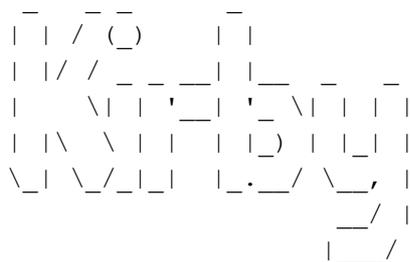


# Kirby: Nightmare in Dream Land FAQ/Walkthrough

by SinirothX

Updated to vFinal on Jan 23, 2007

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Kirby Nightmare In Dreamland FAQ/Walkthrough  
By Nick Henson aka SinirothX (InfiniteZero000@aol.com)  
For the Gameboy Advance Handheld  
Version Final (Most Recent Update: 1/20/07)  
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(>")> 1. COPYRIGHT NOTICE/CONTACT <("<

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| Copyright |=====  
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CNET Gamecenter	<a href="http://games.netscape.com/Faqs/">http://games.netscape.com/Faqs/</a>
Console Domain	<a href="http://www.consoledomain.co.uk">http://www.consoledomain.co.uk</a>
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VideoGaming.net	<a href="http://www.videogaming.net/">http://www.videogaming.net/</a>

+=====  
| Contact |=====  
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This will be my information to you and will provide the guidelines for contacting me, and my info.

----> E-Mail: [InfiniteZero000@aol.com](mailto:InfiniteZero000@aol.com)

Guidelines:

In order for me to answer your e-mails to me you will need to follow a very few simple guidelines.

- Must not be junk.
- Must be written with proper etiquette for me to respond to it in any way.
- There are only two languages that I will allow you to send me e-mails in, and those are Spanish, and of course English.
- Which ever language you send it in, I will respond in that language.
- Put the words either "gamefaqs related," or "Kirby (KNIDL) guide" in the main topic.

Here are a few extra little infos:

My CRP is:

<http://www.gamefaqs.com/features/recognition/30775.html>

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(>")> 2. UPDATE HISTORY <("<

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| Version 1.0 - 8/3/03 |=====

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This was the initial version of this guide, and is the version in which I got a lot of information done as well as the layout done. Most of the preliminary sections are done, and all that's left is really the Walkthrough and a bit of the Abilities section. It will be done in the next two updates or so.

+=====+

| Version 1.1 - 8/4/03 |=====

+=====+

Today, I completely finished the Sub Mini-Games section, so, be on the look-out for that if you needed it for anything (probably not since most people already beat this game a lot). I also corrected two spelling mistakes I found in some of the beginning sections of this guide. There aren't too many, trust me. I hope whoever's reading this is enjoying the guide thus far.

+=====+

| Version Final - 8/13/03 |=====

+=====+

All that needed to be finished in this guide has finally been completed. This is the final update of the guide, and I hope you liked in all. Bye, and 'til next time. -SinirothX

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(>")> 3. INTRODUCTION <("<

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Hello, this is SinirothX (my name is also listed right at the very top of this guide), and I would like to welcome you into my FAQ/Walkthrough for Kirby: NMIDL that has been posted on the wonderful site, GameFAQs.com, by the awesome and hard-working CJayC. Even with school and maintaining good grades and stuff, I still manage to get a generally large amount of time in for FAQ writing (weekends rule all!). Well, anyway, enough about me, and let's actually start talking about this guide in general: Everything that I know about Kirby: NMIDL has, is, or will be added to this guide eventually, so that I can have all known info about this game in general in this guide

alone and the sole purpose of this guide is to share my widely spread knowledge about this game altogether to the world (or at least to whomever needs it on GameFaqs). I also hope that you enjoy this game as I did (and I really still do... a lot!) Also, note that this FAQ is not spoiler-free by any means whatsoever. So if you do not want any of these aspects of the game completely ruined for you, get out as quickly as you can, it's your last chance. But if not, by all means, stay...

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(>)"> 4. BASICS OF THE GAME (<"<

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| The Controls |=====+  
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1. Start Button: This allows you to pause your game where-ever you are. Here, it shows a screen where it offers tips on how to use any currently used enemy abilities. If there is none, it tells how to swallow/steal enemy powers.
3. D-Pad: Allows you to move in any directions shown on the directional pad. Up jumps you up in the air and makes you start floating until you eventually puff it out with B, Down makes you duck down (good for avoiding high attacks), left lets you move backwards, and right makes you move on forwards.
4. B Button: Lets you suck in enemies, and from then, you can press down on the D-Pad to take enemy powers (not all of them have powers, though). You can hold this to suck in longer. Also, exhale when floating. When you swallow an enemy and still have them in your mouth, press B again to spit them out.
5. A Button: Does the exact same thing as the Up button on the D-Pad. Lets you fly up in the air and float until you puff out the air with the B button, hold to stay up there long.
6. Select Button: Once you have sucked up and enemy, pressed down and taken away their powers, and you want to get rid of it from some reason, the Select Button is definitely what you'll want to use.

+=====+  
| Swallowing Enemies |=====+  
+=====+

Now, swallowing enemies is imperative to your success in this game. I already stated how, but, if you didn't read it, here it is again in this subsection:  
B Button: Lets you suck in enemies, and from then, you can press down on the D-Pad to take enemy powers (not all of them have powers, though). You can hold this to suck in longer. When you swallow an enemy and still have them in your mouth, press B again to spit them out. Now, when you spit them out, it can also hit other enemies and kill them. Not only can you suck up enemies, but you can also suck up items and use them as spitting weapons. Now, about swallowing boss creatures. It's not as simple as just holding B button and getting them. Nope, you actually have to beat them first. It makes sense not with enemies because you'd kill them in one shot. But, the rewards are much better, since the powers the bosses drop/give are \*usually\* much better. Tip: it's always good to have powers when going against bosses, although they all have things they throw at you, or things in the environment around them which you could suck up and spit.

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| Start Game |=====
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```

This is another option from the beginning main menu. When you press on it, it gives to the option to start a new game if you want to, for either reasons: wanting to play through it again, you messed up, or, you're just getting the game now and you want to play for your very first time. Anyway, once you have click a file from following menu, you play from that file.

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/F                FILE SELECT/
-----

|  O | FILE 1                |Area Picture|
|    |   ->Area Saved At    |      [%] |
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|  OO | FILE 2               |Area Picture|
|    |   ->Area Saved At    |      [%] |
-----

