

Kirby 64: The Crystal Shards Walkthrough v2

by InvaderHera

Updated on Aug 30, 2004

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crystal shards and stop Dark Matter.

Ribbon: Ribbon is one of the fairies that lived on Ripple Star, the planet taken over by Dark Matter. She tried to escape with the crystal, but the crystal was broken when she was attacked by Dark Matter.

Kirby must help this poor fairy!

Waddle Dee: Normally enemies of Kirby, this Waddle Dee wants to help him on his quest. He'll help our hero get through certain areas.

King Dedede: King Dedede often causes trouble for Kirby and the other residents of Pop Star, but this time around, he's actually helpful. He'll let Kirby ride on his back while he breaks down barriers with his hammer.

Adeleine: Adeleine is a young painter. Her paintings can provide Kirby with much needed Maxim Tomatoes and extra lives.

3. CONTROLS

A (on land): jump

A (in midair): fly for a limited time

A (in water): swim

B: hold to inhale things, press again to spit it back out; after gaining a power, press B to use it

B (while flying): stop flying, which lets you release a puff of air to attack with

L, R, or C (after swallowing something): lift something, press again to throw, use C-up to throw something upwards

Left or right control pad: move, press twice quickly to run

Down control pad (on land): duck, swallow something you inhaled

Down control pad (on certain platforms): go through platform

Down on control pad (on switches): press down switch

Down control pad+ A: slide

START: pause game

4. POWERS

SINGLE POWERS

Bomb: Kirby will throw a bomb. The longer you hold B, the farther and higher it will go.

Burn: Kirby turns into a little comet-like thing and shoots forward a short distance.

Cutter: Kirby will use part of his body as a boomerang. While he's in two pieces, he can't grab things or fly.

Ice: Hold B, and Kirby can freeze enemies and turn them into blocks of ice. You can then hit the blocks to push them into other things.

Needle: Kirby will get spikes on his body for a short time.

Spark: Hold down B and Kirby will get electricity around him to defeat enemies with.

Stone: Kirby will turn into a rock. You can slowly walk around like this, and you can also press down on the control pad to make him go back into a ball form. Press B to attack, which also turns you back into normal Kirby. As a rock, certain enemy attacks are blocked, but Kirby

can't go up hills or jump. Touching an enemy will break the rock and hurt Kirby.</p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>DOUBLE POWERS<o:p></o:p></pre><pre>Double Bomb: Kirby will shoot missiles out of his mouth that kind of home in on enemies. Hold B longer to shoot more missiles (up to three).<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Double Burn: Kirby will go a long distance as a comet. He can defeat a lot of enemies in his path, but you can't control where he stops, so he often lands in dangerous places afterward.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Double Cutter: This is just a bigger boomerang attack than that of single Cutter.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Double Ice: Kirby rolls up into a snowball and rolls forward. Any enemy in his path will get pulled in, and when you hit something or press B, all the enemies with you will be defeated.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Double Needle: A bunch of pointy objects come out of Kirby for a short time.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Double Spark: This attack has a bigger range than single Spark, and when you get close to certain enemies, they may get struck with lightning bolts.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Double Stone: This is the same as single Stone, except that Kirby's bigger.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>POWER COMBOS<o:p></o:p></pre><pre>Bomb/Burn: Kirby jumps in the air and does some kind of firework thing. You can do it a couple times while he's in the air.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Bomb/Cutter: Kirby throws a little ninja star that sticks to enemies and blows up.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Bomb/Ice: Kirby turns into a snowman, walks around for a bit, then, blows up.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><span

style='font-size:12.0pt;font-family:"Times New Roman"'>Bomb/Needle: Kirby turns into a Gordo. You can move around for a few seconds until he shoots spikes and turns back into normal Kirby, or you can just press B to attack.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Bomb/Spark: Kirby turns into a light bulb and then blows up later on. You have to hold down B or it won't work.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Bomb/Stone: Kirby will drop some dynamite that explodes after a few seconds. Press down on the control pad to get a hard hat so the explosion won't hurt you. (Get the hard hat on <o:p></o:p></pre><pre>immediately. If the dynamite touches an enemy, it will blow up right away.)<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Burn/Cutter: Kirby gets a fiery sword. Press B to slash at enemies. Press up on the control pad to hold it straight up and then B again to throw it.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Burn/Ice: Kirby burns and freezes enemies at the same time because he's special like that.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Burn/Needle: Kirby shoots fire arrows. Hold B down longer for him to shoot higher.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Burn/Spark: You must hold down B at first. Kirby rubs a piece of glass on his head for a little bit until it lights his head on fire, and then he'll run around looking terrified.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Burn/Stone: Kirby turns into a little volcano and shoots balls of fire from his head. Use the control pad to aim.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Cutter/Ice: Kirby ice skates. You have to jump to attack; simply running into enemies won't work.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Cutter/Needle: Kirby gets these two spiky things on his sides and they go upward, like scissors.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Cutter/Spark: Kirby gets a double-bladed lightning sword. Press B for him to twirl

it. Press down on the control pad for him to put it away. Away to where? I don't know.

