

= Wario World =

Wario World (??????? , Wario W?rudo) is a platform beat ' em up game developed by Treasure and published by Nintendo for the GameCube . It was released in Europe on June 20 , 2003 , in North America on June 23 , 2003 , in Australia on July 10 , 2003 , and in Japan on May 27 , 2004 . The game 's plot centers on Wario and his quest to regain his treasure and his castle from Black Jewel , an evil gem .

The game was fairly well received by reviewers . They praised the gameplay but criticized the game for being too short . Wario World has sold over 142 @,@ 000 copies in Japan and over 256 @,@ 000 copies in the United States . In 2004 , the game was re @-@ released as a Player 's Choice title .

= = Gameplay = =

Wario World 's gameplay centers mainly on combating enemies , although it requires some platform navigation similar to Super Mario 64 and Super Mario Sunshine . The controls are simple , and are only used to jump , run , dash , perform fighting moves , and use the " Hyper Suction " ability to collect nearby coins . The level designs are platform @-@ based with combat elements , and have an overall linear design . The levels contain trapdoors , which lead to special platforming or puzzle @-@ oriented challenges . Throughout the game , small forest sprites known as " Spritelings " give Wario advice if they are rescued from imprisonment .

During combat , Wario can grab enemies and either spin them around , throw them , or piledrive them into the ground . Enemies drop coins when defeated , and tend to regenerate if the area is left and returned to later . The coins are used to purchase items , such as life @-@ restoring garlic , and to return to life . If Wario does not have enough money to return to life , the game is over . A new feature in Wario World are the spherical " glue globes " , in which Wario is stuck to if he touches it , allowing the player to reach otherwise inaccessible areas . Along the way , Wario can re @-@ collect his lost treasures , which are hidden in treasure chests , and collect pieces of golden Wario statues , which increases Wario 's life meter by one half . In order to advance in the game , the player must collect a certain amount of red diamonds in each level . If the player collects all the treasure in the various levels , minigames from the Game Boy Advance title WarioWare , Inc . : Mega Microgames ! are unlocked , and they can be played by using the Nintendo GameCube ? Game Boy Advance link cable .

= = Plot = =

The game begins with Wario enjoying his newly built castle , which is filled with treasures that he has collected from earlier adventures . An evil gem called Black Jewel , hidden amongst Wario 's treasure collection , suddenly awakens and takes over Wario 's castle . Black Jewel turns Wario 's treasure into monsters , and transforms the castle into four worlds called Excitement Central , Spooktastic World , Thrillsville and Sparkle Land , each consisting of two levels and a boss fight . A central area allows access to the different worlds , as well as to the Treasure Square , where the Huge Treasure Box inside of which Black Jewel is hiding can be found . Wario proceeds through the areas controlled by Black Jewel , recovering his treasure and rescuing Spritelings (the creatures had sealed Black Jewel away in the past) , then obtains the key to the Huge Treasure Box and engages Black Jewel in a battle . Wario 's subsequent victory allows him to regain control of his castle .

During the game 's ending , Wario 's new castle quality depends on the number of Spritelings rescued . The worst @-@ case scenario sees Wario with nothing but a campsite with his throne in a dark jungle , but if all 40 Spritelings were rescued , Wario is given a palace even grander than his previous one .

= = Development = =

Wario World was first shown at E3 2002 as a technical demo . At the next E3 in 2003 , it was shown with new levels of gameplay polish and tweaking , which the previous E3 demo was lacking . On August 22 , 2002 , at Nintendo 's Gamer 's Summit , Wario World 's North American release date was set to November 11 , 2002 . The game was later going to be released on May 26 , 2003 , but was further delayed by one month till June 23 .

It was uncertain who was developing Wario World , until April 22 , 2003 , when Nintendo of America officially revealed that Treasure , the company behind the successful titles Gunstar Heroes and Ikaruga , was developing the game . After the successful development collaboration Treasure and Nintendo shared with the Nintendo 64 title , Sin and Punishment , the two companies wanted to work together again . The R & D1 team wanted to continue their co @-@ development juncture with a 3D installment of the Wario franchise . Wario World 's music was composed by Norio Hanzawa and Minako Hamano . Wario was voiced by Charles Martinet , who also voices Mario and Luigi in the Mario series .

= = Reception = =

Wario World was a commercial success , selling over 142 @, @ 000 copies in Japan . In 2004 , the game was re @-@ released alongside Mario Golf : Toadstool Tour and F @-@ Zero GX as part of the Player 's Choice line , a selection of games with high sales sold for a reduced price .

Wario World received fairly positive reviews . The US version of Play magazine gave the game a perfect score , and the reviewer commented that Wario World " pays off every second [he is] holding the controller , and that , to [him] , is greatness " . Nintendo Power said that the game was " tons of fun " . GamePro stated that Wario World " stays addictive by weight of sheer design innovation " . The American @-@ based publication Game Informer praised the game for including " droves of awesome boss battles " . Matt Casamassina of IGN declared that Wario World had " some great control mechanics and inventive level work " . Electronic Gaming Monthly 's Greg Ford said , " Wario [World] delivers a great time while it lasts and is well worth checking out . Just don 't expect a Mario @-@ quality adventure " . Worthplaying gave the game 9 out 10 , stating that " Treasure has done itself proud with this title , and Wario himself can lift his head up high . At least in my book , he 's got at least one game that 's better than Mario 's . "

Wario World received criticism for its length , with some reviewers stating that the game was shorter than the average console title . Tom Bramwell of Eurogamer compared Wario World to Luigi 's Mansion , a game also criticized for its length , and said that the game was like Luigi 's Mansion " all over again " . GameSpy stated that Wario World " offers little above and beyond the standard 3D platform romp , and what is offered turns out to be very short and repetitive " . GameSpot commented that " the final product is too short and simplistic to hold your attention for more than a day " .