|  O | FILE 3                |Area Picture|
|  OO|   ->Area Saved At    |      [%] |
-----

```

From there, all you need to do is to choose one of the options, and you get to either load from your last save, or, you can start a new file if you wish to.

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+=====
| The Sound Test Option |=====
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```

Well, Sound Test is were you get to listen to any of the music in the game ("Music" option is on the left, and is what you start out on), and also, all of the sounds ("Sound" option is on the right side of the screen here). Altogether there are 43 music tracks, and 273 sounds. All of the music if from throughout the game, and is heard in many different areas. Sounds are from say attacks, pops, landing on the ground, lasers, et cetera. Add them altogether here, and you have 316 things to listen to or hear.

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| Erase a File |=====
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Erase the file that you chose from the above screen that I showed in the Start Game file.

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(>)"> 5. ABILITIES/SKILLS <("<
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| Enemy Abilities |=====
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Note: The abilities in this section will all be done in ABC alphabetical order for easier usage and navigation.

1. Back Drop: Once you pick up this ability from an enemy that has it, you are

able to backslam them down, and it's an instant kill to those little enemies. What happens is that when you inhale in with the B button, Kirby holds the enemy, and when you press the D-Pad in any way, Kirby slams that enemy to their doom with a hard back drop.

2. Ball: When you happen to suck in an enemy with the Ball ability, you are then able to press the B button to transform into a ball, out of Kirby, heh. Afterwards, you can press the A button to bounce around and hit enemies. You can also hold A longer to bounce higher and higher.

3. Beam: You get this, and then, you are able to utilize a laser beam chain moving up to down, and it will take the enemy out once it hits them. It's a red type color, with electricity around it.

4. Burning: A bit like the fire ability that's down, Fire, in the essence that it deals with fire, it moves quickly, and it hits any enemies that are in front of you then. But, in this one, Kirby turns itself into a ball of fire and goes forward fast and takes out enemies.

5. Crash: All right, when you get this very powerful ability, you are only able to execute it just once, and then it goes away and you're back to normal with no abilities to use. Okay, once it's used, a few Kirby images go around the screen and take out any visible enemies around. It's a very powerful attack, and she only be used when needed, and wisely, too.

6. Cutter: Kirby chucks a spinning blade forward out at any opponents in front of you in that path sort of like a boomerang. It's not a perfect boomerang, however, as it does not return to you exactly.

7. Fire: Okay, this is a pretty good all-around ability, but, it's definitely not the best in the game. What happens when you get it from an enemy that has it, is it fires out fireballs just ahead of you automatically and it hits any enemies that just so happen to be in that path...

8. Freeze: When you use this enemy power/ability, it puts clumps of icicles around Kirby's body, you can't move about freely, though, so, if an enemy hits you, they get killed right then and there.

9. Hammer: A very nice ability to use, but not nice for the enemies which feel its wrath. Anyway, what happens when this ability is used is after you get it, Kirby jumps up in the air, spins the hammer around, and then, lands down on the land and/or enemy.

10. Hi-Jump: In this move, you use the directional pad on your Gameboy Advance to control Kirby as he jumps all of the way to the very top of the screen, and if there are any enemies in the way when he comes... well... you already pretty much know what that means.

11. Ice: Okay, this is a pretty good all-around ability, but, it's definitely not the best in the game. What happens when you get it from an enemy that has it, is it fires out iceballs just ahead of you automatically and it hits any enemies that just so happen to be in that path...

12. Laser: Heh, one of my favorite abilities in the whole entire game, because: 1) It's very useful; 2) It is also extremely strong, fast, and accurate. It shoots a laser blast straight ahead at anything, can be used semi-auto, and is very powerful. I would say it's perhaps the best enemy ability for defeating King DeDeDe.

13. Light: This is not an ability you use on or against an enemy, but instead,

it is used to light the environment, and you should \*only\* use it when it is dark in your area. It can only be used once after you get it, and then it just vanishes away.

14. Mike: A pretty darn good attack, and in it, Kirby uses a microphone to kill his enemies. It's used three times as an attack, and is quite effective, not the best, though. Try not to use it too much, either.

15. Needle: This is a semi-cool looking move, since it's like Kirby turns into a spikey porcupine, but a lot better. Anyway, Kirby gets down and turns spikes out of his body, but you can't move at all when using it. You can keep pressing the B button to keep the spikes out for an even longer period of time.

16. Parasol: It takes out an umbrella, and one thing this helps you with is it prevents damage from any attack(s) that comes from the top, since they cannot get to you like that. Also, another thing it does is when you use it in the air is that you come down slowly and float down steadily from the sky down to the ground. Plus, when Kirby uses it while on the ground, if any enemies are in front of him, the umbrella will attack and hit them. So all in all, it's a very useful ability with a lot of pluses and advantages.

17. Sleep: This can only be used once you first get it at first. When it is executed, Kirby falls straight to sleep, and when he wakes up, the ability will not be there any longer, but, while you are taking your little rest, you can easily be attacked by your enemies.

18. Spark: You really can't be hit when you are using this attack, and that is its major plus, along with killing off the enemies. What happens is Kirby turns electrified.

19. Stone: Cool looking ability, but really pointless, and it's not that good of one, either. What happens is Kirby turns into a stone, and lands on the enemy crushing them, and it does good damage, but it's a rather slow attack.

20. Sword: Kirby uses a sword to attack his enemies, and it's a very cool attack, in my opinion. I use it every time I see an enemy that has it, because I like this ability a lot.

21. Throw: This is another cool karate-kind attack. What happens, is when you start to suck up an enemy, instead of it going into your mouth and either spitting it out or swallowing it, you grab it. Now, you can control how the throw goes with the D-Pad. This enemy ability is also a lot like the Back Drop ability that I had mentioned first here.

22. Tornado: This is yet another move in which you can utilize the directional pad to control the way Kirby moves in the attack. What happens is Kirby spins so fast that he turns into a whirlwind and whenever he hits an enemy like that, byebye to them, eh? You can go in all directions with this ability, too.

23. UFO: When this is used, Kirby turns into a UFO (or, an "Unidentified Flying Object", more commonly known as an alien). You have four attacks: B = small laser attack; Hold B + fast release = big laser attack; Hold B = shooting star attack; Hold B for a long time = big star attack. That, when you use it (the fourth one: big star), can sometimes break past particular places.

24. Wheel: Start rolling and spinning at an incredibly quick and strong velocity, as Kirby does exactly what the name implies, he turns into a wheel, pretty self-explanatory. You don't stop until you hit something or fall, or you press B. Any enemies in your way will be completely and totally wiped out, and you won't be hurt even one bit.

+=====+  
| Normal Skills |=====

1. Puff Air Out: When you are in the air with sucked in air, you can let it out by pressing B. This can kill normal enemies, destroy blocks, and blow up bombs.
2. Reset the Game: Start+Select+A+B at the same time to reset the game right as you are playing it. A lot like the Soft reset function from SquareSoft.
3. Sliding Kick: To do this you press Down+B to execute a sliding kick. Useful for getting low enemies or bombs easily.
4. Water Shooting: This is easy. When Kirby is underwater, all you have to do is press/hold A to shoot water. You can do it any direction by using the directional pad, also.

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(>)"> 6. USEFUL ITEMS LISTING <("<

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1. 1-Up: When these are picked up, Kirby gains another life. Sometimes you get more than one of them at a time, too.
  2. Candy: Kirby turns invincible and indestructable for a short period of time (this does not prevent death from falling, however). Sort of like the stars from the Mario games.
  3. Cannon: Go to a secret part of the level you are on if you light the fuse on Fire with any Fire-based ability.
  4. Maxim Tomato: These will restore your health all the way back full 6 pieces when you eat one of these (run into them or inhale them).
  5. Peppy Tonic: When Kirby drinks this drink, it gives him back two pieces of health (you can inhale these or run into them to get them).
  6. Star Rod: Pick this up after you beat the current World's boss. Once you get it, you, along with two other Kirbys start doing a cute little dance to celebrate victory over that level.
  7. Switch: Step on these big pink switches to reveal a secret area somewhere outside on the level selection.
  8. Warp Star: Warp to another part of the currently level you are on, to move on and progress in it.

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(>)"> 7. THE WALKTHROUGH <("<

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+=====+  
| Vegetable Valley |=====

## I. FIRST LEVEL:

Well, from the beginning you just head forward a bit and you notice your first enemy of the game. Well, don't let it hit you with its laser attack, and then suck it up with the B button, then press down on the directional pad to take its powers, which is the laser ability. From then, there's enemies right away, some with abilities, and some without them. One of them looks like what you just inhaled, just with a different face. It has no abilities, but you can use it as a projectile weapon by spitting it back out. Another one is a purple-ish face with wings, and it also possesses no abilities whatsoever. After that there's another laser enemy, followed by another flyer. Also, there's a blue looking blob thing. This can give you the Spark electric ability. Now, just continue moving with either ability, taking out enemies with your ability. Near the end, there's a door with a star above it, but there's a Fire using enemy near. Kill it or take its powers, your choice. Now, go through the door at the end of this area. From there there's a new area with three steps going up in the beginning, they're useless, though. Now, under the first waterfall there's a secret door to the very left under that block. Go through it while staying floating. In here you can get the UFO ability really early in the game, instead of more later on in it. In this area, there are no new enemies yet for you to obtain new powers, I'll tell you when there is, though. Okay, keep moving and then there's a water pool. In it there's a Maxim Tomato for you to get and recover any lost health at all, if any. Now, a bit more, past a few enemies, there's another door. This has a bigger, more flashy start above it, meaning that once you go through it, it ends the first level. Now, press A in time to get as high as you can: 7th floor- Nothing; 6th floor- 100; 5th floor- 300; 4th floor- 800; 3rd floor- 2000; 2nd floor- 5000; 1st floor- 1-Up.

## SUB-GAME - BOMB RALLY:

Now, there isn't really much noticeable differences in the levels of difficulty in this Sub-Game besides the level of difficulty itself, and not any specifics like seconds or anything. In this game, you will be knocking a bomb back and forth between four Kirbys with frying pans. If one of you mess up, you explode. If opponents explode, they turn into little cute flush things that just knock them back and forth for you remaining ones, but if you go, it just ends. Anyway, here in round one, the bomb usually goes slow, so not too much worries here, but it sometimes can get fast, but it usually slows down after a while most of the time. Don't ever hit the bomb too early or too late, as you can blow yourself up both ways. If you survive through one enemy you get 1-Up, two enemies is 2-Up, and if you win, it's 3-Up. The door closes afterwards.

## II. SECOND LEVEL:

From the beginning of this level, you see that there is a spiked enemy moving up and down near a block. Don't bother swallowing it, or killing it, since it's impossible. You can swallow the block for a small weapon at first, or just puff out your inhaled air when jumping up. First enemy is Laser, but you already know it. I say ignore it and move up a bit. There's Cutter. Near that is a cannon thing, and it shoots if you stay in one place too long in its sights. A bit further along, there's another spiked thing with another blob near it, really this doesn't matter, though. In this part of the level, you are also introduced to ability-less enemies that look like walking mushrooms, and they really pose no threat at all unless you get too close to them without taking any action first, but still, that only does one thing of damage, and it kills it, too. Now, grab the star and move to the next place. Move forward and you fight your first Mini-Boss of the game.

Mini-Boss 1: Well, first thing you should do is move directly to the middle of the fighting ground, and if you follow my instructions carefully, you will not

be hit in this fight at all. Well, from here, he starts out by throwing a bomb at you. As it comes to you, suck it in and spit it back at the boss. This does some good damage. Now, as it does its back and forth jumps, you still stay in the middle and duck it and it won't be able to hit you at all. When it throws another bomb at you, you suck it in once again and then fire it out back at the boss for some more big damage. Okay, it will only take three of those hits from spitting the bombs back at him to beat him out. Now, once it's dead, you can suck it in and swallow it to get the awesome ability, Crash.

All right, once it's gone, move past the small little enemies here and into the next area with the door that has a star over the top of it. In here, there are even more enemies with the Fire enemy power, so take them out with the Down+B attack which is a sliding kick move. Now, move and swim across the water, and let any other enemies fall into the water and they'll die like that, and then get on out of it. Now, go forward with out jumping up yet and get the Maxim Mushroom if you need it for lost health points. Now, jump up and get into the next area of this level through the white, star door, and when in here, don't go too forward at first, since there's spikes in the center of the big room. Go across and take out the enemy over there, go up the wooden ladder, and then also kill the enemy that's at the top. Keep on going up and kill the mushroom enemy, then, take the Sword enemy and make it through that next door. Now, get to whatever floor you can and move on out of this level.

### III. THIRD LEVEL:

Okay, from the beginning of this level, go up and take out the mushroom, and then be careful not to be hit by the cannon. All right, jump over the first one and you, from then, can keep floating over them all quickly, or, sucking the blocks from under them, either way is fine. Next closest enemy ability is the Laser, but, that's nothing new... Kill the next enemy that's ahead of you there and then go on through the door to the next area of Level 3. First enemies you see in here are the Burning enemies, so, swallow one if you want to, but I warn you that you should since they're quite useful here. Take out all the next enemies, and jump over all of the waterfalls that are there, and then keep on going down taking out enemies and fall into the water. Okay, in here, spray water at the enemies to kill them, and make your way across. From then, in the next area, take out all of the enemies with your ability of Burning, and then, get over the platforms and then take out the Fire enemy and pick up the Maxim Tomato there, as well, but only if you need it at all. Then, go into the door and time your jump to get into any of the platforms for points, or, if you get to the first one, a 1-Up life.

### IV. FOURTH LEVEL:

Here, you end up with landing on a small platform. Now, get down, and there will be both a Spark enemy to take its powers, or the Cutter ability for the upcoming Mini-Boss. Now, make your way up to the top and there is the next Mini Boss that you are to fight. It's a fat and ugly one at that, By the way, the more recommended ability for this fight is the Spark ability.

Mini-Boss 2: Now, once you're up there with him, you really should have the Spark ability on. Now, go up and use it on him. If he starts crying, he'll begin to start running around to hit you, but you can easily jump over the Mini-Boss and get in another electric hit in on him. If he starts to moon you and show you his posterior anatomy, he'll follow that up by sending an icecube at you. You just put up your Spark barrier and it'll block it out and pops it before it gets to you (sweet deal, huh?). Anyway, get him one more time with the Spark and it'll end him. Another Great Method: Well, this is a super easy way to do it all and finish the Mini-Boss. How it goes is that you have to stand at the top of the ladder below the fight ground take a jump (don't go to

the top, though), to lure him out. Now, from then, whenever he starts running over the ladder, you jump up and shock him with the Spark ability (again, don't go to the top of the area). Three turns and it ends the fight. Suck him in if you wish, and, you can get the Freeze ability.

Now, go through the door that is revealed at the end of the fight. In here, you can use the Freeze ability to take out all of the enemies (freezing them), and then run into them making them fly off, killing them. Now, taking out all of the enemies in here, and get over the other side of this area (you'll also see a new enemy type which hasn't been shown yet [no abilities] - it looks like a small tree trunk). Anyway, at the other side, go through the next door with the star above it. In this next upward-going area you can attain the Needle ability which makes you pretty invincible against most normal enemy attacks. Plus, it hurts the enemies. Get to the top and destroy both blocks and go through the door (all you really need to do is take down the bottom one and go through, but whatever). In the next area go forward and take out the first enemy and keep on progressing onward. Next, get the lollypop to make you invincible for a bit and run through all enemies, killing them. At a certain point, jump up through the pillars and get the 1-Up. Now, keep going on and go through the final door for this level. If your invincibility runs out by this point, you should take the enemies out manually, or avoid them altogether. Make the jump and end it...

#### V. WORLD 1 BOSS - WHISPY WOODS:

First, make your way down both of the first levels, and then down to the area where the tree boss is. I sure hope that you still have the Needle ability, since it is your guarantee that you will be able to beat this boss coming out unscathed. Okay, this boss has two real attacks. It drops apples from the trees at you (usually two or three at a time), or, it puffs wind at you. You want to go right next to the boss without getting hit, and, put out your spikes, and that will keep doing damage simultaneously to the boss, as any apples will just pop upon impact on the spikes, and the wind won't hit you. Now, after 7 hits of the spikes on the boss, it will end the fight.

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#### I. FIRST LEVEL:

Well, from the beginning of this level, just move forward and you will see a few coacanuts in the trees. Don't go directly under them and stay there too long. You could jump up and suck them up if you want, and then maybe shoot them out at the others to not have to worry about them. Next, you find your next door, but cross it first and you'll notice more coacanuts; do the same as last time and be careful with the Fire enemy. Avoid any and all nuts in the trees afterwards, and keep making your way to the end of this area. There's another door at the end, too. Now, it's your choice which one to through (that one or the one before). They both take you to the same place, so it doesn't matter. This one is currently closer, so just use that one. Here, grab the Sword enemy ability and continue. Take out any of the smaller enemies with no abilities and then keep moving until you see your first enemy with an umbrella, that is the Parasol ability, take it if you please. A bit further be careful with the enemy that looks like it's on crack falling over the edge. It has Crash, you could try to get it, or, just be careful when it lands, your choice. Proceed into the next door here and get into the next area of this level. In here, you will first encounter the first Tornado enemy in the game. Keep Crash for now for any later dire situations. The rest of the enemies in here are familiar ones, so don't bother with them. Keep going from that point and make it to the end of this place and go through the final door of the level.

## SUB-GAME - KIRBY'S AIR GRIND:

Anyway, the point of this game is you, going up against and racing three other Kirbys. You are on a star, grinding poles, and you have to make it to the end. One catch (or literally, a few catches), and that is the black poles that appear. You hold A throughout the whole race, but except when you reach a black stretch. You let go and slide across then. Now, depending on how you let go of it and slide across it, you can get one of two scores, both of the same score, or one and then the other; you can get a "Good" if you let go almost at the pole, and Good will appear. Also, "Great" occurs when you do it \*perfectly\*, and your let-go is right before the black pole. Now, as you slide across it, you can get another one of the two scores, and that's by starting to hold A again right before, or at the last moment. Black pipes change in size, so some are harder to pull these off on. Anyway, some specifics about Level 1 are: not too many black poles, other Kirbys mess up more often, and the course is not that long. Next difficulty! Altogether, in Level 1 Difficulty, there are 10 black poles in all. You can get 1-Up for coming in third, 2-Up for coming in second, and 3-Up for coming in first, or, nothing for last, fourth place. Now, the Kirby's Air Grind is done for this world.

## II. SECOND LEVEL:

First in this level, there are two levels, with two useless enemies, and one is a new one that looks like a small pig. Be careful with that one, though, since even when you're far away from it, it can hit you with a small spark it shoots out, which can get annoying. So, kill them both quickly, or just avoid them and get through the door at the top as fast as possible. Here, you see a block bomb with a ton of stones behind it. Now, use an ability on it, or, the sliding kick to blow up all of the stones in the background. And that's to make it right past there. The enemy there before the next door has the Needle ability, and remember what I said about it, that's it's very useful and good. Get it if you want, though. Next, go through the door there. In this next area, do the only thing you can do, and that's jump up and grab the star and watch as it takes you off into the distance. Okay, here there is a ladder with the three enemy abilities, Spark, Fire, and Sword. Now, take one if you want, but drop the Needle ability (none are recommended, but whatever). Now go over the steps and face your next Mini-Boss in the game.

Mini-Boss 3: I don't suggest you drop Needle ability just yet, but rather, wait until the fight starts, then drop it, suck it up, and then fire it at the Mini-Boss. The boss attacks go like this: starts with moving around a bit, then, it stops, falls, and lets out a little baby tire to attack you. You jump over the initial first charges that it comes at you with, get back down on the ground and prepare for this, because it's one of the most important parts in doing any damage for this battle. After that, it does a good amount of damage to the big tire, and then, it goes back to this attacking pattern. It may drop on the right or the left, it doesn't matter, just face that way to grab the small tires. It takes three of this tires hitting it to kill it. But really two if you took my advice and threw the Needle ability star at it in the early-going of the bout. After it's gone, inhale it for the Wheel ability. Here's a small description of the Wheel ability, and just what it does, if you're curious: Wheel: Start rolling and spinning at an incredibly quick and strong velocity, as Kirby does exactly what the name implies, he turns into a wheel, pretty self-explanatory. You don't stop until you hit something or fall, or you press B. Any enemies in your way will be completely and totally wiped out, and you won't be hurt even one bit.

Next, just ride like a wheel through the bomb block to get past that tower of stones. Next, just move on along to the next door, and then, once you reach it,

go through it to the next area of this Level 2 of Ice Cream Island. Here, just press B and you'll ride through all the enemies forever with the Wheel ability, and pick up a health restoration thing which will give back at most two health. Now, at the end of your ride, just keep going back up, and then press B again and ride over all the enemies up here, plus destroying the bomb, taking out the floor there so that you can fall to where the final door of the level is. Don't go through it just yet. Instead, go down to the left and take out the enemy on the umbrella. Then, go on down and get the 1-Up (be careful of its umbrella coming up and hitting you on the way back to the door. Don't go over the other side, since all there is is a fall which will end you. Go through the door and do the normal thing to end the level.

#### SUB-GAME - BOMB RALLY:

Now, there isn't really much noticeable differences in the levels of difficulty in this Sub-Game besides the level of difficulty itself, and not any specifics like seconds or anything. In this game, you will be knocking a bomb back and forth between four Kirbys with frying pans. If one of you mess up, you explode. If opponents explode, they turn into little cute flush things that just knock them back and forth for you remaining ones, but if you go, it just ends. Anyway, here in round one, the bomb usually goes slow, so not too much worries here, but it sometimes can get fast, but it usually slows down after a while most of the time. Don't ever hit the bomb too early or too late, as you can blow yourself up both ways. If you survive through one enemy you get 1-Up, two enemies is 2-Up, and if you win, it's 3-Up. The door closes afterwards.

