unintelligent Life

For this game, you *must* be pointing at the Wii sensor bar. Point the form baton to move the space craft left and right, and push towards the sensor bar (or pull away from) to move depth-wise and collect the on-screen junk. Yes, all of it.



## Universal Marionette

Tilt the form baton side to side to wave the marionette's arms and knock away the attacking watermelons. You can pay close attention and react to the melons as they come, or just shake the form baton wildly to similarly wave the marionette's arms.



## Up for Grabs

For this game, you *must* be pointing at the Wii sensor bar. Point the on-screen hand to grab the object you need to yank (either a nose hair, a kid's toy, or umbrella handles), then tug sharply upwards to extract the item from its holds.



## Up in Arms

Though this game does not *require* you to be in love with yourself, it does help to have some bit of self-admiration. Sharply pull the form baton towards your body to register a rep. Repeat the process as many times as indicated on the right of the screen.



## Use Your Head

Key your eye on the ball! Watch the on-screen soccer ball as it float towards the character on the left. When the ball is in position, jump upwards (or just thrust the form baton upwards sharply) to get the header. Just don't head the spiked balls.



## Volley, Y'all

For this game, you *must* be pointing at the Wii sensor bar. Point left and right to move the on-screen hands into position to return the volley ball. Watch the white shadow on the ground to track the ball as it flies off screen. Marvel at the bikinis.



## Wario Dance Company

This game will test your rhythm and 'tude. Watch the first three dancers show the moves before you execute the same moves to the same rhythm. For any motions that require you to point, be snappy with your motions to make sure they register.



## Wario Fu

For this game, you *must* be pointing at the Wii sensor bar. Your pointing moves the on-screen fu warrior. Avoiding getting hit by anything that appears on the screen. Your best bet is to stay away from the far edges of the screen.



## Wario Hunting

Don't move the form baton until the little Wario is standing directly under the Wario trap. The little Wario will try and trick you, with faked attempts to grab the goods in the trap. Be patient! Wario'll make himself vulnerable soon enough.



## Wario Land

Lift the form baton upwards to ready Wario's projectile, then whip it forwards (don't actually throw it!) to make Wario toss the projectile into the target. Don't be too hasty, though, as you may need to wait for the enemies to walk into the trajectory of the projectile.



## Wario PI

For this game, you *must* be pointing at the Wii sensor bar. Pull the form baton away from the sensor bar to bring the magnifying glass into focus, revealing your beautiful visage.



## Wario's Gym

Any sort of strong, sharp movement of the form baton will successfully execute a rep. Complete the number of required reps—as indicated on the right of the screen—to break the exercise machinery and win the game. Is that right?



## Wario's Pinheads

When the camera zooms in behind the on-screen character, lower the form baton quickly, then *carefully* give the form baton a forward shove to release the bowling ball. Try to make your forward shove as straight and even as possible to get a straight throw.



## WarioWare: Twisted!

Twist the form baton side to side (or even upside-down) to complete the tasks given by these microgames within a microgame. Shave all the hair, gobble all the food, or simply flip a head.





## Welcome Committee

Spin the form baton like the hand of a clock to guide the on-screen missile towards the alien ship. But watch out! In the hardest version of this game, the alien ship fights back. Avoid the alien shot to nail the target.



## Wet Your Whistle

Tilt the form baton backwards *gently* to *carefully* slide the liquid goodness into your mouth. Go too fast and you'll get a face full of water (or worse). Too slow and you won't finish the glass in time. Just pretend you're actually chugging.



## When in Rome...

Tilt the form baton left or right to control the center cane, dog or genie (seriously). Follow the lead of the two surrounding, um, characters to avoid colliding with them.



## Wiggle Room

The game would like you to place the form baton on your hip and wiggle like you're keeping up a hula hoop. However, you can actually get away with just holding the form baton in your hands and wiggling it around. Cheap, yes, but also not embarrassing.



## Wiipeat After Me!

Watch the portrait of the Wii Remote on the right and copy its movements exactly using the form baton. Be quick with the motions when you know what to do—there are multiple motions you need to copy, so do 'em fast!



## Wokka Wokka!

Flick the tip of the form baton upwards to toss the contents of the wok, sizzling them to perfection. It'll take multiple tosses before the food is fully cooked and tossed onto a serving plate to the right.



## Writer's Block

For this game, you *must* be pointing at the Wii sensor bar. Quickly shake the form baton to make the on-screen pen move across the paper. Try wildly to make the pen write. Eventually ink will flow forth.



## XYZ!

For this game, you *must* be pointing at the Wii sensor bar. Point the form baton to guide the on-screen fingers to the zipper. The fingers will automatically grab the zipper—just guide the zipper along the unzipped path to finish the game.



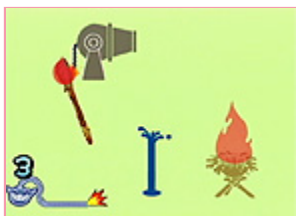
## Yes, You Can!

When in position, tilt the tip of the form baton towards your body to start opening the can. Repeat this motion as necessary to fully open the can.



## You Can Pick Your Friends...

For this game, you *must* be pointing at the Wii sensor bar. Move the form baton side to side to aim the finger (or fingers) at the center of the nostril (or nostrils). When in position, carefully thrust the form baton forward to pick the nose. Now wash your hands.



## You're Fired!

For this game, you *must* be pointing at the Wii sensor bar. Point the form baton to guide the on-screen touch towards the flame. When the torch is lit, guide it to the ends of the cannon fuses. But don't touch the water spouts! Never touch the water spouts.

## Secrets

Unlockables	
HIDDEN STAGES	
<b>Dr. Crygor</b>	Complete Orbulon's stage.
<b>All Mixed Up</b>	Complete Tiny Wario's stage.
<b>Super Hard</b>	Get through 30 microgames in the All Mixed Up stage.
<b>Sudden Death</b>	Get through 20 microgames in the Super Hard stage.
<b>Thrilling</b>	Get through 10 microgames in the Sudden Death stage.
MINI-GAMES	
<b>Balloon Trip</b>	Complete Dr. Crygor's stage.
<b>Block Star</b>	Complete Young Cricket's stage.
<b>Can Shooter</b>	Complete Ashley's stage.
<b>Pyoro S</b>	Unlock all 205 microgames.
<b>Tortoise &amp; Hare</b>	Complete Orbulon's stage.
<b>Tower Tennis</b>	Complete Kat & Ana's stage.
<b>Multiplayer Games</b>	Complete the four main multiplayer games to unlock four extra.
OTHER STUFF	
<b>Movie Theater</b>	Complete Wario's stage.
<b>Sound Studio</b>	Get through 20 microgames in the Thrilling stage.
<b>Multiplayer Mode</b>	Complete the single-player game.