#### III. THIRD LEVEL:

From the beginning, just ride forward with your wheel and time it right so that you can kill the stupid Parasol enemy. Get up to the top ledge there. But, don't just drop straight down, since that would end you and take away a life from you. Now, jump across to the other side, and then, enter the door that is right there. In here, get out of the water you probably land in and take out the flying enemy (be careful with the spikes, though). Don't try to lure it into the water, since it doesn't die from it, either. Next, destroy the bomb and go down the next ladder to the next level of this place. Be careful not to get hit by the Sword enemy on the way down, then take its power, no matter if you don't want to! You'll be getting the best ability in the game in just a bit if you do it. Now, from where you took its power, go to the left, jump up, and do a flipping slash with the sword and explode the bomb, taking down the blocks there. This allows you access to the room where you can get the UFO ability. After that, get back out, go to the right (avoiding the spikes on the roof and under the water!), and go through the next white door. Get into the water next, and take out the three fish enemies swimming around, and easily avoiding the spiked enemy at the end. Get out and go through the door. Okay, next, go around and use your UFO's first ability to take down the bomb at the top and get the 1-Up. Now, get back down, go to the right and around some more. Kill the enemies that are there, destroy the next bomb and enter the door. Now, you fight the first of Meta Knight's minions:

Mini-Boss 4: Now, after Meta Knight gets out of there after ordering his little minions on you, you are left to fight three kinds of enemies that keep popping out. One is the smallest one with a small axe, the other one throws tridents, and the last one has a big ball and chain. A few good tips are:

- Swallow more of the ones with axes and spit them out at the bigger ones with the ball and chains to take them out quickly. More pop out until the end.
- A good way to take out the one throwing tridents is to get up there, quickly suck him up, and shoot him somewhere randomly, or swallow.
- Always stay clear of the tridents and ball and chains, and the axe enemies are pretty easy to stay clear of, except they throw things also.

All in all, this is a fight of medium difficulty, and really, you should not have too much trouble with it. If you do, just follow those top instructions.

Afterwards, another door opens. Since after the fight you'll probably need some more health after most likely losing some, jump in the water, spray water at the fish to kill it, and get the item to regain two health pieces. Now, get out and go to the other side and then through the door. This ends the level....

#### SUB-AREA - KIRBY'S ABILITY MUSEUM:

Here you can you pick up two abilities of your choosing. One of them being Fire, or the other one is the Laser ability. I mightily suggest picking up the Laser ability, since it's \*much\* more useful for the next level, plus it's a more effective ability all-around. One of my personal favorites, actually.

#### IV. FOURTH LEVEL:

When you first start the level, take out the mini land and air enemies (you know, the ones that don't have abilities for you) with the newly acquired Laser ability you received from the Kirby's Ability Museum. Now, don't go through the door immediately. Jump over it, take out the enemies, and when you reach where it has a Maxim Tomato, destroy the blocks and take it, then continue and go kill the other enemies. Now go back and go through the door from a bit earlier. Now, on your way down, take out the pig enemies, grab the 1-Up at the bottom, make your way up all the way on the other side and kill the last of the pig enemies here. Now, go through the door at the top, keep going forward when out, and kill all enemies if you really want to. Next, go through the door there at the end of this area. Now, there's another mini stairway with enemy abilities. Get the one at the top which is stone and move on to fight the next Mini-Boss.

Mini-Boss 5: All right, with the Stone ability in place, this guy is super easy and chances are, you'll never get any damage done to you in this fight. When it all starts, wait for him to start ringing, and then, in the middle of his ring, jump over him and press B to land on him as a stone and do some good damage. You won't be hurt, either. Now, next time he rings, do the same thing. Also, sometimes he sends musical notes out when ringing, so be careful during your jump up. Do this three times to beat him. Another way to beat him is to wait when he rings and does send those musical notes out, and swallow them and spit them back out at him. It takes three hits of either method to win the fight. Suck him up afterwards for the Mike ability.

Now, after the fight with the Mini-Boss, jump over the pillar and go on through the door that's over there. Make your way down the clouds and Mike the little cute enemies around here floating in the air. After you have done that, go through the door down there. Over here, get rid of the Mike ability and grab the Laser ability there instead, so you don't miss any good things around these parts. When you grab it, shoot it at the hill near you so it ricochets off of it, nails the bomb up there, and brings down the enemies and health recovery. Get the health if you need it, of course. Kill any enemies around here, and then, go into the next ditch. Turn around and shoot the hill and hit the bomb to knock down the enemy up there plus more health. Another Laser enemy comes, but kill him to show him who's boss of Lasers. Underneath the Spark enemy, hit the hill again and nail the bomb to bring it down along with more health if you need it for any reason. Now, continue to knock down everything else until you get to the end where you'll finally get a 1-Up. Enter the next door, and in the next area, take out the first Laser enemy that comes. Jump over the cannon and then go into the next door. In here, shoot it at the small inverted corner of the wall to kill the stupid-looking enemy at the top of the stairs. Then, get up, kill the other enemy and get the health if need be. Get out and go all the way to the right whilst killing any enemies in the way. Go through the last

door and do the usual final thing.

#### SUB-AREA - BATTLE ARENA:

Mini-Boss 2: Now, once you're up there with him, you really should have the Spark ability on. Now, go up and use it on him. If he starts crying, he'll begin to start running around to hit you, but you can easily jump over the Mini-Boss and get in another electric hit in on him. If he starts to moon you and show you his posterior anatomy, he'll follow that up by sending an icecube at you. You just put up your Spark barrier and it'll block it out and pops it before it gets to you (sweet deal, huh?). Anyway, get him one more time with the Spark and it'll end him. Another Great Method: Well, this is a super easy way to do it all and finish the Mini-Boss. How it goes is that you have to stand at the top of the ladder below the fight ground take a jump (don't go to the top, though), to lure him out. Now, from then, whenever he starts running over the ladder, you jump up and shock him with the Spark ability (again, don't go to the top of the area). Three turns and it ends the fight. Suck him in if you wish, and, you can get the Freeze ability. Get the Maxim Tomato if you need to heal up your health at all...

#### V. FIFTH LEVEL:

All right, the area is a bit like a few other areas we have been to, but, who cares? Anyway, when the level starts up, go forward a bit and inhale the enemy with the Parasol, while avoiding the cannon that shoots three shots at a time upward. Right after it's done, cross over, but don't wait too long since you'll more than likely be hit by them. After the next mini enemy is gone, you will be noticing something odd and interesting, and that'll be that a rotating cannon comes down on an umbrella. Well, just avoid it, then go passed the two cannons that are crossfiring, timing your running and jumping correctly, in an effort not to be hit by either one of them. Near the end, jump over the last cannon shooting upward after taking out the last enemy in the area, then, if you're lacking on health, grab the health pick-up a bit further past the door. After, jump up to the platform and enter through the door there. The next area's first striking feature is that it has a ramp area where there are Wheels riding around. Lose the Parasol and stand near the edge to suck one up. Then, jump to the small middle platform and go to the right edge of it. From here, wait until the Wheels all get to that end of the ramp course and press B to nail them. Do it with all of them if you want. After you hit them, it bounces you back to the small platform due to the force. Now, just jump further across. Now, there is some Laser enemies and a Sleep enemy on the other side, so, make your choice, or if you want to keep the Wheel (Wheel's recommended due to the next part). Well, stay down there and roll through the spikes to hit the bomb and be able to reach the bottom door. Enter. Don't do \*anything\* in here. Just let yourself fall and you'll miss the two crossing spiked enemies by barely, and get the health pick-up. Exit and get to the top room by exploding the right bomb. Go all the way across (there's a plethora of four enemy abilities in this area). Reach the door and enter. Here, make it through all the way blocks (if you want you can get Hi-Jump here). Be careful, there's Crash enemies amongst the blocks you are going through in this area. There's even a health item to the rightmost area of the blocks, but guarded by Crash enemy. Here just jump over all of the enemies and get to the final exit door of this level.

#### \*\*\* WARP STAR: \*\*\*

Here you can jump across on a star to level 1, since you're only on level 2 currently. The higher in levels you get to in the game, the more levels to can jump across to using the star at that particular level.

#### VI. WORLD 2 BOSS:

So, once you're through the door with King DeDeDe at the top of it, you're fighting the next World Boss in Kirby: Nightmare in Dreamland. Anyway, I'll be offering three strategies for beating this guy. First one would be to keep the Hi-Jump ability you \*may\* have gotten from the Level 5 of this World. How will you utilize this, you ask? Well, simple: Whenever the boss is on the top level of the fighting zone, and he jumps across, you stand directly in the middle and then press B to nail him as he's jumping. Do this about 7 times to finally beat him. The next strategy would be to the Kirby Museum just outside the boss door. Be sure to get the Laser ability, and not the Fire one. Now, when you fighting it, whenever he's drawing at a board, you just start firing. The last strategy is probably the second easiest, and it goes like this: When he draws something, and it comes at you, you suck it in and spit it at him. Now, if you wanted it, here's a list of what he can draw and use to attack you: Bomb, Umbrella, Car, Kirby, Kirby/Beam -ish Enemy, Lightning Cloud, Enemy.

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#### I. FIRST LEVEL:

Well, looks like this is going to be somewhat of an ice level. Move forward a bit and the first enemy you'll see one small level above you is a Sword ability enemy, so, take it or leave it. Continue moving and you see some normal enemies and one Crash enemy, so be careful with those, or take their powers. Kill the normal ones if you wish. After you feel like all you've needed to do there is done, go through the bigger door at the top. In here, Crash the enemies and then slide kick the bomb to take down everything, to allow you access to the door near the top of this room. Make it through the door and then you fight with the clock enemy again. If you managed to keep Crash, use it here and it does \*humongous\* damage to the clock enemy.

Mini-Boss 6: All right, with the Stone ability in place, this guy is super easy and chances are, you'll never get any damage done to you in this fight. When it all starts, wait for him to start ringing, and then, in the middle of his ring, jump over him and press B to land on him as a stone and do some good damage. You won't be hurt, either. Now, next time he rings, do the same thing. Also, sometimes he sends musical notes out when ringing, so be careful during your jump up. Do this three times to beat him. Another way to beat him is to wait when he rings and does send those musical notes out, and swallow them and spit them back out at him. It takes three hits of either method to win the fight. Suck him up afterwards for the Mike ability. Stone ability could be received by slide kicking the bomb before Crashing, letting go of crash, and getting on of the Stone enemies that fall from the top.

Now, go on through the door that appears after you have finished off the easy Mini-Boss. Now, just go straight (passed or killing off all enemies), down the path you're on and then go straight to the door at the end and enter it. From your starting spot in the next room, jump across and get the health, since you will probably be needing it by this point. Now, jump down the right path and slide kick the blocks. This reveals a door. Go through it and then, on the other side, nail the bomb. Now, go up to the other revealed door at the top and then jump on the big mechanism button. It opens a way for the Battle Arena in this World. Now, go through the star-less door it reveals afterwards, then make it through all the enemies at that top level there and then finally go through the last door of the level. This ends the level.

#### SUB-AREA - BATTLE ARENA:

Battle Arena: I don't suggest you drop Needle ability just yet, but rather wait until the fight starts, then drop it, suck it up, and then fire it at the Mini-Boss. The boss attacks go like this: starts with moving around a bit, then, it stops, falls, and lets out a little baby tire to attack you. You jump over the initial first charges that it comes at you with, get back down on the ground and prepare for this, because it's one of the most important parts in doing any damage for this battle. After that, it does a good amount of damage to the big tire, and then, it goes back to this attacking pattern. It may drop on the right or the left, it doesn't matter, just face that way to grab the small tires. It takes three of this tires hitting it to kill it. But really two if you took my advice and threw the Needle ability star at it in the early-going of the bout. After it's gone, inhale it for the Wheel ability. Here's a small description of the Wheel ability, and just what it does, if you're curious: Wheel: Start rolling and spinning at an incredibly quick and strong velocity, as Kirby does exactly what the name implies, he turns into a wheel, pretty self-explanatory. You don't stop until you hit something or fall, or you press B. Any enemies in your way will be completely and totally wiped out, and you won't be hurt even one bit.

## II. SECOND LEVEL:

From the very beginning, you're attacked by a Fire enemy, so take it out, and then just move on. Now all right, there is pic enemies at the next level, so, take them out quickly and make your way on up. Next thing to do is even go up to the next level and finish off the enemy on the Max Tomato, and the other pig enemy that is up there along side with it. Go up the first two platforms and kill the two birds. Go up one more level then and then duck to avoid the bird that is charging at you from the right. Stand near the left column next and inhale the health if at all needed. There are Beam enemies, Cutter enemies, and regular enemies on your ascension of the tower, so you might want to keep and eye out for them. At the end, make a small little jump and enter the door at that highest point in that part of this tower. Make your way up via the little platforms in the area and take out the Stone, Spark, et cetera. Now go left at the end and be careful of the falling Stone, and the Needle enemy on the first small platform. Take one if you wish to. Next enemy to come is the advanced (in appearance alone) version of Sword ability. After all that, go through the next evident door. Once you enter, take out the Sword enemy there. Take out the bomb and go fight the Wheel Mini-Boss if you'd like.

Mini-Boss 7: I don't suggest you drop Needle ability just yet, but rather, wait until the fight starts, then drop it, suck it up, and then fire it at the Mini-Boss. The boss attacks go like this: starts with moving around a bit, then, it stops, falls, and lets out a little baby tire to attack you. You jump over the initial first charges that it comes at you with, get back down on the ground and prepare for this, because it's one of the most important parts in doing any damage for this battle. After that, it does a good amount of damage to the big tire, and then, it goes back to this attacking pattern. It may drop on the right or the left, it doesn't matter, just face that way to grab the small tires. It takes three of this tires hitting it to kill it. But really two if you took my advice and threw the Needle ability star at it in the early-going of the bout. After it's gone, inhale it for the Wheel ability. Here's a small description of the Wheel ability, and just what it does, if you're curious: Wheel: Start rolling and spinning at an incredibly quick and strong velocity, as Kirby does exactly what the name implies, he turns into a wheel, pretty self-explanatory. You don't stop until you hit something or fall, or you press B. Any enemies in your way will be completely and totally wiped out, and you won't be hurt even one bit.

Next thing to do is just jump out of the door at the top which you entered from and then take out the bomb again. Kill the Sword ability enemy there yet again

and then keep moving forth. You'll see enemies across the platforms (Sword, and normal). Just use Wheel roll to get across, taking them all out. From there, there's a Wheel enemy (be very careful of the spikes on the small ceiling and that can hurt you). At the top, there's a spike enemy floating up and down over spike pit (two of them, actually). Use Wheel to get across, or, just float across carefully, slowly, and with good timing. Here, get up \*quickly\* and take out both Ice enemies. Now, here's what to do next: slide kick into either bomb first, and continue the fall to get the item at the bottom, then quickly start floating to get back up. Do the same with the other item that you didn't get first, and you'll be in much better shape. Now, jump up and get through the very top door. Next is a Mini-Boss...

Mini-Boss 8: Drop any abilities you have currently and then inhale them just to spit back at it for some damage. Or, you could have Wheel on, and whenever it charges you, you press B and it does no damage to you, but a decent amount to the Mini-Boss. Sort of like double Battoujutsu [Kenshin reference]. Now, when the boss attacks you, jump out of the way and don't let it grab you, since it will slam you. If it grabs you on the last bit of health you have, it does a longer slamming attack. The way to do damage from now on (if you do not have Wheel any longer), is to wait until it unleashes its small little bugs at you. That way, you can suck them up and shoot them at the boss. It requires 5 hits like that if you want to kill it. It can also fly and charge you if you're directly in front of it in the air, so, needless to say, watch out. You can suck it up and swallow it for the BackDrop ability. An explanation of it...: Back Drop: Once you pick up this ability from an enemy that has it, you are able to backslam them down, and it's an instant kill to those little enemies. What happens is that when you inhale in with the B button, Kirby holds the enemy, and when you press the D-Pad in any way, Kirby slams that enemy to their doom with a hard back drop.

Now, climb the ladder after and leave the room through the door at the top of it. There are bird enemies, Cutter enemies, and then one of the cute pink ones that float in just one place. Try to get combo kills with the Back Drop and slamming enemies into one another. Deal with them how you wish to, though. Ok, from there, continue on and you find more regular enemies for you to kill off. Then there's another Cutter with more of the cute pink ones in the air. After, go through the door to end the level after all of that.

### III. THIRD LEVEL:

From the very beginning, you'll want to climb on up the very first ladder that you spot, and there's a few normal flying enemies on the other side of the pillar in here. At the top, you find another Sword enemy to get. Then, you carefully climb down the next ladder watching out for being hit by the flying purple losers. Now, go to the right and then float all of the way up (don't get hit by the descending normal enemy). Now, go through the door. You can also land on any of the blocks up there if you need to for any reason. Here, you see two platforms, with a Burning enemy circling around the top one. Wait a little while and there will be a door that opens and you can go through it (by the way, do whatever you want with the Burning enemy, but it's heavily suggested that you get it now). Now, through the door. In here you see what looks like a quite confusing room. It's contents: Ice Enemy, Needle Enemy, Normal Enemy, Sword Enemy, Maxim Tomato, and six doors (but only four of them are fully accessible at present). Here's some navigation tips:

-> \*ROOM #1\*: 1) bottom door leads to a room with normal enemy (2x), Fire Enemy, Sword Enemy, and six doors; 2) second door leads to the same room as the bottom door; 3) third door leads to 2 spiked hovering enemies, 1-Up, and two doors; 4) leads to same room as first two doors.

-> \*ROOM #2\*: 1) bottom door leads to room #1; 2) second door leads to same room as last number; 3) leads to what door 3 lead to in room #1; 4 -> passed

bomb) fourth door leads to small area with Maxim Tomato; 5) fifth door leads to a high level in room #1; 6) highest, sixth door leads to final door in this whole level.

#### SUB-AREA - KIRBY'S ABILITY MUSEUM:

In this Kirby's Ability Museum, you are able to freely obtain and acquire the Hi-Jump ability from the enemy that I always thought looks like a Moogle from the Final Fantasy series, just made over for the Kirby game (in a weird -ish) sort of way. Anyway, get it if you want it and like it, and then just move on.

#### IV. FOURTH LEVEL:

First thing on the to-do list for this level is to jump onto and grab on the star to warp to the next area of Level 4 of World 3. Takes you way high wrapping around the tower and eventually reaching the level where there is a door there just waiting for you to go on through it.

Mini-Boss 9: Now after Meta Knight gets out of there after ordering his little minions on you, you are left to fight three kinds of enemies that keep popping out. One is the smallest one with a small axe, the other one throws tridents, and the last one has a big ball and chain. A few good tips are:

- Swallow more of the ones with axes and spit them out at the bigger ones with the ball and chains to take them out quickly. More pop out until the end.
- A good way to take out the one throwing tridents is to get up there, quickly suck him up, and shoot him somewhere randomly, or swallow.
- Always stay clear of the tridents and ball and chains, and the axe enemies are pretty easy to stay clear of, except they throw things also.
- This fight, different from the last fight, adds another enemy which is an enemy which spins around with a spear. Be careful with it.

All in all, this is a fight of medium difficulty, and really, you should not have too much trouble with it. If you do, just follow those top instructions.

After it, go through the door that appears once the last enemy is defeated. Funny thing I just realized is that if you inhale the last enemy and keep in him your mouth without doing anything with it, it still opens the last door, since you can't get rid of it without ending its life, heh. Anyhow, go through the door. You now find yourself in a room with two higher levels containing the following enemies: 1) Bottom Level: Sword, Normal; 2) Normal, Beam holding Parasol. If you have Spikes, you can kill the bottom two right off the bat (don't if you want Sword), and then you have to jump up to get the top two. If you want, take Parasol, but it's not recommended if you have Spikes or something like that. The next room has semi-powerful winds and gusts moving upwards and there's enemies galore in this area, so you have to avoid them to make it passed here safely. First hostile is a cannon on the second platform, then, there is a floating spike moving horizontally across the area. Next, a 1-Up right in front of a rotating cannon. Next comes another spike, followed by a Maxim Tomato on a platform. Get it. Coming up next is a 2-health regeneration next to a cannon. After, another floating spike moving around. At the end, you get off, and go through the final door of this level and do the normal thing...

#### SUB-GAME - QUICK DRAW:

- WaddleDoo: This guy strikes at 82 counts, so that gives you \*a lot\* of time to make your move and take him out. From just reading this you could strike him anywhere from 1 to 81 counts and be safe, any after that (you have no excuse for this), and you'll be hit by WaddleDoo. Tip: Don't press before mark.
- Wheelie: This wheel enemy will get his first strike in at exactly 50 counts of the numbers. Like with WaddleDoo, this gives you more than enough time to get in your attack and take him out. 49 is the limit as to how much you can

wait, so don't take too much time.

- Chef Kawasaki: This guy, of course is the hardest and quickest thus far (this is understandable since he's later than the previous two). His attack comes on 24 counts exactly. So, again, you must make your move at any time before that time comes. It's still not hard at all.

- King DeDeDe: Yep, you have to face him here, too. His attack makes its mark at the time of 17 counts. Yep, it gets faster every time, but, 17 counts is nothing at all to worry about. All right, so, just get your attack in right whenever it is you see the exclamation mark (better be at most 16 counts, or else), and that will finish off King DeDeDe. Now, the final challenge.

- Meta Knight: All right, it's come down to this, your final battle with the great and powerful Meta Knight. Anyway, what you need to mainly know here is that he strikes at the time of 14 counts, giving you not much time to doze around like the other ones. It's still not too hard since it's only on Level 1 difficulty. Just get your attack in and finish.

- At the end of the game, you can get 1-Up if you managed to get passed the first three enemies (WaddleDoo, Wheelie, and Chef Kawasaki), then 2-Up for getting further than King DeDeDe. And the full prize of 3-Up for beating every one of the enemies (up to Meta Knight).

#### V. FIFTH LEVEL:

From the beginning, go and grab the lollypop before the Spark enemy falls off and lands on you. Now, run through everything and go to the top and make it through the door. With the invincibility in place, just keep floating up to the very top door. You might want to get some of the enemies here. Also, you can get health here to. Just suck it in from the other side. In the next room you are in, there's a few normal enemies, and a snowman which gives the Freeze ability. Just keep moving and destroy the Sword enemy (unless you want his ability, in which case you'd swallow him up). Go to next room and fight the Mini-Boss that is located in there.

Mini-Boss 10: I suggest first sacrificing any ability you have to spit at the boss for some quick and right-off-the-bat damage to it. He's a big guy with a hammer, but he's not as powerful as he is intimidating. He has a downward bash with his hammer (if it wasn't for this you could've kept Needle or something, as it penetrates it). He also throws coacanuts at you, which you can inhale and then knock right back at the big moron. When he slams his hammer on the ground away from you, he leaves stars there for a good 1.5 seconds, and that's your time to suck them in and spit them out at the big boss. It doesn't take much to beat this boss. If you got the Sword ability before this fight, it is also quite useful if you're quick and deadly with the ability. After its downfall, you can inhale and swallow the Mini-Boss for Hammer.

Now climb up the ladder and through the newly revealed door that is up there after the fight. From in this next area, use your Hammer ability to smash on through the blocks right in front of you. get up right next to the final door, don't go through just yet. Instead, smash the spike into the ground and gain the 1-Up and Maxim Tomato.

#### VI. SIXTH LEVEL:

There will be two normal enemies falling down from the get-go. So, kill them off, drop whatever ability you have with you (probably the Hammer ability, right?), and get the Laser ability which is quite a bit more useful to you. From there, race down beating the spiked enemy and stop for a second to let the Crash enemy explode before you get to it. Again, keep going and stop at the Crash enemy next. Step over the Bomb and then shoot your laser, It ricochets 4 times and explodes the bomb, allowing you access to the health if you need it then. Then, keep going and watch out for the next Crash which falls off the

small block. Destroy both blocks and enter through the door. In here, take out the Fire enemy and go up the steps avoiding the annoying shooting cannon. Up there, get on the floor, kill the Sword enemy and heal up with the Maxim Tomato if required due to low health. Climb the ladder and jump a bit to kill the frog at the other side. Go across while avoiding the cannon and spike... In here, jump and shoot the bird. Then, get on the top left platform, wait for the pink enemy to show part of its head and do a sliding kick to kill it. Go down avoiding cannon and get the health. Get back up and enter the door without being hit by the cannon (timing is key). Jump up the platforms taking out any of the enemies that you see. Shoot the next blocks you see to reveal a door, but ignore it for now. Go higher up and dodge the falling Stone enemies. There is another door up there. Go back down and enter the last door. Blow first bomb up and charge to the other side before the wall builds and you can't. Get the health and go through the door. Then jump on the machine to reveal Kirby's Air Grind. Now leave through the next door. Go up and into the dark room. Swallow a Ghost to get light and then you can see how to get that 1-Up, plus getting through here even easier. Tons of good abilities in here like Cutter and Sword, by the way. Leave through the door. Keep making your way up getting the health, Maxim Tomato, and 1-Up, plus killing all foes. Then, just leave through the final door.

#### SUB-GAME - KIRBY'S AIR GRIND:

Anyway, the point of this game is you, going up against and racing three other Kirbys. You are on a star, grinding poles, and you have to make it to the end. One catch (or literally, a few catches), and that is the black poles that appear. You hold A throughout the whole race, but except when you reach a black stretch. You let go and slide across then. Now, depending on how you let go of it and slide across it, you can get one of two scores, both of the same score, or one and then the other; you can get a "Good" if you let go almost at the pole, and Good will appear. Also, "Great" occurs when you do it \*perfectly\*, and your let-go is right before the black pole. Now, as you slide across it, you can get another one of the two scores, and that's by starting to hold A again right before, or at the last moment. Black pipes change in size, so some are harder to pull these off on. Anyway, some specifics about Level 1 are: not too many black poles, other Kirbys mess up more often, and the course is not that long. Next difficulty! Altogether, in Level 1 Difficulty, there are 10 black poles in all. You can get 1-Up for coming in third, 2-Up for coming in second, and 3-Up for coming in first, or, nothing for last, fourth place. Now, the Kirby's Air Grind is done for this world.

#### \*\*\* WARP STAR: \*\*\*

Here you can jump across on a star to level 1/2, since you're only on level 3 currently. The higher in levels you get to in the game, the more levels to can jump across to using the star at that particular level.

#### VII. WORLD 3 BOSS:

Note: This will be in parts of both Moon and Sun.

- Moon: When the Moon is on the ground, discard any ability you have and spit it out at it. Whenever it does its charge at you, simply jump over it and get to its other side. When the Sun sends a beam down, it drops stars. Pick them up and spit it out at the Moon. That's your main strategy for doing damage in this fight, but you'll really be worried about defense even more in the fight. It also has blades which cut you, so, when they come, jump right over them.

- Sun: When this guy starts lighting up and all, that means he's going to begin charging at you. So, just stay above him during this. The Moon constantly sends down stars at you. If you're quick, you can get about three stars at a time and shoot them at the Sun. He also sends blasts at you which you are to

jump over also to avoid sustaining any extra damage. It's a medium-hard fight.

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#### I. FIRST LEVEL:

From the beginning, go forward for a small while, get on the next Cloud, then you'll encounter a Fire enemy, so then, do what you want with it and the just continue one. There then is a spiked floating enemy moving vertically over a pipe, so, when it's at the top of its moving, jump through and take out the variation of the red normal enemy from earlier. Keep going, jump down to the next cloud and kill the Spark enemy. Falling is a normal enemy, so take it out. Keep hopping all of the smaller clouds, dealing with any enemies there as you see fit. And near the door at the other side, there's a Laser enemy. Discard any ability you have now to get it instead. Now, jump and enter the door. Next room you're in you see a normal enemy and a Parasol walking around on different Cloud levels. Take them both out with your recently acquired Laser ability. Then a bit higher, there's two normal enemies in all, a Beam enemy, and then the Sword enemy. Get passed them all, get to the top place and go through the door that's at the top. In this next area, immediately get rid of the Laser ability, wait for the UFO to come, and then take its ability (it is \*the\* best ability in the whole entire game). Keep going forward through all the clouds in Space and you'll meet another UFO. Kill this one. Now, go through the door. Here you encounter the Ball enemy; kill it right when you meet it. Make your way through all the blocks, killing the Weepinbell Pokemon-looking enemy, the birds, passed the two spiked enemies, another Ball enemy, Sleep enemy, another Spiked enemy, and finally, 3 beam enemies amongst the final collection of blocks. Go through that door. Kill the two Tornado enemies, Sword enemy, as well as the Sleeping enemy. At the bottom, there's another Sleep, Cutter, and Tornado enemy waiting to be destroyed, too. Now go through the last door.

#### II. SECOND LEVEL:

What now sucks is that you don't get to keep the UFO ability from the last level you were just on. From the beginning, you wall onto a platform with a big tree/cane on it. From there, jump to the next area with the elves on it, and there's gonna be a door there; don't go through it yet. Go to the top of the house and get either the Spark ability or the Fire ability. You'll have to go to the other side of the house and slide kick the bomb near the elf enemy to get to the door, so then do so. In here there are three elf looking enemies. One jumps and hops between the two smallest platforms, while the other two come down to your level and try to trap you between them. Get out before that. The other one comes down later. Just kill all three of them if you want, then climb the ladder to the door at the very top. Next, in this huge area, there are a lot of red elves. You can suck blocks up and spit them at them to take them out. When you're ready, drop down into the water below and swim to the other side. When underneath five blocks underwater, shoot your water upward to take them out, then, emerge from the water. Take out the blocks to uncover a door. Enter it to be in a room with a Maxim Tomato, plus two weird enemies. After you get it, leave, and go all the way up to the Northeast area of this room and enter the door up there. Keep moving and there will be a lot of enemies here, spikes on the ceilings, and a health pick-up. Ability-ed enemies here include Parasol and Spark. Others are just elves. Get through the door at the end.

Mini-Boss 11: Well, first thing you should do is move directly to the middle of the fighting ground, and if you follow my instructions carefully, you will not be hit in this fight at all. Well, from here, he starts out by throwing a bomb at you. As it comes to you, suck it in and spit it back at the boss. This does

some good damage. Now, as it does its back and forth jumps, you still stay in the middle and duck it and it won't be able to hit you at all. When it throws another bomb at you, you suck it in once again and then fire it out back at the boss for some more big damage. Okay, it will only take three of those hits from spitting the bombs back at him to beat him out. Now, once it's dead, you can suck it in and swallow it to get the awesome ability, Crash. There are two of them, though, so you'll have to follow these instructions twice at the same time while fighting. Not anything changes besides the fact that there will be two bombs thrown at you at once. Now, after the fight, go through the final door that's then shown.

#### SUB-GAME - QUICK DRAW:

- WaddleDoo: This guy strikes at 82 counts, so that gives you \*a lot\* of time to make your move and take him out. From just reading this you could strike him anywhere from 1 to 81 counts and be safe, any after that (you have no excuse for this), and you'll be hit by WaddleDoo. Tip: Don't press before mark.
- Wheelie: This wheel enemy will get his first strike in at exactly 50 counts of the numbers. Like with WaddleDoo, this gives you more than enough time to get in your attack and take him out. 49 is the limit as to how much you can wait, so don't take too much time.
- Chef Kawasaki: This guy, of course is the hardest and quickest thus far (this is understandable since he's later than the previous two). His attack comes on 24 counts exactly. So, again, you must make your move at any time before that time comes. It's still not hard at all.
- King DeDeDe: Yep, you have to face him here, too. His attack makes its mark at the time of 17 counts. Yep, it gets faster every time, but, 17 counts is nothing at all to worry about. All right, so, just get your attack in right whenever it is you see the exclamation mark (better be at most 16 counts, or else), and that will finish off King DeDeDe. Now, the final challenge.
- Meta Knight: All right, it's come down to this, your final battle with the great and powerful Meta Knight. Anyway, what you need to mainly know here is that he strikes at the time of 14 counts, giving you not much time to doze around like the other ones. It's still not too hard since it's only on Level 1 difficulty. Just get your attack in and finish.
- At the end of the game, you can get 1-Up if you managed to get passed the first three enemies (WaddleDoo, Wheelie, and Chef Kawasaki), then 2-Up for getting further than King DeDeDe. And the full prize of 3-Up for beating every one of the enemies (up to Meta Knight).

#### III. THIRD LEVEL:

First thing you will see is that there is a trapped Fire enemy; get it! Now, hop on over the cliff with the rope in it. Get right next to the cannon and then use the Fire to light the rope on fire. Now, get into the cannon quickly and it'll shoot it into the distance to an area where you get a 1-Up, and then a door leading to where you just were. Enter the door there next to the cannon. The next area features you and the enemies and everything else in the sky, on hot air balloons with strong winds pushing you. Here you will only be viewing three different kinds of enemies: Cutter, the mushroom normal, and the purple flyer normal. Along with the rotating cannons. Go to the end area and enter the door once you find it. Here, there's one of those teleporting tree trunks with faces, as well as a Maxim Tomato. Suck it in from this side. Now leave that room. Jump to the next balloon machine. Here, there's one new enemy and that is the brooming normal. Now enter the door near the first cannon on this side. You'll know you're in the right room because the first enemy you see is a Sword one. That's followed by the green flyers, then cannon, followed by a Hi-Jump. Next, destroy the blocks and jump through the gap. Take out the Sword enemy and then keep moving until you encounter a Parasol enemy followed by an always-dangerous Crash enemy. Then, get the health near the three green flyers. Jump

on the star at the end. In the next area, take the Laser if you want to. It's then followed by a normal enemy, a pig, and another Laser to deal with. At the top of the cloud stairs, enter the last door here.

#### SUB-AREA - BATTLE ARENA:

Battle Arena: Drop any abilities you have currently and then suck them just to spit back at it for some damage. Or, you could have Wheel on, and whenever it charges you, you press B and it does no damage to you, but a decent amount to the Mini-Boss. Sort of like double Battoujutsu [Kenshin reference]. Now, when the boss attacks you, jump out of the way and don't let it grab you, since it will slam you. If it grabs you on the last bit of health you have, it does a longer slamming attack. The way to do damage from now on (if you do not have Wheel any longer), is to wait until it unleashes its small little bugs at you. That way, you can suck them up and shoot them at the boss. It requires 5 hits like that if you want to kill it. It can also fly and charge you if you're directly in front of it in the air, so, needless to say, watch out. You can suck it up and swallow it for the BackDrop ability. An explanation of it...: Back Drop: Once you pick up this ability from an enemy that has it, you are able to backslam them down, and it's an instant kill to those little enemies. What happens is that when you inhale in with the B button, Kirby holds the enemy, and when you press the D-Pad in any way, Kirby slams that enemy to their doom with a hard back drop. Get the Maxim Tomato at the end.

#### IV. FOURTH LEVEL:

In the beginning, there is a Ball enemy, Sword enemy, and a pink puff. And then following that is some purple flying enemies. Just keep moving and there's just more of the same. Keep moving from platform-to-platform, killing the birds and the green puffs. Even take out the shelled enemy. Finally, go through the door at the end. Here, drop the Sword and get the cool Wheel. Roll into the Bomb afterwards and keep rolling as fast as you can down the hills, killing the normal enemies, as well as the two Swords. At the end, just go through the door there. Kill the Spark and Beam enemies in the beginning there as well. Keep going forward until you fall into the pit.

Mini-Boss 12: This thing looks like a retarded elephant. Let go of your ability and spit it at the Mini-Boss. When it jumps up into a flip, it will drop an apple, and those are what you use to do damage from now on. It also has an attack where it jumps up and down three times, and if you're under there, that hurts. Also, its attack where it rolls on the ground at a high speed can also be an annoying killer, so when that is taking place, jump out of the way. Its ability where it just jumps once in an attempt to squish you isn't as bad as the one three in a row. It takes 4 hits to end it. Swallow it for the Throw ability, which is a bit like the BackDrop, just not really as good as it...

Now jump over the wall and through the white door. Keep throwing one block here threw the others, and it'll also take out the enemies on the other sides of them. Take the final Beam enemy, dispose of it, and go through that door.

#### V. FIFTH LEVEL:

From the beginning, jump to the second cloud platform and grab the candy lolly-pop. This makes you invincible and you can just run around killing all the enemies in sight. All the enemies here are familiar ones that you've already seen before. Now, when you reach the bomb, stop. Two ways to get it: 1) hold air inside of you, then puff it out at the bomb; 2) The next way is to stand on the cloud's ledge and slide kick it (or you could use the Sword ability around here to hit it). Now, go down and collect the Maxim Tomato. From here on out, all the enemies are again familiar (you've only seen that Snowman once before,

though). Get to the end and go through that door. Here there is a Sword enemy and a normal enemy (the Sword is at the top of the second cloud platform). Now, head on through that door there, also.

Mini-Boss 13: Now after Meta Knight gets out of there after ordering his little minions on you, you are left to fight three kinds of enemies that keep popping out. One is the smallest one with a small axe, the other one throws tridents, and the last one has a big ball and chain. A few good tips are:

- Swallow more of the ones with axes and spit them out at the bigger ones with the ball and chains to take them out quickly. More pop out until the end.
- A good way to take out the one throwing tridents is to get up there, quickly suck him up, and shoot him somewhere randomly, or swallow.
- Always stay clear of the tridents and ball and chains, and the axe enemies are pretty easy to stay clear of, except they throw things also.
- You can dodge the one with the rotating spear just by staying away from it and inhaling it, then killing it. Not too hard.
- A good enemy ability to have here is the Throw ability, since you can grab and enemy, and throw them at the other ones.

All in all, this is a fight of medium difficulty, and really, you should not have too much trouble with it. If you do, just follow those top instructions.

Go through the door that's revealed. Now, in the next area, inhale the Burning enemy. Kill the normal enemies that appear in a bit, then smash into the bomb, bringing down that block structure. There's a Spark enemy, along with purple flyers near the end, by the way. Next, make it past the next door. First enemy in here is another Burning; kill it first. Cross the first set of spikes, and go under the block killing the Burning enemy. Now, make it past the spiked thing with the Burning ability, and on the little platform there, get another 1-Up. Go up and get the Peppy Tonic. Now, make it to the very Northeast area of this place following the same path and you get another 1-Up. Watch out for the spikes on the ground! Now, go to the area below that, waiting for the spike enemy to be at the top, and just fall down to the area below. Enter the last door of this level.

## VI. SIXTH LEVEL:

From the beginning, go up the few steps there and do a slide kick into the bomb from a safe distance, as to not run into the pink puff and do damage to yourself in the process. Don't try to inhale it since it's a pink puff that turns into an evil dark looking thing that explodes after a little while. Just provoke it by inhaling, then run from it so that it explodes by itself. Then, slide kick the other bomb and start puffing up so you don't land on the frog enemy there. Then, get down and kill it. Dive into the water, kill the fish, as well as the Sword enemy on the other side. Now, get out of the water at the first opening, and kick the bomb, then, kill the plant enemy along with the other Fire enemy. Now, go into the water again, and spray the water up at the other bomb to get the Peppy Tonic. Now go back to where you took out the plant normal enemy and the Fire enemy and go through that door.

Mini-Boss 14: Since you don't get the Stone ability anywhere in this level (unless you successfully kept it from a past level), you'll have to use the second method I offered in the past strategies that I've listed for this guy, and that is still super easy. This way to beat him is to just wait for the time when he rings and does send those musical notes out, and swallow them and spit them back out at him. It takes four hits of either method to win the fight. Suck him up afterwards for the Mike ability. See, this is an easy fight even without having the Stone ability. After the fight is done, go on through the door that is revealed at the top left corner of this battle area.

In this dark room, use Mike every time you see enemies, until you get to the

Light enemy, then get it, and use its power to illuminate this place. The enemy abilities found in this area are Cutter, Sword, Beam, and Light, and there's the normal purple flying fiends, as well. At the end, like usual, just enter the door to the next area of Level 6. Here, destroy the bomb and take out the stupid normal enemy. Then, go through that door, too. Note: you can kill the frog enemy on the other side of the left pillar with the Sword ability. In the next area, take the Stone enemy at the top and smash the spike into the ground. Now, don't do the second one next, but rather, the one at the bottom, and then the middle one, to make the 1-Up rise to the top. Now, go through the door, climb the ladder, and go through the final door.

## VII. WORLD 4 BOSS:

From the beginning of the fight, go up to the Hi-Jump enemy very quickly, suck it up, and then take its powers. Now, continue to keep pressing B to go upwards and upwards away from the boss (it's easy to tell which it is). Anyway, on the way to the top, there's tons of clouds and Hi-Jumps, so be careful. Try your hardest not to be hit by the boss on the way up, either. Once you are at the top, the boss transforms into what looks more like a cloud with spikes and an eye. From here, all you're doing is fighting, and no more of this running crap, since that gets annoying, doesn't it? Anyway, here is some briefing: It has three attacks mainly: one of them is where it unleashes lightning at you from under it, and this one is easy to dodge. It's next one is where it inflates even more and starts moving around quickly trying to hit you - you can dodge that by getting into one of the bottom corners and ducking down. Next attack it has is dropping a Hi-Jump enemy. Suck it up if you need it, get it and spit it back at the boss, or, you can just kill regularly. Best way to attack it is to have the Hi-Jump ability, and then, getting under it when it isn't unleashing that lightning. Then, tap B to use the move and do damage to it. It takes 6 hits like this to kill the boss. Or, you could of course take the Hi-Jumps it sends out and spit them back at him, and that also takes just 6 hits. But, the other method is more preferred since it requires less effort to do.

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## I. FIRST LEVEL:

From the beginning, there is a normal enemy followed by a Parasol enemy. If the Parasol lets go of its umbrella before you kill it, watch out for it, as it follows you until it pops. Then, there's a cannon, so just jump over it next. Following it is a tree enemy which disappears and reappears. Kill it, and be careful of the next cannon on the next cloud. Above it is a Sword enemy, but, be aware that there's an upward cannon under, and if you stay where the Sword enemy was too long, it can shoot you. Following that there's a mushroom normal enemy, as well as a Crash enemy and another cannon, so be careful here. Go back now (don't enter the really obvious door at the end, though. Go back down to where most of the cannons are, go over one, and then enter the door that is half-covered by the cloud (you'll see it because there's black peering over the cloud. In here, there's two Stone enemies. Wait until they're in the air for their attacks, and Hi-Jump them from below. Now, get the 1-Up and go through the door. What!? You're falling. On your fall, there's Beam enemies, Light, Hi-Jumps, Parasols, blue flyers normal, Parasol cannons, and as you fall to the bottom, there's a Peppy Tonic that falls with you, along with Sword enemies. At the bottom on the blocks, there's another rotating cannon. But, avoid it, and enter the door. By the way, out here, there's infinite falling Sword enemies once you reach the bottom. Now, jump the platforms with the waterfalls behind you, and take out the first Freeze enemy you see (the snowman). Next is Needle, followed by a whole five platform levels of Ice enemies. At the end, there's

the final door. Now, if you would've gone through the other door in the start, you would've missed the 1-Up and gone directly to the big fall.

#### SUB-AREA - KIRBY'S ABILITY MUSEUM:

Well, in this one, you have a fairly decent and even selection, meaning that both abilities are useful, and quite good. I really can't offer any tips on which one to get here, since both of them are pretty much equal in terms of usefulness, but, if I had to absolutely pick one, I would definitely have to go with the Tornado ability that is there...

#### II. SECOND LEVEL:

In the beginning, go up the small ramp, then, climb on down the ladder and then enter straight through the door that's there at the bottom of it. In here, jump across and take out the Sword enemy, then fall in the water. Here, swim forward a bit, and spray water at the enemy in there, and continue. You walk under a lot of things, including a 1-Up, a rotating cannon, and three doors in total (one where the 1-Up is, and two where the cannon is). At the end of the water, climb the broken down ladder to get out, and take out both of the normal enemies there. Jump back into the next water and take out the fish there, too. Then, go around and back up and out. Next enemy you spot is a Ball enemy. They are not really useful for anything, go just kill it (or ignore it) and move on through the door. Here, take out the two pink puffs, and be careful of the falling nuts when you're directly under them (heh, and there's a pink puff directly under both of them...). Now go across to the next door. First enemy that you encounter here is a purple -ish variation of the Spark enemy. Then it is a Sword enemy. If you have Tornado, stand on the suspended platform and press up plus B when it's on the edge to take it out with ease. Now just jump on down and go through that door. You're now in the area with the rotating cannon that you swam under earlier (with the two doors). Jump over it and go through that next door. Jump up those first few platforms, destroy the Spark enemy there to the right. As you keep going up them, a Burning enemy tries to come at you, but you can easily beat it. Go through the door at the bottom, then, in the small area, go on through the next one. Now, in the next area, enter that door to get the viewed 1-Up from earlier on. Head back through that door and go to the left. Climb the ladder and go through the door at the top.

Mini-Boss 15: I suggest first sacrificing any ability you have to spit at the boss for some quick and right-off-the-bat damage to it. He's a big guy with a hammer, but he's not as powerful as he is intimidating. He has a downward bash with his hammer (if it wasn't for this you could've kept Needle or something, as it penetrates it). He also throws coconuts at you, which you can inhale and then knock right back at the big moron. When he slams his hammer on the ground away from you, he leaves stars there for a good 1.5 seconds, and that's your time to suck them in and spit them out at the big boss. It doesn't take much to beat this boss. If you got the Sword ability before this fight, it is also quite useful if you're quick and deadly with the ability. After its downfall, you can inhale and swallow the Mini-Boss for Hammer.

The next area has two pig enemies and a normal shelled enemy. Kill them all without sustaining any injuries, and just jump across and go through the door at the other side. Here don't be misled by the direction of the normal enemies walking, they're committing suicide, and that would kill you. Walk the other way and try not to be hit by any of the enemies. At the end, you see the last door on a platform across from you. Don't go to it yet, but instead, drop down a bit and continue to float, and get the 1-Up down there. Now pass through the door to end.

#### SUB-GAME - KIRBY'S AIR GRIND:

Anyway, the point of this game is you, going up against and racing three other Kirbys. You are on a star, grinding poles, and you have to make it to the end. One catch (or literally, a few catches), and that is the black poles that appear. You hold A throughout the whole race, but except when you reach a black stretch. You let go and slide across then. Now, depending on how you let go of it and slide across it, you can get one of two scores, both of the same score, or one and then the other; you can get a "Good" if you let go almost at the pole, and Good will appear. Also, "Great" occurs when you do it \*perfectly\*, and your let-go is right before the black pole. Now, as you slide across it, you can get another one of the two scores, and that's by starting to hold A again right before, or at the last moment. Black pipes change in size, so some are harder to pull these off on. Anyway, some specifics about Level 1 are: not too many black poles, other Kirbys mess up more often, and the course is not that long. Next difficulty! Altogether, in Level 1 Difficulty, there are 10 black poles in all. You can get 1-Up for coming in third, 2-Up for coming in second, and 3-Up for coming in first, or, nothing for last, fourth place. Now, the Kirby's Air Grind is done for this world.

### III. THIRD LEVEL:

From the start, jump up first four small platforms and inhale the Hi-Jump. Now, jump up through all of the birds with it. Be careful of the cannon, also. Then, you land on another platform, and do the same with the next birds. Here, there are two other cannons (one on the right and one on the left). Jump up taking out the next bird and pink puff enemy. Along this whole way, there will be some cannons on all sides, and you'll have to jump at angles also, to get all the enemies, as well as evade fire from the cannons. At the very top, enter the white door that's there on the highest platform. In here, hop into the strong winds moving upwards, and as you are progressing upward, you'll see lots of pig enemies off to the sides inside the walls around you. When you arrive at the end, go off to the right and fall down the hole. Then enter the door. Here, your very first enemy is a Wheel, so take it. Then there are three levels of them. Start rolling off to the right taking out all enemies in your way. Across platforms it takes you, so don't worry about falling, since it's fast. You end when you hit a stump in the ground. Now, kill the elf on the tomato and just cross on over the spikes. Then, kill the Spark enemy and enter the door. If you run quickly here (double tap forward), you can just run across the blocks. Get a Laser if you want. At the end, don't forget to suck in the final block to reveal a door (or preferably just destroy the block if you have an ability already). Be careful with the cannon almost directly under it. Here, get the Stone enemy, and drop on the spiket to the left first to get one Maxim Tomato. Then on the other side, get the 1-Up the same way (but let go right afterwards and inhale so that you do not fall and die). Now leave again through the door. Continue on to the right and then through that next door at the end. Destroy the Parasol enemy in here, drop down and avoid the spikes. Keep floating on down, watching out for the spikes, and then get Peppy Tonic and end the level.

### IV. FOURTH LEVEL:

You start out and there is five blocks. Just get passed them and then inhale the Burning enemy behind the next set of blocks and then use Burning to roll through those blocks. Now, jump over the spikes staying high, since an elf on a tomato rolls into the spikes. Do the same with the next spikes, but, drop sooner since there are spikes at the top corner of the ceiling. Next, go over the other set of spikes, but, go directly up to the spikes at the corner of the ceiling, since there's a small wall there this time, press up against the wall, then fall slowly to the ledge. Now, at the bottom here, get as close to the edge and press B to across to the brown platform and get that 1-Up. Now go back the way you came, and go up, destroy the blocks, kill the next Burning

enemy and then go passed the next set of two blocks. Now, get down and keep going to kill the Spark enemy, B across the smaller pit of spikes and then go through that white door.

Mini-Boss 16: Now after Meta Knight gets out of there after ordering his little minions on you, you are left to fight three kinds of enemies that keep popping out. One is the smallest one with a small axe, the other one throws tridents, and the last one has a big ball and chain. A few good tips are:

- Swallow more of the ones with axes and spit them out at the bigger ones with the tridents to kill two birds with one stone, so to speak.
- A good way to take out the one throwing tridents is to get up there, quickly suck him up, and shoot him somewhere randomly, or swallow.
- Always stay clear of the tridents enemies, since they're the hardest and most annoying enemies in this one. There are only the Axe and Tridents enemies in this one, but more health.
- A good enemy ability to have here is the Throw ability, since you can grab and enemy, and throw them at the other ones.

All in all, this is a fight of medium difficulty, and really, you should not have too much trouble with it. If you do, just follow those top instructions.

Go through the door, climb the ladder, kill the Ball and move on. Keep jumping the platforms with the waterfalls in the background, killing all enemies. The enemies here include, Beams, Sword, normal, alien-looking normals, the plant normal. Now, there will be a door in the waterfall with water coming out of it. This is a secret door (Nintendo can't hide anything from me!), so go through it next. Jump up, get the Maxim Tomato, kill the Spark enemy. Now, get as close as you can to the 1-Up as possible. Now, just inhale and get it. Don't go through the top door just yet, either, but rather, go through the bottom door to jump on the big switch and open the Battle Arena for this world. Now, get out and go through the top one. Kill the reappeared Sparks and go through. Now, continue to fall down the gigantic waterfall (go to platforms for breaks, if you want). There will be pig enemies and falling blue fish enemies. So take care of them as you fall, or avoid them. Your call. At the bottom, you land in water, so get out, and go through that last door to the right.

#### SUB-AREA - BATTLE AREA:

Battle Arena: I suggest first sacrificing any ability you have to spit at the boss for some quick and right-off-the-bat damage to it. He's a big guy with a hammer, but he's not as powerful as he is intimidating. He has a downward bash with his hammer (if it wasn't for this you could've kept Needle or something, as it penetrates it). He also throws coconuts at you, which you can inhale and then knock right back at the big moron. When he slams his hammer on the ground away from you, he leaves stars there for a good 1.5 seconds, and that's your time to suck them in and spit them out at the big boss. It doesn't take much to beat this boss. If you got the Sword ability before this fight, it is also quite useful if you're quick and deadly with the ability. After its downfall, you can inhale and swallow the Mini-Boss for Hammer. Take the Maxim Tomato when you beat him.

#### V. FIFTH LEVEL:

Get up, jump over the diagonal cannon while it's not shooting, and kill the enemy that appears. Move on. Just so you know, there's a Parasol enemy at the top almost above the cannon walking back and forth, but it's hard to get without being hit. Get the Sword or Cutter enemies here, then drop down the hole when you see your first Cutter, and you land on a platform with a secret door. Get Hi-Jump (but DON'T kill the Fire enemy). Go under the blocks and Hi-Jump them. Then get the Fire, light the fuse, and go hurry and jump in the cannon. Now jump on that big switch to unveil a secret Quick Draw game. Now, go on

through the door, float forward, get a Cutter if you want and kill the normal purple flyer enemy if you really want to. Jump over the log and kill the blue Parasol enemy. Continue moving, double tap forward to go through the two spikes on top and bottom without being stabbed, then, kill that next Cutter. When you reach the next door, don't enter yet, and go down to get the Maxim Tomato first then go through it. In here, jump on the star. Go through the only obvious door in this next area, then. Just go forward passed the enemies and then...

Mini-Boss 17: Wow, first new looking Mini-Boss in quite a while, no? Anyway, the first thing to do would definitely be to get rid of any ability that you may have and then launch it back at the fire lion looking Mini-Boss. This does considerable damage to it. So now you may be wondering how to fight now. But, you know me from this guide, you already know that I have a plan, and it's a good and easy one, even for a hard boss (it's not that hard, though, since it's only a Mini-Boss). Anyway, here's the attacks it has for you to look out for: One attack is where it runs, and jumps at you and then falls on its face for a small while. Just avoid it. It drops stars with this, too. Next attack where it looks like it has Burning ability, you jump over it easily, but do it fast, with no wandering off, since it's a quite quick attack. It has three jumps in one place - don't be under it then. That also signifies that it will start to do the first attack that I mentioned. Anyway, the way to do damage in this bout after the initial throwing of your ability is to wait until it does attack 1, and then you inhale its stars that it drops, and spit them at the Mini-Boss lion. It also sometimes runs forward as if you do attack 1, but then jumps back to fake you out, and if you're jumping over it at that time, you might land on it and receive some damage. Well, this not a hard fight, and you will probably beat it simply. Suck it up for Burning. Also, get Maxium Tomato.

Now, make it around all the pillars, poles, and platforms in there to get to the next door and be on the outside again. Run forward and enter the next door. You'll be passing Lasers, pigs, elves, blue colored variations of Fire. If there is an annoying and hard-to-get enemy in some of the top areas, you could shoot some of the small hill elevations on land to nail them with the Laser. Just keep running, kill the Burning by the final door and enter.

#### SUB-GAME - QUICK DRAW:

- WaddleDoo: This guy strikes at 82 counts, so that gives you \*a lot\* of time to make your move and take him out. From just reading this you could strike him anywhere from 1 to 81 counts and be safe, any after that (you have no excuse for this), and you'll be hit by WaddleDoo. Tip: Don't press before mark.

- Wheelie: This wheel enemy will get his first strike in at exactly 50 counts of the numbers. Like with WaddleDoo, this gives you more than enough time to get in your attack and take him out. 49 is the limit as to how much you can wait, so don't take too much time.

- Chef Kawasaki: This guy, of course is the hardest and quickest thus far (this is understandable since he's later than the previous two). His attack comes on 24 counts exactly. So, again, you must make your move at any time before that time comes. It's still not hard at all.

- King DeDeDe: Yep, you have to face him here, too. His attack makes its mark at the time of 17 counts. Yep, it gets faster every time, but, 17 counts is nothing at all to worry about. All right, so, just get your attack in right whenever it is you see the exclamation mark (better be at most 16 counts, or else), and that will finish off King DeDeDe. Now, the final challenge.

- Meta Knight: All right, it's come down to this, your final battle with the great and powerful Meta Knight. Anyway, what you need to mainly know here is that he strikes at the time of 14 counts, giving you not much time to doze around like the other ones. It's still not too hard since it's only on Level 1 difficulty. Just get your attack in and finish.

- At the end of the game, you can get 1-Up if you managed to get passed the

first three enemies (WaddleDoo, Wheelie, and Chef Kawasaki), then 2-Up for getting further than King DeDeDe. And the full prize of 3-Up for beating every one of the enemies (up to Meta Knight).

#### VI. SIXTH LEVEL:

Here, there are a lot of Wheels in this area, so, get one, get to the where Maxim Tomato is by rolling through any Wheels in your way, and then move on passed any other Wheels. Be careful not to fall/roll off the edge, since that would mean death. Now, get through the door at the very end. In here, roll through to smash the bomb. Now, just continue to go fast across the platforms, under the spikes, passing the Stones. Now, hop across to the other side and go through that door. If you continue to run here, a normal enemy tries to jump at you; kill it. Keep going passed them, into the water killing the fish (don't go too deep into the water, since that means death, also). Now, all the way at the other side is the final door. No, go through the one before it, first. You are underwater here. Swim to the other door, and as you fall you get Maxim Tomato. Now, get back, destroy the silver blocks (with Hammer from the Arena), and then the others, and go through the door. Get 1-Up, step on the switch. This reveals a hidden Warp Star for this World. Now get out of here and go to the final door that I told you not to earlier.

\*\*\* WARP STAR: \*\*\*

Here you can jump across on a star to level 1/2/3/4, since you're on level 5 currently. The higher in levels you get to in the game, the more levels to can jump across to using the star at that particular level.

#### VII. WORLD 5 BOSS:

Sorta hard boss this one is. Anyway, a good ability to have in the beginning is the Hammer to do some quick preliminary damage, but it will inevitably be knocked out of you. When it is, suck it up and spit it at the boss. It uses its spiked balls to break through the ground, so in the beginning, just follow it, and in no time flat, everything starts to get interesting. You have to follow it in angles, also, or else you'll get caught behind and die. It sometimes lets out little robotic things which you can suck up and spit at the boss for some damage. Don't ever get too close to the boss, though, since it can hit you for some good damage. You'll know to get ready to inhale an enemy when its front latches open, then inhale. Now spit it at him. By this point, its health should really be down to half way. Once you get its health \*extremely\* low, it stops for a second, then starts to move very fast, and this is when it gets very hard to do any damage, but, like anything in the game, it's possible. He also dispatches robots less often by this point. Anyway, one more bit of damage and the old bucket of bolts is toast. Get the Star Rod for this level, watch the little cute Kirby dance, and move on to Orange Ocean world.

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| Orange Ocean |=====
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#### I. FIRST LEVEL:

From right from the start, there's a fish coming to attack you, so squirt your water at it. Just walk under the spiked enemy after, blast the plant enemy and then kill the shelled enemy trying to swim up on you under another spike enemy. Now, swim on up, go past the door, take out the two frogs, go down and take out the fish and frog and shell enemy. Then go up (get a Hammer from the Battle Arena before the world, too), and smash the silver metal blocks. Now, go in and get the 1-Up. Now swim back and go through the door I told you not to earlier.

Mini-Boss 18: This thing looks like a retarded elephant. Let go of your ability and spit it at the Mini-Boss. When it jumps up into a flip, it will drop an apple, and those are what you use to do damage from now on. It also has an attack where it jumps up and down three times, and if you're under there, that hurts. Also, its attack where it rolls on the ground at a high speed can also be an annoying killer, so when that is taking place, jump out of the way. Its ability where it just jumps once in an attempt to squish you isn't as bad as the one three in a row. It takes 4 hits to end it. Swallow it for the Throw ability, which is a bit like the BackDrop, just not really as good as it... By the way, since this goes into the water, jump up and swallow the apples it throws at you to get them. Or, you can spray it with water. Special strategy: If you have the Hammer move, stay on the small block at the top and wait for it to jump up there, then smash it with the Hammer.

Now, leave through that door at the top then go back to where the 1-Up is, and go through the door just above it. Here, inhale the Burning enemy and take out the Spark enemy (if you get them both, it takes you to ability slots, by the way). Just keep going and enter the first door that you see. Here, slide kick both blocks to go down and get a Maxim Tomato, as well as a 1-Up. If you still have Hammer, smash the middle silver block, go through the door and jump on the switch. Doing so unlocks a special Ability Museum. Now, go through that door. Now, continue to make your way across this area, passed all the enemies, and then, at the end of it, enter the door. Now at first, go passed all of the normal enemies in this area, then deal with the Sword enemy at the end and go through that final door.

#### SUB-AREA - ABILITY MUSEUM:

Here, there is only one ability there if you want it, and that is the Wheel ability, so, once you go in, you can get it or not if you want it. Afterwards, just leave the museum and enter the level 2 door.

#### II. SECOND LEVEL:

From the beginning, you should jump all the enemies and waterfalls and platform until you get to a Peppy Tonic. Destroy the bomb and slide into the Peppy Tonic so it doesn't fall through the hole. Now, go through the secret door where the Peppy Tonic was, and swallow the Stone, then, the 1-Up. Now, get out through the door and jump on the stump enemy with the Stone ability. Jump all around the normal enemies and the ability enemies. When you get around it all, go on through the door you see first. Now, in here, kill the two Spark enemies and then use Stone on the spike to get through the door. After, jump on the switch to unveil a secret Battle Arena. Now, get out through the door. All right, now just keep going all around the clouds and enemies until you get to the next door at the opposite side of the area. Here, avoid all the varied blue puffs and there's a Tornado. Just keep moving down to the bottom avoiding the Spikes with the two puffs in between them. At the bottom, swallow the UFO and kill the elf on the ball. Now go through that door. Here, just stay above everything, unless you meet a flying blue enemy, in which case you kill it. At the end, there's a bomb, so destroy it and enter through that final door there. Too bad you now lose your UFO ability... :(

#### SUB-AREA - BATTLE ARENA:

Battle Arena: Wow, first new looking Mini-Boss in quite a while, no? Anyway, the first thing to do would definitely be to get rid of any ability that you may have and then launch it back at the fire lion looking Mini-Boss. This does considerable damage to it. So now you may be wondering how to fight now. But, you know me from this guide, you already know that I have a plan, and it's a

good and easy one, even for a hard boss (it's not that hard, though, since it's only a Mini-Boss). Anyway, here's the attacks it has for you to look out for: One attack is where it runs, and jumps at you and then falls on its face for a small while. Just avoid it. It drops stars with this, too. Next attack where it looks like it has Burning ability, you jump over it easily, but do it fast, with no wandering off, since it's a quite quick attack. It has three jumps in one place - don't be under it then. That also signifies that it will start to do the first attack that I mentioned. Anyway, the way to do damage in this bout after the initial throwing of your ability is to wait until it does attack 1, and then you inhale its stars that it drops, and spit them at the Mini-Boss lion. It also sometimes runs forward as if you do attack 1, but then jumps back to fake you out, and if you're jumping over it at that time, you might land on it and receive some damage. Well, this not a hard fight, and you will probably beat it simply. Suck it up for Burning. Also, get Maxim Tomato.

### III. THIRD LEVEL:

From the very beginning, jump over the blocks and also over the rotating cannon that's there. Keep on moving past the little regular enemies there until you get to a ladder; climb down and get a Peppy Tonic. You can also get Burning moving around here, too. Now, jump over the room, then, jump the small block and enter that door.

Mini-Boss 19: I suggest first sacrificing any ability you have to spit at the boss for some quick and right-off-the-bat damage to it. He's a big guy with a hammer, but he's not as powerful as he is intimidating. He has a downward bash with his hammer (if it wasn't for this you could've kept Needle or something, as it penetrates it). He also throws coacoanuts at you, which you can inhale and then knock right back at the big moron. When he slams his hammer on the ground away from you, he leaves stars there for a good 1.5 seconds, and that's your time to suck them in and spit them out at the big boss. It doesn't take much to beat this boss. If you got the Sword ability before this fight, it is also quite useful if you're quick and deadly with the ability. After its downfall, you can inhale and swallow the Mini-Boss for Hammer.

Now, climb the ladder to the right and smash the silver block. Now, go down, and all the way to the left side and smash the bomb. This makes water appear all over the place here on the bottom. Now, go up and kill the Cutter and take its Peppy Tonic it's guarding. Now, go where the bomb was and push up. There's a secret door there. Get the 1-Up falling, then go through the right door and get the Maxim Tomato and then there's a Laser enemy in there, as well... Now, with the Laser enemy, go into the left room, and kill the Fire enemy. Now, get on the middle platform, shoot the right corner of the first floor level so it bounces off and hits the fuse. Now, jump into the cannon quickly. Here, step on the giant switch and you get a secret Bomb Rally. Now, this takes you where you need to go next. Go through that door, keep going all the way up past all the normal enemies. And at the end, kill the normal brooming enemy and get on that Warp Star there. Here, go past all normal enemies, platforms, and those falling coacoanuts to, at the end, get through the last door.

### SUB-GAME - BOMB RALLY:

This is just a tad harder than the last difficulty. It usually gets quicker faster than the last difficulty, and usually stays like that. Again, don't ever be caught off guard just because you pass the bomb, since they can knock it back to you instead of moving it along, and that's the cause of a lot of down-falls with this game, is not paying attention. If the speed starts getting just too fast for you, you can always slow it down when it gets to you by not hitting it so fast/hard. Of course, it usually always builds back up, in which case you have to slow it down again if you want. It doesn't get too bad though.

#### IV. FOURTH LEVEL:

Too many coacoanuts!!! Anyway, from the beginning, you can either go down or keep going straight to inevitably reach the bottom (if you go down pretty much from the get-go, you'll more than likely get there quicker, since there's a lot of coacoanuts and more enemies. Anyhow, at the bottom destroy the bomb and you are in a new and confusing room. First, destroy the first block you see. Now, go and get yourself a Beam enemy. Once this is accomplished, go up and kill the Cutter, swim under the spikes and get the Peppy Tonic. Now, go to the left, head down the many brown platforms and pick up the three 1-Ups (3-Up). Now, go back up and to the near beginning. Go down and destroy the enemy with the bomb under it, then the bomb. Then, go to where you first got your Beam enemy and keep going down even further. Keep going left, killing the Cutter and the Sword enemies. Afterwards, destroy the next bomb. Keep going left under water, and follow the small platforms upwards. Kill the Cutter, and nab the falling 1-Up. Now, head on back down, and, start swimming to the right, avoiding both spiked enemies when they appear. Now, in a little corner, there's a dark black secret door (colored totally black). Step on the switch in there to get a secret Kirby's Air Grind. Then, keep making your way up the three bigger platforms and the small wooden ladder. Destroy the bomb block and duck so that the spiked enemy just goes right over you. Then you get up and keep going up. Climb on up the four ladders, let the Crash enemy fall, go down and get the Peppy Tonic then go back up through the door. Let both Parasols fall as you avoid them (or inhale them, whatever), then go through that door as well. Here, keep floating up as coacoanuts fall. And at the top, go through that next door. Now, start double-tapping forward to start zooming under the coacoanuts, and also, the blue birds fly right over you. Jump at the end and enter the door.

#### SUB-GAME - KIRBY'S AIR GRIND:

There isn't much of a difference between the difficulties of 1 and 2. But, there are a few differences that are quite obvious, but not like with the Quick Draw. But, this isn't all that difficult. Now, one difference is that the track that you and the other Kirbys race on is longer than in the first Level 1 Difficulty. Next, like in any higher difficulties, the opponents are harder to beat, since it's later on. They're faster and more skilled with their own black pipes on their own courses. Now, is the exact amount of black pipes, and that is 15, which is an exact 5 more than it was in the Level 1 Difficulty. Now, the rewards are the same as with Level 1 Difficulty.

#### V. FIFTH LEVEL:

Right from the start you're underwater with two Freeze enemies across platforms so jump across them, or take their powers. It is your choice once again on this one. Be careful, the ice is slippery, too. At the end, there's an Ice enemy; take it or leave it, but whatever you do, just go through that door afterwards. Next comes a Needle, then falls an elf on a hill. Get the Needle (it's a bit more recommended by ME than Freeze or Ice). Following is Spark, and Laser comes out of nowhere. Then, another Laser, and following is an elf on a dumb ball. At the end near a door falls a Crash enemy, then a Maxim Tomato. Get it, then enter in. Here, kill two first enemies, float on down and destroy the bomb. This takes out all three Sword enemies there, so that you can go across the three frozen platforms there safely. Now, continue swimming up, then destroy the Sword enemy on the platform, then go through that door at the top. Now, I mean it, drop Laser for Fire. Go forward, killing all enemies in your path, then. Destroy first bomb you see, go down and get the 1-Up. Now, go back up, proceed and destroy next bomb. Now, go back, light the fuse, and \*rush\* to the cannon and fall straight in from the top. Jump on the switch to reveal hidden Quick Draw Sub-Game. Now go through the door. Now, go through the final door...

## SUB-GAME - QUICK DRAW:

- WaddleDoo: Yeah, too bad the opponents don't change at all for the difficulty change. But, now, what you need to worry about (or not ^\_^), is WaddleDoo's timing. It lands its indelible mark at exactly 63 counts. This gives you a very adequate amount of time to strike him. Just do it and don't worry.
- Wheelie: Another easy one all in all. It's tougher than he was in the first level of difficulty. Now, his speed of his attack is at 41 counts, but that still is very manageable. All you have to do is nail your attack under that time, it's simple (you shouldn't get even over 15 or so). All right, just finish the match and move on to Chef Kawasaki again...
- Chef Kawasaki: Here is a major jump from 41 to this guy's number. The chef's time at which he attacks is at 17 counts. Don't worry, you should have been able to beat King DeDeDe's before easily, and it's the same amount. If you couldn't well, then you might have some trouble, and you might want to try working on your reflexes. This isn't hard at all, believe me.
- King DeDeDe: All right, now is when you might start having some trouble, but that is only if you can't keep your counts under 13. Yeah, as you might've already guessed, this king's count is now 13, and that is when he will make his indelible mark, but, you could stop him. Just try your best to get it before 13 counts and you can take him out, but it might be quite a bit tough.
- Meta Knight: Now is when I know a lot of you will start having some trouble, but if you can't beat this, how on earth do you ever expect to conquer the 3rd level of difficulty? Anyway, his time is two counts less than the last King DeDeDe's. Uh-huh, it's 11 counts. So, you can only slack up to 10 counts.
- At the end of the game, you can get 1-Up if you managed to get passed the first three enemies (WaddleDoo, Wheelie, and Chef Kawasaki), then 2-Up for getting further than King DeDeDe. And the full prize of 3-Up for beating every one of the enemies (up to Meta Knight).

## VI. SIXTH LEVEL:

First off, I suggest you go back to Yogurt Yard's Battle Arena for Hammer, then come back here. Now, keep going forward, killing all enemies, or avoiding them, don't go through the first door, but rather, fall down, and to the left. Land on the platform and smash the silver blocks and go through that door. Now, step on that switch in there to reveal hidden Warp Star for Orange Ocean world. Now, exit through that door. Now float back up and through the door. Drop Hammer first. In this next area, nab UFO super quickly. There's a lot of UFOs around here, too. Make your way around all enemies, killing them with the UFO ability. Sta on the bottom so at the end you can get a Maxim Tomato. Now get up and through that door, past the normal mushroom enemy. Now, destroy the bomb. You now have two doors to choose from. Note: you don't have to follow the strategy here for them, since you can obliterate them with UFO maximum ability.

### - Top Door:

Mini-Boss 20: Well, first thing you should do is move directly to the middle of the fighting ground, and if you follow my instructions carefully, you will not be hit in this fight at all. Well, from here, he starts out by throwing a bomb at you. As it comes to you, suck it in and spit it back at the boss. This does some good damage. Now, as it does its back and forth jumps, you still stay in the middle and duck it and it won't be able to hit you at all. When it throws another bomb at you, you suck it in once again and then fire it out back at the boss for some more big damage. Okay, it will only take three of those hits from spitting the bombs back at him to beat him out. Now, once it's dead, you can suck it in and swallow it to get the awesome ability, Crash. There are two of them, though, so you'll have to follow these instructions twice at the same time while fighting. Not anything changes besides the fact that there will be two bombs thrown at you at once. Now, after the fight, go through the final

door that's then shown.

- Bottom Door:

Mini-Boss 21: Now, once you're up there with him, you really should have the Spark ability on. Now, go up and use it on him. If he starts crying, he'll begin to start running around to hit you, but you can easily jump over the Mini-Boss and get in another electric hit in on him. If he starts to moon you and show you his posterior anatomy, he'll follow that up by sending an icecube at you. You just put up your Spark barrier and it'll block it out and pops it before it gets to you (sweet deal, huh?). Anyway, get him one more time with the Spark and it'll end him. Another Great Method: Well, this is a super easy way to do it all and finish the Mini-Boss. How it goes is that you have to stand at the top of the ladder below the fight ground take a jump (don't go to the top, though), to lure him out. Now, from then, whenever he starts running over the ladder, you jump up and shock him with the Spark ability (again, don't go to the top of the area). Three turns and it ends the fight. Suck him in if you wish, and, you can get the Freeze ability. Use this for two of them and you'll be fine, since it's pretty much the same.

Afterwards, whichever boss you decide to choose, go through the door that is revealed after the fight is done. Here, before the door, you can get the Candy which is the only state you can become "perfect" in the game for a brief few moments. You have the ultimate ability, plus, invulnerability. Keep moving through the enemies until the end. Here, go to level 4 UFO attack and blast through the silver blocks to get the 1-Up. Go down through the door, then, across to the next door.

Mini-Boss 22: Now after Meta Knight gets out of there after ordering his little minions on you, you are left to fight three kinds of enemies that keep popping out. One is the smallest one with a small axe, the other one throws tridents, and the last one has a big ball and chain. A few good tips are:

- Swallow more of the ones with axes and spit them out at the bigger ones with the tridents to kill two birds with one stone, so to speak.
  - A good way to take out the one throwing tridents is to get up there, quickly suck him up, and shoot him somewhere randomly, or swallow.
  - Always stay clear of the tridents enemies, since they're the hardest and most annoying enemies in this one. There are only the Axe and Tridents enemies in this one, but more health.
  - This fight, different from some last fights, adds another enemy which is an enemy which spins around with a spear. Be careful with it. You know it.
- All in all, this is a fight of medium difficulty, and really, you should not have too much trouble with it. If you do, just follow those top instructions. After the fight, the final door is then revealed. Go through it...

\*\*\* WARP STAR: \*\*\*

Here you can jump across on a star to level 1/2/3/4/5, since you're on level 6 currently. The higher in levels you get to in the game, the more levels you can jump across to using the star at that particular level.

#### VII. WORLD 6 BOSS - META KNIGHT:

In the beginning, Meta Knight drops a sword for you to get. It specifically says "GET IT!". After you do so, you are in command of the Sword ability for the fight, so as you can see, it's a Sword fight to the end. Now, he's very quick, fast and agile. He has one move where he jumps in the air and spins down. It's semi-easy to dodge since it comes from up high and you see it for a while. Also, he has an attack where he charges you with his sword running. All that you have to do to evade this move is to jump in the air. There's also an attack where he goes into the air, and thrusts down with his sword. Evade it

just by moving to any side quickly. If he hits you, it doesn't knock away your sword for this fight. Also, if both of you strike swords at the same time, it makes a clanking of metal sound. Cool, huh? Don't try to take refuge on the platform he came down from, since it does not let you land on it. Main strategy tips for this fight are to constantly stay on the move, try to attack from behind most of the time, and if you need to do it from up front, do it very swiftly. Also, attacking from the air can sometimes be a good idea. Once you take away all of Meta Knight's health, he drops his sword (and it stays in the ground), puts his cape around himself, and disappears away). Get the Star Rod for Orange Ocean Level 6 and then watch the Kirby dance and end this world.

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| Rainbow Resort |=====
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#### I. FIRST LEVEL:

At first, get the Laser enemy, and shoot it at the first ice hill on the ground that you see. This ricochets off and kills the Sleep enemy up there. Here, get up, shoot the platform across from you so that it hits the Cutter enemy below you. Then, jump up and hit the other Sword enemy with Laser. Now, move forward, hit the sloped wall to get the Cutter below you then. Get down, kill normal enemy, then shoot the next ice hill to kill the enemy up on the platform. Now, hit the next ice hill for the next enemy. Now, shoot over the spiked enemy so it bounces four times, hits the bomb block and makes the 1-Up fall. Be careful getting it as to not hit the enemy. Now, jump over it and go through that white door. Start going through all the blocks and enemies, get the Peppy Tonic, and keep moving through the rest of those blocks. At the end, destroy some blocks there, release the normal enemies and kill them, but leave some blocks so that you can stand on them. Now, go back and get a Spark enemy. Destroy all the black blocks and then, use Burning to smash through the silver blocks. Just fall and land on the switch to get a secret Bomb Rally, then go through the door. Slide kick or Burn through the black blocks you're now on and go through the door. There are Beams, Stones, and Swords here. You just get one if you want it, then, make your way over all the rotating cannons to the final door. You can hit the blocks below them to make them fall if you want.

#### SUB-GAME - BOMB RALLY:

This is just a tad harder than the last difficulty. It usually gets quicker faster than the last difficulty, and usually stays like that. Again, don't ever be caught off guard just because you pass the bomb, since they can knock it back to you instead of moving it along, and that's the cause of a lot of down-falls with this game, is not paying attention. If the speed starts getting just too fast for you, you can always slow it down when it gets to you by not hitting it so fast/hard. Of course, it usually always builds back up, in which case you have to slow it down again if you want. It doesn't get too bad though.

#### II. SECOND LEVEL:

Go through the first door...

Note: There's those silver bars at the top of this area. If you go through them you can start this out at the Hammer boss, and at the end, get 5x 1-Ups.

Mini-Boss 23: Well, first thing you should do is move directly to the middle of the fighting ground, and if you follow my instructions carefully, you will not be hit in this fight at all. Well, from here, he starts out by throwing a bomb at you. As it comes to you, suck it in and spit it back at the boss. This does some good damage. Now, as it does its back and forth jumps, you still stay in

the middle and duck it and it won't be able to hit you at all. When it throws another bomb at you, you suck it in once again and then fire it out back at the boss for some more big damage. Okay, it will only take four of those hits from spitting the bombs back at him to beat him out. Now, once it's dead, you can suck it in and swallow it to get the awesome ability, Crash.

Mini-Boss 24: All right, with the Stone ability in place this guy is super easy and chances are, you'll never get any damage done to you in this fight. When it all starts, wait for him to start ringing, and then, in the middle of his ring, jump over him and press B to land on him as a stone and do some good damage. You won't be hurt, either. Now, next time he rings, do the same thing. Also, sometimes he sends musical notes out when ringing, so be careful during your jump up. Do this three times to beat him. Another way to beat him is to wait when he rings and does send those musical notes out, and swallow them and spit them back out at him. It takes three hits of either method to win the fight. Suck him up afterwards for the Mike ability.

Mini-Boss 25: Now, once you're up there with him, you really should have the Spark ability on. Now, go up and use it on him. If he starts crying, he'll begin to start running around to hit you, but you can easily jump over the Mini-Boss and get in another electric hit in on him. If he starts to moon you and show you his posterior anatomy, he'll follow that up by sending an icecube at you. You just put up your Spark barrier and it'll block it out and pops it before it gets to you (sweet deal, huh?). Anyway, get him one more time with the Spark and it'll end him. Another Great Method: Well, this is a super easy way to do it all and finish the Mini-Boss. How it goes is that you have to stand at the top of the ladder below the fight ground take a jump (don't go to the top, though), to lure him out. Now, from then, whenever he starts running over the ladder, you jump up and shock him with the Spark ability (again, don't go to the top of the area). Three turns and it ends the fight. Suck him in if you wish, and, you can get the Freeze ability.

Mini-Boss 26: I suggest first sacrificing any ability you have to spit at the boss for some quick and right-off-the-bat damage to it. He's a big guy with a hammer, but he's not as powerful as he is intimidating. He has a downward bash with his hammer (if it wasn't for this you could've kept Needle or something, as it penetrates it). He also throws coconuts at you, which you can inhale and then knock right back at the big moron. When he slams his hammer on the ground away from you, he leaves stars there for a good 1.5 seconds, and that's your time to suck them in and spit them out at the big boss. It doesn't take much to beat this boss. If you got the Sword ability before this fight, it is also quite useful if you're quick and deadly with the ability. After its downfall, you can inhale and swallow the Mini-Boss for Hammer.

Mini-Boss 27: This thing looks like a retarded elephant. Let go of your ability and spit it at the Mini-Boss. When it jumps up into a flip, it will drop an apple, and those are what you use to do damage from now on. It also has an attack where it jumps up and down three times, and if you're under there, that hurts. Also, its attack where it rolls on the ground at a high speed can also be an annoying killer, so when that is taking place, jump out of the way. Its ability where it just jumps once in an attempt to squish you isn't as bad as the one three in a row. It takes 4 hits to end it. Swallow it for the Throw ability, which is a bit like the BackDrop, just not really as good as it...

Mini-Boss 28: Drop any abilities you have currently and then suck them just to spit back at it for some damage. Or, you could have Wheel on, and whenever it charges you, you press B and it does no damage to you, but a decent amount to the Mini-Boss. Sort of like double Battoujutsu [Kenshin reference]. Now, when the boss attacks you, jump out of the way and don't let it grab you, since it will slam you. If it grabs you on the last bit of health you have, it does a

longer slamming attack. The way to do damage from now on (if you do not have Wheel any longer), is to wait until it unleashes its small little bugs at you. That way, you can suck them up and shoot them at the boss. It requires 5 hits like that if you want to kill it. It can also fly and charge you if you're directly in front of it in the air, so, needless to say, watch out. You can suck it up and swallow it for the BackDrop ability. An explanation of it...: Back Drop: Once you pick up this ability from an enemy that has it, you are able to backslam them down, and it's an instant kill to those little enemies. What happens is that when you inhale in with the B button, Kirby holds the enemy, and when you press the D-Pad in any way, Kirby slams that enemy to their doom with a hard back drop.

Mini-Boss 29: Wow, first new looking Mini-Boss in quite a while, no? Anyway, the first thing to do would definitely be to get rid of any ability that you may have and then launch it back at the fire lion looking Mini-Boss. This does considerable damage to it. So now you may be wondering how to fight now. But, you know me from this guide, you already know that I have a plan, and it's a good and easy one, even for a hard boss (it's not that hard, though, since it's only a Mini-Boss). Anyway, here's the attacks it has for you to look out for: One attack is where it runs, and jumps at you and then falls on its face for a small while. Just avoid it. It drops stars with this, too. Next attack where it looks like it has Burning ability, you jump over it easily, but do it fast, with no wandering off, since it's a quite quick attack. It has three jumps in one place - don't be under it then. That also signifies that it will start to do the first attack that I mentioned. Anyway, the way to do damage in this bout after the initial throwing of your ability is to wait until it does attack 1, and then you inhale its stars that it drops, and spit them at the Mini-Boss lion. It also sometimes runs forward as if you do attack 1, but then jumps back to fake you out, and if you're jumping over it at that time, you might land on it and receive some damage. Well, this not a hard fight, and you will probably beat it simply. Suck it up for Burning.

Now, float as high as you can up and then get on the Warp Star. Here the first thing to do is to take out the Sword enemy and get the Maxim Tomato, since I'm sure you need it after fighting all those bosses consecutively. Now, go through the final door for this level.

### III. THIRD LEVEL:

Here, just use your Burning ability to run through all the Sleep enemies, killing them. Then, at the end, take out the Sword enemy and make your way through the door. Here, go up through the platforms and levels of purple flying enemies and Cutters. Then at the top, get the Maxim Tomato and then, kill the green broomer, then enter that door. Now, run forward, and get the Candy. You are impregnable for the time being. Now, double-tap forward and keep moving fast across all platforms by just running fast. At the end, go through the door there. Here, make it over or under the spikes, jumping fish, and the water. At the end, destroy the block with rotating cannon on it, and get the 1-Up in that corner. Fall on down, destroy the Bomb, get the two falling Peppy Tonics, the Maxim Tomato, and the 1-Up. Watch out for falling bombs. And if you don't get them too quickly, they fall again and you miss them. Head through the last door at the very end of it all.

### IV. FOURTH LEVEL:

Starting from the beginning, there's two Balls, and two birds. Now, pass them and go past all the next Lasers, Sleeps, more birds and Balls. All right, when you go through the door at the end, get past all the Ball enemies in here, then, go through the door. Now, do the same thing in this next room, but it's full of pig normal enemies instead of Balls. Now, in the next room, copy what

you just did, and then do it again in the next place with the blue flying enemies there. The next area you have to do it in is one where there is fast-moving and paced Burning enemies. Good, it's the last one! Now, here, jump the gap whilst eluding the spiked gordo enemy. Now, keep running and doing sliding kicks into all the bombs, past all the enemies and gaps. It's also easy to take the bombs out with the first Spark, and keep it going to take out falling enemies. Now, at the end, through the door. Destroy the first bomb, watch the Crasher explode, etc. Now, go up, and take out the next bomb block you see. Now, wait for the spikes to be out of the way and you go down and get that 1-Up down there that you see. Now, go around destroying all the bombs, then go into the stream of wind, and enter the last door of the level.

#### V. FIFTH LEVEL:

Run past all the Crashes here as they fall, and, be careful that one of them does not land on you. Get one, too, since it'll be of some use to you for what comes up next after you enter the next door...

Mini-Boss 30: I don't suggest you drop Needle ability just yet, but rather wait until the fight starts, then drop it, suck it up, and then fire it at the Mini-Boss. The boss attacks go like this: starts with moving around a bit, then, it stops, falls, and lets out a little baby tire to attack you. You jump over the initial first charges that it comes at you with, get back down on the ground and prepare for this, because it's one of the most important parts in doing any damage for this battle. After that, it does a good amount of damage to the big tire, and then, it goes back to this attacking pattern. It may drop on the right or the left, it doesn't matter, just face that way to grab the small tires. It takes three of this tires hitting it to kill it. But really two if you took my advice and threw the Needle ability star at it in the early-going of the bout. After it's gone, inhale it for the Wheel ability. Here's a small description of the Wheel ability, and just what it does, if you're curious: Wheel: Start rolling and spinning at an incredibly quick and strong velocity, as Kirby does exactly what the name implies, he turns into a wheel, pretty self-explanatory. You don't stop until you hit something or fall, or you press B. Any enemies in your way will be completely and totally wiped out, and you won't be hurt even one bit. Or like I previously suggested before the match-up, you can use the Crash ability at first to take its health down to about 1/5 of what it usually is at its maximum.

Now afterwards go through the door that appears. Now, you have to jump across these wind paths quickly, and past the enemies. Some go up and some go down. The harder ones to get past go down. There are ten in all, and they go in this order: down, up, down, up, down, up, down, up, down, up. Now through the door at the end. Here, get Burning enemy, get on the fuse, jump so that you'll make it right in the little crevasse ahead of you, and then \*rush\* to the cannon to get launched away. Get Peppy Tonic first, though. This leads to 5 1-Ups (5-Up). Now, go through the door, then the final door.

#### VI. SIXTH LEVEL:

Very kiddish and cartoony world here which was taken from the original Gameboy. Here, from the start, just jump any of the bird or normal enemies from the beginning, and any platform, gap, or hill you must hop over. At the end, enter that door. Now, go past the mushroom, elf, etc., enemies here, and at the end, go through that door just as well. Here, simply annihilate any of the normal enemies that come out at you, and jump the one rotating cannon. Just go all the way to the right on the bottom level and get the Maxim Tomato and the other 1-Up. Now, enter the door. Now, hop the water ponds, with the fish in them, and the jumping octopuses. At the end of this area, head through that door. First, get the Peppy Tonic, and kill any enemy that gets in your way here. Okay

now, go down float over the spikes, past the spiked enemy quickly, and go through the black blocks. Take out shelled enemy, get the Maxim Tomato, and then through that other door. Over the spike and over the cannon, avoiding the pink puffs you go here. Then kill the two elves, and then through the door. Now, make your way down and around to the right. Keep going and then slide kick through all the boxes. Keep going up (don't enter the door just yet). Now, go to the top where the moon is and enter it. It's the next secret switch! Which reveals a Warp Star, and after, get the 1-Up and Maxim Tomato. Now, go through the door. All that's left to do is enter the last door!

\*\*\* WARP STAR: \*\*\*

You can now warp to all worlds of the game!!!

#### VII. WORLD 7 BOSS - KING DEDEDE:

Now first, before the fight even begins, I would seriously suggest that you go back and use the Warp Star in Rainbow Resort to go back to World 2. Here, go to the Kirby's Ability Museum and pick up the Laser enemy (not Fire!). Now, go back to Rainbow Resort using the Warp Star, and then, enter King DeDeDe's door, and prepare to fight him. Now, King DeDeDe can get quite challenging, but, with the strategy I'm about to present to you, you'll be able to topple him rather easily. Now, he has a good amount of attacks to use (by the way, note this classic Kirby music playing in the background). Here they are, and how to avoid them best, and how they are: first attack I am to mention is a damn stupid one, and it's where he just runs forward a bit and falls on the ground. Just stay above him with floating to get out of the way of this one. It's hard to get hit by, since it's reach is fairly limited. Now, there's one where he leaps up into the air high, and then lands on his rear, making two stars appear (one behind him and one in front of him). This is avoided best by just predicting where he is going to land (easy, because you can tell by his angle in the air). You can spit on of those stars at him, too. Next attack: he inhales like Kirby does, and stars are flying in. Just stay behind or above him during this, easy... Another one of DeDeDe's moves is when he charges forward a bit, jumps into mid-air, and crashes down with his enormous hammer. This leaves a star behind for spitting, also. Next attack is where he is sucking in air, but you don't see the stars. He then inflates, and starts floating and bouncing all-around the fighting ground. Stay in the corners to avoid this mainly. His last attack the I have not mentioned is where he stands in one place and smashes his hammer on the ground in front of him, leaving behind a star. Just stay out of the hammer's reach and you'll be okay. Now that move prepping is done, time for talking about main strategy: you have Laser, so, whenever you get far from him, start getting at least five hits at one time, because it's fast and strong, and that is why I chose this ability. It also can cancel some of his moves, like the charging hammer hit as he's doing them. It takes 30 hits altogether like this. Or, you could just take his stars and spit them back out at him.

Josh aka Labrynth says:

I have found a way to take King DeDeDe out in 25 seconds max. Here it is: When you are done with the final level - Rainbow Resort - then go back to level 4 in Rainbow Resort and suck up the "ball" power. It is the first power that you see when you enter the level. Then press Start and select the "leave through a door" option. Now go fight King DeDeDe. As soon as you hit the ground press B to activate the power and hold the A button. Kirby will go flying all over the battle area, while smacking the heck out of King DeDeDe's health. This cancels out almost all of his moves. The only one that I have found is the float move, it will hit you if you are underneath him. Other than that this power is the BEST power that I have found so far to fight King DeDeDe with. I timed it and I beat him in 17.5 seconds.

Okay, so, you have your Star Rod, the key to finally beating Nightmare, and ridding Dreamland of it. Now, like last time, I'll go over all of its attacks in-depth: first attack I'll mention is where it shoots three stars out at you in a semi-straight line. This is easy to dodge, just move down or up enough. There's next the one where he shoots a star across the middle, to the top, and the bottom. Get in either the bottom middle area, or the top middle area to avoid this one. Also, the next attack is where he sends two stars one above the other at you. Just go up or down, or stay in the middle. It's hardest attack in this form to dodge is the four stars all at once. A star at the top, at the bottom, and two more towards the middle. I suggest aligning yourself before the attack perfectly in-between the two middle ones (or any two next to each), so when they're shot, they're go over and under you. It's final attack is it shoots 5 blades, individually and rapidly. Just move up, down, and side-to-side, since it's a fairly predictable and easy to see attack(s). Your way of attack is to just keep pressing A and sending stars at it. Also, its variation of the four star attack: he sets it up the same, but you'll have to go randomly to dodge it, since after it shoots, it gets all mangled. Next form comes after enough damage is dealt to it. This form is easier than the last one. Shoot your star (with B now) whenever you see the whirlwind under its exterior to do damage. Its attacks consist of following: three star shot, five star downward shot, finger star zap, quadruple disappearing, tornado touch. Now, those aren't the real names, but they're so apparent and easy to dodge that they require no further explanation. Also, A is to jump here.

NOTE: That now, if you got 100% in the game, you can play through the entire game again as Meta Knight, in a mode that's simply and obviously called "Meta Knight Mode" :) Anyway, whatever, that's the game. Hope you liked guide as well as the game. Move on to the rest of the FAQ if you wish.

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(>)"> 8. SUB MINI-GAMES <("<

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Note: In this section, I will be guiding you through each and every one of the the three mini-games in the game (Sub-Games, is what they're really called), and each of their difficulties. Also note, it's only on Single Player Mode, since I never did the Multiplayer.

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| Quick Draw |=====+  
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My name for this game is "Two Amakakeru Ryu no Hiromeki Clash". That's taken from the anime, Rurouni Kenshin (Samurai X), and is the name of the ultimate technique. This game is a lot like a certain episode where the two ultimate successors of the Hiten Mitsurugi style crashed and settled an old feud. Anyway, let's begin...

I. LEVEL 1 DIFFICULTY:

WaddleDoo: This guy strikes at 82 counts, so that gives you \*a lot\* of time to make your move and take him out. From just reading this, you could strike him anywhere from 1 to 81 counts and be safe, any after that (you have no excuse for this), and you'll be hit by WaddleDoo. Tip: Don't press before mark.

Wheelie: This wheel enemy will get his first strike in at exactly 50 counts of

the numbers. Like with WaddleDoo, this gives you more than enough time to get in your attack and take him out. 49 is the limit as to how much you can wait, so don't take too much time.

Chef Kawasaki: This guy, of course, is the hardest and quickest thus far (this is understandable since he's later than the previous two). His attack comes on 24 counts exactly. So, again, you must make your move at any time before that time comes. It's still not hard at all.

King DeDeDe: Yep, you have to face him here, too. His attack makes its mark at the time of 17 counts. Yep, it gets faster every time, but, 17 counts is nothing at all to worry about. All right, so, just get your attack in right whenever it is you see the exclamation mark (better be at most 16 counts, or else), and that will finish off King DeDeDe. Now, the final challenge.

Meta Knight: All right, it's come down to this, your final battle with the great and powerful Meta Knight. Anyway, what you need to mainly know here is that he strikes at the time of 14 counts, giving you not much time to doze around like the other ones. It's still not too hard since it's only on Level 1 difficulty. Just get your attack in and finish.

## II. LEVEL 2 DIFFICULTY:

WaddleDoo: Yeah, too bad the opponents don't change at all for the difficulty change. But, now, what you need to worry about (or not ^\_^), is WaddleDoo's timing. It lands its indelible mark at exactly 63 counts. This gives you a very adequate amount of time to strike him. Just do it and don't worry.

Wheelie: Another easy one all in all. It's tougher than he was in the first level of difficulty. Now, his speed of his attack is at 41 counts, but that still is very manageable. All you have to do is nail your attack under that time, it's simple (you shouldn't get even over 15 or so). All right, just finish the match and move on to Chef Kawasaki again...

Chef Kawasaki: Here is a major jump from 41 to this guy's number. The chef's time at which he attacks is at 17 counts. Don't worry, you should have been able to beat King DeDeDe's before easily, and it's the same amount. If you couldn't well, then you might have some trouble, and you might want to try working on your reflexes. This isn't hard at all, believe me.

King DeDeDe: All right, now is when you \*might\* start having some trouble, but that is only if you can't keep your counts under 13. Yeah, as you might've already guessed, this king's count is now 13, and that is when he will make his indelible mark, but, you could stop him. Just try your best to get it before 13 counts and you can take him out, but it might be quite a bit tough.

Meta Knight: Now is when I know a lot of you will start having some trouble, but if you can't beat this, how on earth do you ever expect to conquer the 3rd level of difficulty? Anyway, his time is two counts less than the last King DeDeDe's. Uh-huh, it's 11 counts. So, you can only slack up to 10 counts.

## III. LEVEL 3 DIFFICULTY:

WaddleDoo: Heh, God will you be surprised when you see the difference here, and you will probably be quite intimidated by it, too. Anyway, WaddleDoo's time-count here is an 18, and that's a huge jump straight from 63, huh? Anyway, it's still very reasonable, but it's tough imagining later matches...

Wheelie: This guy is where it starts getting hard. Wheelie's count is still manageable, but, it's really different from its previous 41, but now, it's a

much smaller 14. So, just make sure that you get at most a 13 count in your attack. Just be prepared for what lies ahead...

Chef Kawasaki: Okay, this Chef's count for attack is even less than the last difficulty's King DeDeDe's, but, not by a drastic amount, so don't worry... too much. It's only a 1 count deficit, meaning that his count is now 12, so, you'll have no room for slacking off at all in this fight. No lolly-gagging. Pay full attention and you should at least pull off an 11 second hit. It's still manageable, but hard. Move on.

King DeDeDe: Well, I sure hope that you are prepared for quite the challenge. Now, it's not a major change in times from when you just faced off against Chef Kawasaki, but, the time for his attack is now 11 counts, and that is by no means a lot of time at all. Now, you must pull off at most a 10 count attack to beat King DeDeDe in this round. It might take a few tries to do it, though.

Meta Knight: All right, for this I seriously suggest you commit a huge crime just so you can get thrown into isolation. Swallow your GBA with the game in it and sneak it into the solitary confinement chamber. Here, there's no sound besides the game. Clear your mind of all thoughts, and just simply concentrate fully on the game. I'm about to tell you his time, and try not to go insane. You must get 9 counts at most, since his time is 10 counts. You must basically become one with the game. Try to memorize times of when the mark comes up, and time it perfectly. It's possible, just keep trying... By the way, I'm just kidding around about the whole crime thing, of course.

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+=====+
| Bomb Rally |=====
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#### I. LEVEL 1 DIFFICULTY:

Now, there isn't really much noticeable differences in the levels of difficulty in this Sub-Game besides the level of difficulty itself, and not any specifics like seconds or anything. In this game, you will be knocking a bomb back and forth between four Kirbys with frying pans. If one of you mess up, you explode. If opponents explode, they turn into little cute flush things that just knock them back and forth for you remaining ones, but if you go, it just ends. Anyway, here in round one, the bomb usually goes slow, so not too much worries here, but it sometimes can get fast, but it usually slows down after a while most of the time. Don't ever hit the bomb too early or too late, as you can blow yourself up both ways.

#### II. LEVEL 2 DIFFICULTY:

This is just a tad harder than the last difficulty. It usually gets quicker faster than the last difficulty, and usually stays like that. Again, don't ever be caught off guard just because you pass the bomb, since they can knock it back to you instead of moving it along, and that's the cause of a lot of down-falls with this game, is not paying attention. If the speed starts getting just too fast for you, you can always slow it down when it gets to you by not hitting it so fast/hard. Of course, it usually always builds back up, in which case you have to slow it down again if you want. It doesn't get too bad though.

#### III. LEVEL 3 DIFFICULTY:

Now, like with the last game, Quick Draw, is when the game can really start getting intense and fast. It normally starts getting fast moving early on, but, it's really nothing you can't handle, and Level 3 Difficulty was harder in the Quick Draw game. In this level, the Kirbys more often hit it back to the Kirby

that hit it to them more than in the other games, to confuse you, and you need to be fast, especially if it's moving vert fast currently. A good little note would be that once another Kirby explodes, they can only hit it forward, so, no that if you're going to get it hit to you by one, so you don't take any chances or have any thoughts that it might hit the other way due to momentum. Anyway, you can beat it, since it's manageable. Well, now, next game is...

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+=====+
| Kirby's Air Grind |=====
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#### I. LEVEL 1 DIFFICULTY:

Well, there are some major changes in the difficulties in this one, but not really technical ones like there was in the Quick Draw Mini Sub-Game. So, let's just first talk about this. Anyway, the point of this game is you, going up against and racing three other Kirbys. You are on a star, grinding poles, and you have to make it to the end. One catch (or literally, a few catches), and that is the black poles that appear. You hold A throughout the whole race, but except when you reach a black stretch. You let go and slide across then. Now, depending on how you let go of it and slide across it, you can get one of two scores, both of the same score, or one and then the other; you can get a "Good" if you let go almost at the pole, and Good will appear. Also, "Great" occurs when you do it \*perfectly\*, and your let-go is right before the black pole. Now, as you slide across it, you can get another one of the two scores, and that's by starting to hold A again right before, or at the last moment. Black pipes change in size, so some are harder to pull these off on. Anyway, some specifics about Level 1 are: not too many black poles, other Kirbys mess up more often, and the course is not that long. Next difficulty! Altogether, in Level 1 Difficulty, there are 10 black poles in all.

#### II. LEVEL 2 DIFFICULTY:

There isn't much of a difference between the difficulties of 1 and 2. But, there are a few differences that are quite obvious, but not like with the Quick Draw. But, this isn't all that difficult. Now, one difference is that the track that you and the other Kirbys race on is longer than in the first Level 1 Difficulty. Next, like in any higher difficulties, the opponents are harder to beat, since it's later on. They're faster and more skilled with their own black pipes on their own courses. Now, is the exact amount of black pipes, and that is 15, which is an exact 5 more than it was in the Level 1 Difficulty.

#### III. LEVEL 3 DIFFICULTY:

There isn't much of a difference between the difficulties of 1, 2 and 3. But, there are a few differences that are quite obvious, but not like with the Quick Draw. But, this isn't all that difficult. Now, one difference is that the track that you and the other Kirbys race on is longer than in the first Levels 1/2 Difficulty. Next, like in any higher difficulties, the opponents are harder to beat, since it's later on. They're faster and more skilled with their own black pipes on their own courses. Now, is the exact amount of black pipes, and that is 27, which is an exact 12 more than it was in the Level 1 Difficulty. Well, you really should try to get as many "Good" or "Great" combinations on one pipe if possible. When you can't do that, you really should try to just get a quick time, and, try to get at least one "Good" or "Great" on a pipe. And, try not to hit the blabk pipes without letting fo of A.

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+=====+
| Boss Endurance |=====
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In this game, you must go through each World Boss with just one life (ie. also just 6 healths). For the strategies for these bosses, you could look in the Walkthrough, or, in the Boss Strategies section along with the other Mini-Bosses in the game as well. Anyway, and with that, this section is done...

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(>"> 9. BOSS STRATEGIES <"<)

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Mini-Boss 1: Well, first thing you should do is move directly to the middle of the fighting ground, and if you follow my instructions carefully, you will not be hit in this fight at all. Well, from here, he starts out by throwing a bomb at you. As it comes to you, suck it in and spit it back at the boss. This does some good damage. Now, as it does its back and forth jumps, you still stay in the middle and duck it and it won't be able to hit you at all. When it throws another bomb at you, you suck it in once again and then fire it out back at the boss for some more big damage. Okay, it will only take three of those hits from spitting the bombs back at him to beat him out. Now, once it's dead, you can suck it in and swallow it to get the awesome ability, Crash.

Mini-Boss 2: Now, once you're up there with him, you really should have the Spark ability on. Now, go up and use it on him. If he starts crying, he'll begin to start running around to hit you, but you can easily jump over the Mini-Boss and get in another electric hit in on him. If he starts to moon you and show you his posterior anatomy, he'll follow that up by sending an icecube at you. You just put up your Spark barrier and it'll block it out and pops it before it gets to you (sweet deal, huh?). Anyway, get him one more time with the Spark and it'll end him. Another Great Method: Well, this is a super easy way to do it all and finish the Mini-Boss. How it goes is that you have to stand at the top of the ladder below the fight ground take a jump (don't go to the top, though), to lure him out. Now, from then, whenever he starts running over the ladder, you jump up and shock him with the Spark ability (again, don't go to the top of the area). Three turns and it ends the fight.

WORLD 1 BOSS:

First, make your way down both of the first levels, and then down to the area where the tree boss is. I sure hope that you still have the Needle ability, since it is your guarantee that you will be able to beat this boss coming out unscathed. Okay, this boss has two real attacks. It drops apples from the trees at you (usually two or three at a time), or, it puffs wind at you. You want to go right next to the boss without getting hit, and, put out your spikes, and that will keep doing damage simultaneously to the boss, as any apples will just pop upon impact on the spikes, and the wind won't hit you. Now, after 7 hits of the spikes on the boss, it will end the fight.

Mini-Boss 3: I don't suggest you drop Needle ability just yet, but rather, wait until the fight starts, then drop it, suck it up, and then fire it at the Mini-Boss. The boss attacks go like this: starts with moving around a bit, then, it stops, falls, and lets out a little baby tire to attack you. You jump over the initial first charges that it comes at you with, get back down on the ground and prepare for this, because it's one of the most important parts in doing any damage for this battle. After that, it does a good amount of damage to the big tire, and then, it goes back to this attacking pattern. It may drop on the right or the left, it doesn't matter, just face that way to grab the small tires. It takes three of this tires hitting it to kill it. But really two if you took my advice and threw the Needle ability star at it in the early-going of the bout. After it's gone, inhale it for the Wheel ability. Here's a small

description of the Wheel ability, and just what it does, if you're curious: Wheel: Start rolling and spinning at an incredibly quick and strong velocity, as Kirby does exactly what the name implies, he turns into a wheel, pretty self-explanatory. You don't stop until you hit something or fall, or you press B. Any enemies in your way will be completely and totally wiped out, and you won't be hurt even one bit.

Mini-Boss 4: Now, after Meta Knight gets out of there after ordering his little minions on you, you are left to fight three kinds of enemies that keep popping out. One is the smallest one with a small axe, the other one throws tridents, and the last one has a big ball and chain. A few good tips are:

- Swallow more of the ones with axes and spit them out at the bigger ones with the ball and chains to take them out quickly. More pop out until the end.
- A good way to take out the one throwing tridents is to get up there, quickly suck him up, and shoot him somewhere randomly, or swallow.
- Always stay clear of the tridents and ball and chains, and the axe enemies are pretty easy to stay clear of, except they throw things also.

All in all, this is a fight of medium difficulty, and really, you should not have too much trouble with it. If you do, just follow those top instructions.

Mini-Boss 5: All right, with the Stone ability in place, this guy is super easy and chances are, you'll never get any damage done to you in this fight. When it all starts, wait for him to start ringing, and then, in the middle of his ring, jump over him and press B to land on him as a stone and do some good damage. You won't be hurt, either. Now, next time he rings, do the same thing. Also, sometimes he sends musical notes out when ringing, so be careful during your jump up. Do this three times to beat him. Another way to beat him is to wait when he rings and does send those musical notes out, and swallow them and spit them back out at him. It takes three hits of either method to win the fight. Suck him up afterwards for the Mike ability.

#### WORLD 2 BOSS:

So, once you're through the door with King DeDeDe at the top of it, you're fighting the next World Boss in Kirby: Nightmare in Dreamland. Anyway, I'll be offering three strategies for beating this guy. First one would be to keep the Hi-Jump ability you \*may\* have gotten from the Level 5 of this World. How will you utilize this, you ask? Well, simple: Whenever the boss is on the top level of the fighting zone, and he jumps across, you stand directly in the middle and then press B to nail him as he's jumping. Do this about 7 times to finally beat him. The next strategy would be to the Kirby Museum just outside the boss door. Be sure to get the Laser ability, and not the Fire one. Now, when you fighting it, whenever he's drawing at a board, you just start firing. The last strategy is probably the second easiest, and it goes like this: When he draws something, and it comes at you, you suck it in and spit it at him. Now, if you wanted it, here's a list of what he can draw and use to attack you: Bomb, Umbrella, Car, Kirby, Kirby/Beam-ish Enemy, Lightning Cloud, Enemy.

Mini-Boss 6: All right, with the Stone ability in place, this guy is super easy and chances are, you'll never get any damage done to you in this fight. When it all starts, wait for him to start ringing, and then, in the middle of his ring, jump over him and press B to land on him as a stone and do some good damage. You won't be hurt, either. Now, next time he rings, do the same thing. Also, sometimes he sends musical notes out when ringing, so be careful during your jump up. Do this three times to beat him. Another way to beat him is to wait when he rings and does send those musical notes out, and swallow them and spit them back out at him. It takes three hits of either method to win the fight. Suck him up afterwards for the Mike ability. Stone ability could be received by slide kicking the bomb before Crashing, letting go of crash, and getting on of the Stone enemies that fall from the top.

Mini-Boss 8: Drop any abilities you have currently and then inhale them just to spit back at it for some damage. Or, you could have Wheel on, and whenever it charges you, you press B and it does no damage to you, but a decent amount to the Mini-Boss. Sort of like double Battoujutsu [Kenshin reference]. Now, when the boss attacks you, jump out of the way and don't let it grab you, since it will slam you. If it grabs you on the last bit of health you have, it does a longer slamming attack. The way to do damage from now on (if you do not have Wheel any longer), is to wait until it unleashes its small little bugs at you. That way, you can suck them up and shoot them at the boss. It requires 5 hits like that if you want to kill it. It can also fly and charge you if you're directly in front of it in the air, so, needless to say, watch out. You can suck it up and swallow it for the BackDrop ability. An explanation of it...: Back Drop: Once you pick up this ability from an enemy that has it, you are able to backslam them down, and it's an instant kill to those little enemies. What happens is that when you inhale in with the B button, Kirby holds the enemy, and when you press the D-Pad in any way, Kirby slams that enemy to their doom with a hard back drop.

Mini-Boss 9: Now, after Meta Knight gets out of there after ordering his little minions on you, you are left to fight three kinds of enemies that keep popping out. One is the smallest one with a small axe, the other one throws tridents, and the last one has a big ball and chain. A few good tips are:

- Swallow more of the ones with axes and spit them out at the bigger ones with the ball and chains to take them out quickly. More pop out until the end.
- A good way to take out the one throwing tridents is to get up there, quickly suck him up, and shoot him somewhere randomly, or swallow.
- Always stay clear of the tridents and ball and chains, and the axe enemies are pretty easy to stay clear of, except they throw things also.
- This fight, different from the last fight, adds another enemy which is an enemy which spins around with a spear. Be careful with it.

All in all, this is a fight of medium difficulty, and really, you should not have too much trouble with it. If you do, just follow those top instructions.

Mini-Boss 10: I suggest first sacrificing any ability you have to spit at the boss for some quick and right-off-the-bat damage to it. He's a big guy with a hammer, but he's not as powerful as he is intimidating. He has a downward bash with his hammer (if it wasn't for this you could've kept Needle or something, as it penetrates it). He also throws coacanuts at you, which you can inhale and then knock right back at the big moron. When he slams his hammer on the ground away from you, he leaves stars there for a good 1.5 seconds, and that's your time to suck them in and spit them out at the big boss. It doesn't take much to beat this boss. If you got the Sword ability before this fight, it is also quite useful if you're quick and deadly with the ability. After its downfall, you can inhale and swallow the Mini-Boss for Hammer.

#### WORLD 3 BOSS:

Note: This will be in parts of both Moon and Sun.

- Moon: When the Moon is on the ground, discard any ability you have and spit it out at it. Whenever it does its charge at you, simply jump over it and get to its other side. When the Sun sends a beam down, it drops stars. Pick them up and spit it out at the Moon. That's your main strategy for doing damage in this fight, but you'll really be worried about defense even more in the fight. It also has blades which cut you, so, when they come, jump right over them.
- Sun: When this guy starts lighting up and all, that means he's going to begin charging at you. So, just stay above him during this. The Moon constantly sends down stars at you. If you're quick, you can get about three stars at a time and shoot them at the Sun. He also sends blasts at you which you are to jump over also to avoid sustaining any extra damage. It's a medium-hard fight.

Mini-Boss 11: Well, first thing you should do is move directly to the middle of

the fighting ground, and if you follow my instructions carefully, you will not be hit in this fight at all. Well, from here, he starts out by throwing a bomb at you. As it comes to you, suck it in and spit it back at the boss. This does some good damage. Now, as it does its back and forth jumps, you still stay in the middle and duck it and it won't be able to hit you at all. When it throws another bomb at you, you suck it in once again and then fire it out back at the boss for some more big damage. Okay, it will only take three of those hits from spitting the bombs back at him to beat him out. Now, once it's dead, you can suck it in and swallow it to get the awesome ability, Crash. There are two of them, though, so you'll have to follow these instructions twice at the same time while fighting. Not anything changes besides the fact that there will be two bombs thrown at you at once.

Mini-Boss 12: This thing looks like a retarded elephant. Let go of your ability and spit it at the Mini-Boss. When it jumps up into a flip, it will drop an apple, and those are what you use to do damage from now on. It also has an attack where it jumps up and down three times, and if you're under there, that hurts. Also, its attack where it rolls on the ground at a high speed can also be an annoying killer, so when that is taking place, jump out of the way. Its ability where it just jumps once in an attempt to squish you isn't as bad as the one three in a row. It takes 4 hits to end it. Swallow it for the Throw ability, which is a bit like the BackDrop, just not really as good as it...

Mini-Boss 13: Now after Meta Knight gets out of there after ordering his little minions on you, you are left to fight three kinds of enemies that keep popping out. One is the smallest one with a small axe, the other one throws tridents, and the last one has a big ball and chain. A few good tips are:

- Swallow more of the ones with axes and spit them out at the bigger ones with the ball and chains to take them out quickly. More pop out until the end.
- A good way to take out the one throwing tridents is to get up there, quickly suck him up, and shoot him somewhere randomly, or swallow.
- Always stay clear of the tridents and ball and chains, and the axe enemies are pretty easy to stay clear of, except they throw things also.
- You can dodge the one with the rotating spear just by staying away from it and inhaling it, then killing it. Not too hard.
- A good enemy ability to have here is the Throw ability, since you can grab an enemy, and throw them at the other ones.

All in all, this is a fight of medium difficulty, and really, you should not have too much trouble with it. If you do, just follow those top instructions.

Mini-Boss 14: Since you don't get the Stone ability anywhere in this level (unless you successfully kept it from a past level), you'll have to use the second method I offered in the past strategies that I've listed for this guy, and that is still super easy. This way to beat him is to just wait for the time when he rings and does send those musical notes out, and swallow them and spit them back out at him. It takes four hits of either method to win the fight. Suck him up afterwards for the Mike ability. See, this is an easy fight even without having the Stone ability. After the fight is done, go on through the door that is revealed at the top left corner of this battle area.

#### WORLD 4 BOSS:

From the beginning of the fight, go up to the Hi-Jump enemy very quickly, suck it up, and then take its powers. Now, continue to keep pressing B to go upwards and upwards away from the boss (it's easy to tell which it is). Anyway, on the way to the top, there's tons of clouds and Hi-Jumps, so be careful. Try your hardest not to be hit by the boss on the way up, either. Once you are at the top, the boss transforms into what looks more like a cloud with spikes and an eye. From here, all you're doing is fighting, and no more of this running crap, since that gets annoying, doesn't it? Anyway, here is some briefing: It has three attacks mainly: one of them is where it unleashes lightning at you from

under it, and this one is easy to dodge. It's next one is where it inflates even more and starts moving around quickly trying to hit you - you can dodge that by getting into one of the bottom corners and ducking down. Next attack it has is dropping a Hi-Jump enemy. Suck it up if you need it, get it and spit it back at the boss, or, you can just kill regularly. Best way to attack it is to have the Hi-Jump ability, and then, getting under it when it isn't unleashing that lightning. Then, tap B to use the move and do damage to it. It takes 6 hits like this to kill the boss. Or, you could of course take the Hi-Jumps it sends out and spit them back at him, and that also takes just 6 hits. But, the other method is more preferred since it requires less effort to do.

Mini-Boss 15: I suggest first sacrificing any ability you have to spit at the boss for some quick and right-off-the-bat damage to it. He's a big guy with a hammer, but he's not as powerful as he is intimidating. He has a downward bash with his hammer (if it wasn't for this you could've kept Needle or something, as it penetrates it). He also throws coconuts at you, which you can inhale and then knock right back at the big moron. When he slams his hammer on the ground away from you, he leaves stars there for a good 1.5 seconds, and that's your time to suck them in and spit them out at the big boss. It doesn't take much to beat this boss. If you got the Sword ability before this fight, it is also quite useful if you're quick and deadly with the ability. After its downfall, you can inhale and swallow the Mini-Boss for Hammer.

Mini-Boss 16: Now after Meta Knight gets out of there after ordering his little minions on you, you are left to fight three kinds of enemies that keep popping out. One is the smallest one with a small axe, the other one throws tridents, and the last one has a big ball and chain. A few good tips are:

- Swallow more of the ones with axes and spit them out at the bigger ones with the tridents to kill two birds with one stone, so to speak.
- A good way to take out the one throwing tridents is to get up there, quickly suck him up, and shoot him somewhere randomly, or swallow.
- Always stay clear of the tridents enemies, since they're the hardest and most annoying enemies in this one. There are only the Axe and Tridents enemies in this one, but more health.
- A good enemy ability to have here is the Throw ability, since you can grab and enemy, and throw them at the other ones.

All in all, this is a fight of medium difficulty, and really, you should not have too much trouble with it. If you do, just follow those top instructions.

Mini-Boss 17: Wow, first new looking Mini-Boss in quite a while, no? Anyway, the first thing to do would definitely be to get rid of any ability that you may have and then launch it back at the fire lion looking Mini-Boss. This does considerable damage to it. So now you may be wondering how to fight now. But, you know me from this guide, you already know that I have a plan, and it's a good and easy one, even for a hard boss (it's not that hard, though, since it's only a Mini-Boss). Anyway, here's the attacks it has for you to look out for: One attack is where it runs, and jumps at you and then falls on its face for a small while. Just avoid it. It drops stars with this, too. Next attack where it looks like it has Burning ability, you jump over it easily, but do it fast, with no wandering off, since it's a quite quick attack. It has three jumps in one place - don't be under it then. That also signifies that it will start to do the first attack that I mentioned. Anyway, the way to do damage in this bout after the initial throwing of your ability is to wait until it does attack 1, and then you inhale its stars that it drops, and spit them at the Mini-Boss lion. It also sometimes runs forward as if you do attack 1, but then jumps back to fake you out, and if you're jumping over it at that time, you might land on it and receive some damage. Well, this not a hard fight, and you will probably beat it simply. Suck it up for Burning.

WORLD 5 BOSS:

Sorta hard boss this one is. Anyway, a good ability to have in the beginning is the Hammer to do some quick preliminary damage, but it will inevitably be knocked out of you. When it is, suck it up and spit it at the boss. It uses its spiked balls to break through the ground, so in the beginning, just follow it, and in no time flat, everything starts to get interesting. You have to follow it in angles, also, or else you'll get caught behind and die. It sometimes lets out little robotic things which you can suck up and spit at the boss for some damage. Don't ever get too close to the boss, though, since it can hit you for some good damage. You'll know to get ready to inhale an enemy when its front latches open, then inhale. Now spit it at him. By this point, its health should really be down to half way. Once you get its health \*extremely\* low, it stops for a second, then starts to move very fast, and this is when it gets very hard to do any damage, but, like anything in the game, it's possible. He also dispatches robots less often by this point. Anyway, one more bit of damage and the old bucket of bolts is toast. Get the Star Rod for this level, watch the little cute Kirby dance, and move on to Orange Ocean world.

Mini-Boss 18: This thing looks like a retarded elephant. Let go of your ability and spit it at the Mini-Boss. When it jumps up into a flip, it will drop an apple, and those are what you use to do damage from now on. It also has an attack where it jumps up and down three times, and if you're under there, that hurts. Also, its attack where it rolls on the ground at a high speed can also be an annoying killer, so when that is taking place, jump out of the way. Its ability where it just jumps once in an attempt to squish you isn't as bad as the one three in a row. It takes 4 hits to end it. Swallow it for the Throw ability, which is a bit like the BackDrop, just not really as good as it... By the way, since this goes into the water, jump up and swallow the apples it throws at you to get them. Or, you can spray it with water. Special strategy: If you have the Hammer move, stay on the small block at the top and wait for it to jump up there, then smash it with the Hammer.

Mini-Boss 19: I suggest first sacrificing any ability you have to spit at the boss for some quick and right-off-the-bat damage to it. He's a big guy with a hammer, but he's not as powerful as he is intimidating. He has a downward bash with his hammer (if it wasn't for this you could've kept Needle or something, as it penetrates it). He also throws coconuts at you, which you can inhale and then knock right back at the big moron. When he slams his hammer on the ground away from you, he leaves stars there for a good 1.5 seconds, and that's your time to suck them in and spit them out at the big boss. It doesn't take much to beat this boss. If you got the Sword ability before this fight, it is also quite useful if you're quick and deadly with the ability. After its downfall, you can inhale and swallow the Mini-Boss for Hammer.

NOTE: THE FOLLOWING TWO ARE AN OPTION. YOU'LL BE DOING ONE OF THE TWO.

- Top Door:

Mini-Boss 20: Well, first thing you should do is move directly to the middle of the fighting ground, and if you follow my instructions carefully, you will not be hit in this fight at all. Well, from here, he starts out by throwing a bomb at you. As it comes to you, suck it in and spit it back at the boss. This does some good damage. Now, as it does its back and forth jumps, you still stay in the middle and duck it and it won't be able to hit you at all. When it throws another bomb at you, you suck it in once again and then fire it out back at the boss for some more big damage. Okay, it will only take three of those hits from spitting the bombs back at him to beat him out. Now, once it's dead, you can suck it in and swallow it to get the awesome ability, Crash. There are two of them, though, so you'll have to follow these instructions twice at the same time while fighting. Not anything changes besides the fact that there will be two bombs thrown at you at once. Now, after the fight, go through the final door that's then shown.

- Bottom Door:

Mini-Boss 21: Now, once you're up there with him, you really should have the Spark ability on. Now, go up and use it on him. If he starts crying, he'll begin to start running around to hit you, but you can easily jump over the Mini-Boss and get in another electric hit in on him. If he starts to moon you and show you his posterior anatomy, he'll follow that up by sending an icecube at you. You just put up your Spark barrier and it'll block it out and pops it before it gets to you (sweet deal, huh?). Anyway, get him one more time with the Spark and it'll end him. Another Great Method: Well, this is a super easy way to do it all and finish the Mini-Boss. How it goes is that you have to stand at the top of the ladder below the fight ground take a jump (don't go to the top, though), to lure him out. Now, from then, whenever he starts running over the ladder, you jump up and shock him with the Spark ability (again, don't go to the top of the area). Three turns and it ends the fight. Suck him in if you wish, and, you can get the Freeze ability. Use this for two of them and you'll be fine, since it's pretty much the same.

Mini-Boss 22: Now after Meta Knight gets out of there after ordering his little minions on you, you are left to fight three kinds of enemies that keep popping out. One is the smallest one with a small axe, the other one throws tridents, and the last one has a big ball and chain. A few good tips are:

- Swallow more of the ones with axes and spit them out at the bigger ones with the tridents to kill two birds with one stone, so to speak.
  - A good way to take out the one throwing tridents is to get up there, quickly suck him up, and shoot him somewhere randomly, or swallow.
  - Always stay clear of the tridents enemies, since they're the hardest and most annoying enemies in this one. There are only the Axe and Tridents enemies in this one, but more health.
  - This fight, different from some last fights, adds another enemy which is an enemy which spins around with a spear. Be careful with it. You know it.
- All in all, this is a fight of medium difficulty, and really, you should not have too much trouble with it. If you do, just follow those top instructions. After the fight, the final door is then revealed. Go through it...

WORLD 6 BOSS - META KNIGHT:

In the beginning, Meta Knight drops a sword for you to get. It specifically says "GET IT!". After you do so, you are in command of the Sword ability for the fight, so as you can see, it's a Sword fight to the end. Now, he's very quick, fast and agile. He has one move where he jumps in the air and spins down. It's semi-easy to dodge since it comes from up high and you see it for a while. Also, he has an attack where he charges you with his sword running. All that you have to do to evade this move is to jump in the air. There's also an attack where he goes into the air, and thrusts down with his sword. Evade it just by moving to any side quickly. If he hits you, it doesn't knock away your sword for this fight. Also, if both of you strike swords at the same time, it makes a clanking of metal sound. Cool, huh? Don't try to take refuge on the platform he came down from, since it does not let you land on it. Main strategy tips for this fight are to constantly stay on the move, try to attack from behind most of the time, and if you need to do it from up front, do it very swiftly. Also, attacking from the air can sometimes be a good idea. Once you take away all of Meta Knight's health, he drops his sword (and it stays in the ground), puts his cape around himself, and disappears away). Get the Star Rod for Orange Ocean Level 6 and then watch the Kirby dance and end this world.

Mini-Boss 23: Well, first thing you should do is move directly to the middle of the fighting ground, and if you follow my instructions carefully, you will not be hit in this fight at all. Well, from here, he starts out by throwing a bomb at you. As it comes to you, suck it in and spit it back at the boss. This does some good damage. Now, as it does its back and forth jumps, you still stay in

the middle and duck it and it won't be able to hit you at all. When it throws another bomb at you, you suck it in once again and then fire it out back at the boss for some more big damage. Okay, it will only take four of those hits from spitting the bombs back at him to beat him out. Now, once it's dead, you can suck it in and swallow it to get the awesome ability, Crash.

Mini-Boss 24: All right, with the Stone ability in place this guy is super easy and chances are, you'll never get any damage done to you in this fight. When it all starts, wait for him to start ringing, and then, in the middle of his ring, jump over him and press B to land on him as a stone and do some good damage. You won't be hurt, either. Now, next time he rings, do the same thing. Also, sometimes he sends musical notes out when ringing, so be careful during your jump up. Do this three times to beat him. Another way to beat him is to wait when he rings and does send those musical notes out, and swallow them and spit them back out at him. It takes three hits of either method to win the fight. Suck him up afterwards for the Mike ability.

Mini-Boss 25: Now, once you're up there with him, you really should have the Spark ability on. Now, go up and use it on him. If he starts crying, he'll begin to start running around to hit you, but you can easily jump over the Mini-Boss and get in another electric hit in on him. If he starts to moon you and show you his posterior anatomy, he'll follow that up by sending an icecube at you. You just put up your Spark barrier and it'll block it out and pops it before it gets to you (sweet deal, huh?). Anyway, get him one more time with the Spark and it'll end him. Another Great Method: Well, this is a super easy way to do it all and finish the Mini-Boss. How it goes is that you have to stand at the top of the ladder below the fight ground take a jump (don't go to the top, though), to lure him out. Now, from then, whenever he starts running over the ladder, you jump up and shock him with the Spark ability (again, don't go to the top of the area). Three turns and it ends the fight. Suck him in if you wish, and, you can get the Freeze ability.

Mini-Boss 26: I suggest first sacrificing any ability you have to spit at the boss for some quick and right-off-the-bat damage to it. He's a big guy with a hammer, but he's not as powerful as he is intimidating. He has a downward bash with his hammer (if it wasn't for this you could've kept Needle or something, as it penetrates it). He also throws coconuts at you, which you can inhale and then knock right back at the big moron. When he slams his hammer on the ground away from you, he leaves stars there for a good 1.5 seconds, and that's your time to suck them in and spit them out at the big boss. It doesn't take much to beat this boss. If you got the Sword ability before this fight, it is also quite useful if you're quick and deadly with the ability. After its downfall, you can inhale and swallow the Mini-Boss for Hammer.

Mini-Boss 27: This thing looks like a retarded elephant. Let go of your ability and spit it at the Mini-Boss. When it jumps up into a flip, it will drop an apple, and those are what you use to do damage from now on. It also has an attack where it jumps up and down three times, and if you're under there, that hurts. Also, its attack where it rolls on the ground at a high speed can also be an annoying killer, so when that is taking place, jump out of the way. Its ability where it just jumps once in an attempt to squish you isn't as bad as the one three in a row. It takes 4 hits to end it. Swallow it for the Throw ability, which is a bit like the BackDrop, just not really as good as it...

Mini-Boss 28: Drop any abilities you have currently and then suck them just to spit back at it for some damage. Or, you could have Wheel on, and whenever it charges you, you press B and it does no damage to you, but a decent amount to the Mini-Boss. Sort of like double Battoujutsu [Kenshin reference]. Now, when the boss attacks you, jump out of the way and don't let it grab you, since it will slam you. If it grabs you on the last bit of health you have, it does a

longer slamming attack. The way to do damage from now on (if you do not have Wheel any longer), is to wait until it unleashes its small little bugs at you. That way, you can suck them up and shoot them at the boss. It requires 5 hits like that if you want to kill it. It can also fly and charge you if you're directly in front of it in the air, so, needless to say, watch out. You can suck it up and swallow it for the BackDrop ability. An explanation of it...: Back Drop: Once you pick up this ability from an enemy that has it, you are able to backslam them down, and it's an instant kill to those little enemies. What happens is that when you inhale in with the B button, Kirby holds the enemy, and when you press the D-Pad in any way, Kirby slams that enemy to their doom with a hard back drop.

Mini-Boss 29: Wow, first new looking Mini-Boss in quite a while, no? Anyway, the first thing to do would definitely be to get rid of any ability that you may have and then launch it back at the fire lion looking Mini-Boss. This does considerable damage to it. So now you may be wondering how to fight now. But, you know me from this guide, you already know that I have a plan, and it's a good and easy one, even for a hard boss (it's not that hard, though, since it's only a Mini-Boss). Anyway, here's the attacks it has for you to look out for: One attack is where it runs, and jumps at you and then falls on its face for a small while. Just avoid it. It drops stars with this, too. Next attack where it looks like it has Burning ability, you jump over it easily, but do it fast, with no wandering off, since it's a quite quick attack. It has three jumps in one place - don't be under it then. That also signifies that it will start to do the first attack that I mentioned.

Mini-Boss 30: I don't suggest you drop Needle ability just yet, but rather wait until the fight starts, then drop it, suck it up, and then fire it at the Mini-Boss. The boss attacks go like this: starts with moving around a bit, then, it stops, falls, and lets out a little baby tire to attack you. You jump over the initial first charges that it comes at you with, get back down on the ground and prepare for this, because it's one of the most important parts in doing any damage for this battle. After that, it does a good amount of damage to the big tire, and then, it goes back to this attacking pattern. It may drop on the right or the left, it doesn't matter, just face that way to grab the small tires. It takes three of this tires hitting it to kill it. But really two if you took my advice and threw the Needle ability star at it in the early-going of the bout. After it's gone, inhale it for the Wheel ability. Here's a small description of the Wheel ability, and just what it does, if you're curious: Wheel: Start rolling and spinning at an incredibly quick and strong velocity, as Kirby does exactly what the name implies, he turns into a wheel, pretty self-explanatory. You don't stop until you hit something or fall, or you press B. Any enemies in your way will be completely and totally wiped out, and you won't be hurt even one bit. Or like I previously suggested before the match-up, you can use the Crash ability at first to take its health down to about 1/5 of what it usually is at its maximum.

#### WORLD 7 BOSS - KING DEDEDE:

Now first, before the fight even begins, I would seriously suggest that you go back and use the Warp Star in Rainbow Resort to go back to World 2. Here, go to the Kirby's Ability Museum and pick up the Laser enemy (not Fire!). Now, go back to Rainbow Resort using the Warp Star, and then, enter King DeDeDe's door, and prepare to fight him. Now, King DeDeDe can get quite challenging, but, with the strategy I'm about to present to you, you'll be able to topple him rather easily. Now, he has a good amount of attacks to use (by the way, note this classic Kirby music playing in the background). Here they are, and how to avoid them best, and how they are: first attack I am to mention is a damn stupid one, and it's where he just runs forward a bit and falls on the ground. Just stay above him with floating to get out of the way of this one. It's hard to get hit by, since it's reach is fairly limited. Now, there's one where he leaps up into

the air high, and then lands on his rear, making two stars appear (one behind him and one in front of him). This is avoided best by just predicting where he is going to land (easy, because you can tell by his angle in the air). You can spit on of those stars at him, too. Next attack: he inhales like Kirby does, and stars are flying in. Just stay behind or above him during this, easy... Another one of DeDeDe's moves is when he charges forward a bit, jumps into mid-air, and crashes down with his enormous hammer. This leaves a star behind for spitting, also. Next attack is where he is sucking in air, but you don't see the stars. He then inflates, and starts floating and bouncing all-around the fighting ground. Stay in the corners to avoid this mainly. His last attack the I have not mentioned is where he stands in one place and smashes his hammer on the ground in front of him, leaving behind a star. Just stay out of the hammer's reach and you'll be okay. Now that move prepping is done, time for talking about main strategy: you have Laser, so, whenever you get far from him, start getting at least five hits at one time, because it's fast and strong, and that is why I chose this ability. It also can cancel some of his moves, like the charging hammer hit as he's doing them. It takes 30 hits altogether like this. Or, you could just take his stars and spit them back out at him. This will take 9 hits or so.

Josh aka Labrynth says:

I have found a way to take King DeDeDe out in 25 seconds max. Here it is: When you are done with the final level - Rainbow Resort - then go back to level 4 in Rainbow Resort and suck up the "ball" power. It is the first power that you see when you enter the level. Then press Start and select the "leave through a door" option. Now go fight King DeDeDe. As soon as you hit the ground press B to activate the power and hold the A button. Kirby will go flying all over the battle area, while smacking the heck out of King DeDeDe's health. This cancels out almost all of his moves. The only one that I have found is the float move, it will hit you if you are underneath him. Other than that this power is the BEST power that I have found so far to fight King DeDeDe with. I timed it and I beat him in 17.5 seconds.

<( " )> FINAL BOSS - NIGHTMARES: (^"^^)

Okay, so, you have your Star Rod, the key to finally beating Nightmare, and ridding Dreamland of it. Now, like last time, I'll go over all of its attacks in-depth: first attack I'll mention is where it shoots three stars out at you in a semi-straight line. This is easy to dodge, just move down or up enough. There's next the one where he shoots a star across the middle, to the top, and the bottom. Get in either the bottom middle area, or the top middle area to avoid this one. Also, the next attack is where he sends two stars one above the other at you. Just go up or down, or stay in the middle. It's hardest attack in this form to dodge is the four stars all at once. A star at the top, at the bottom, and two more towards the middle. I suggest aligning yourself before the attack perfectly in-between the two middle ones (or any two next to each), so when they're shot, they're go over and under you. It's final attack is it shoots 5 blades, individually and rapidly. Just move up, down, and side-to-side, since it's a fairly predictable and easy to see attack(s). Your way of attack is to just keep pressing A and sending stars at it. Also, its variation of the four star attack: he sets it up the same, but you'll have to go randomly to dodge it, since after it shoots, it gets all mangled. Next form comes after enough damage is dealt to it. This form is easier than the last one. Shoot your star (with B now) whenever you see the whirlwind under its exterior to do damage. Its attacks consist of following: three star shot, five star downward shot, finger star zap, quadruple disappearing, tornado touch. Now, those aren't the real names, but they're so apparent and easy to dodge that they require no further explanation. Also, A is to jump here.

Let me just say that I always give credit where it is due, so if someone is not on here it means that they did not contribute to this FAQ. Let's cut the chit-chat and take a look at the legends who helped me out while making this FAQ, and which without, the FAQ couldn't be completed. Bow before them...

- Nintendo: For making yet another awesome Kirby game. Also, for all the great consoles and game titles over the years like Mario, Metroid, Zelda, Kirby, F-Zero, etc., over the N64, NES, GBs, SNES, GCN, and more.
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- And, SinirothX: Hey, this guide wouldn't even have been started or in existence if it weren't for my hard work, dedication, determination, and literally breaking my rear day in and day out for this guide and this truly great game by Nintendo.

If you want to be famous and get your name on here, e-mail me something I don't have here in my guide and I will put your name on here with the rest of them. My e-mail adress is here and at top of guide: InfiniteZero000@aol.com. Anyway, I hope you liked the guide. Later...