Cutter/Stone: Kirby turns into different stone critters. (Do they look familiar to you?) Kirby can't move when he's a fish. As a bird, press A to flap its wings. As a hamster, you can climb up walls by jumping onto the wall and repeatedly pressing A with good timing. As the cat, you can jump two times in midair.

Ice/Stone: Kirby changes into a tea pot and slides around. You can't jump during this.

Ice/Needle: Kirby turns into a snowflake. Just hold B, and he'll grow spikes of ice that freeze enemies.

Ice/Spark: Kirby turns into a fridge and shoots out food for a short time.

Needle/Spark: Kirby gets a needle on his head and lightning strikes it.

Needle/Stone: Kirby gets a drill and moves forward as long as B is pressed. If you press down on the control pad and B, he'll have the drill beneath him. You can't jump with this.

Spark/Stone: Kirby will get a nice pet rock, attached to him with an electric leash. It'll bounce around, but when it comes back to Kirby, it will break, so try to dodge it to make it last longer.

You can't fly during this.

5. ITEMS

1-Up: These give you an extra life.

Blue Star: When you return to a place that previously had a shard, you'll find one of these blue stars. These are worth 10 stars.

Crystal Shard: Shards of the crystal Ribbon tried to protect from Dark Matter. Collect them all and something special might happen...

Food: Other food items, while still delicious, only recover one unit of health each.

Green Star: You can only get these at the end of a level, during the picnic game. It's worth 3 stars.

Info Card: These are only at the end of levels, during the picnic game. They give you enemy names, found in the Enemy Info section in the Options menu.

Invincibility Candy: These make Kirby invincible for a limited time.

Maxim Tomato: Yum, Kirby's favorite food will recover all of his health.

Red Star: You can only get these at the end of a level, during the picnic game. It's worth 5 stars.

Yellow Star: Once you collect enough of stars, you'll get an extra life. These yellow stars are worth one each, but they're all over the place.

6. ENEMIES

This list is finally complete! Enjoy!

0²: It will take you a lot of

Bouncy: Bouncies are pink things that jump up and down, making them hard to hit at times.

Power: None

Bronto

Burt: Bronto Burt is a pink ball that flies around.> They can be annoying because they sometimes like to swoop down towards you or even follow you around.

Power: None

Bumber

Bumber is a small orange thing with a purple hat that it uses as a parachute.> It will float down from the sky, then, walk around.

Power: None

Burnie

Power: Burn

Cairn: These enemies are odd (and they make me think of bird nests, for some reason).> They are made of three, apparently stone, parts piled on top of one another, and they hop around.> And

they

are nice autumn colors, too.

Power: Stone

Chacha

Chacha is a dancing thing that attacks you with maracas.

Power: None

Chilly: Chilly is the angry-looking snowman.> It can make icy stuff around it, which hurts you and protects it from harm.

Power: Ice

Drop: Drops drop from ceilings and look like droplets of water with a red nucleus.

Power: None

Emp

Emp is a weird penguin that is afraid of Kirby, I guess.

When it sees you, it runs.

Power: Ice

Fishbone: Fishbone looks like arrows that shoot their front arrow at you when you get close.

Luckily, the thing doesn't shoot very far.

Power: Cutter

Flopper: These are the red fish.

Power: None

Flora: Floras are flowers that slowly float down from the ceiling.

Power: None

Flutter: These are just butterflies.

They are not enemies, can't be inhaled, and I never remember even seeing them before.

Power: None

Frigis

Frigis looks like a bird made of ice.

They fly around and drop ice on you from above and sometimes they dive to the ground and die.

Power: Ice

Gabon

These guys are blue with skulls on top of them.

They throw bones at you, and when


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style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Hack: These are creepy, evil axes
with feet.<span style='mso-spacerun:yes'> </span>They stand around, and when they see
you, they run at you to try and...hack you.<o:p></o:p></span></pre><pre><span
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<span
style='font-size:12.0pt;font-family:"Times New Roman"'>HR-H: This is the first phase of
the fifth boss, a robot that can shoot rockets and lasers at you.<o:p></o:p></span></pre>
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<span
style='font-size:12.0pt;font-family:"Times New Roman"'>HR-E: HR-H will turn into this.
<span style='mso-spacerun:yes'> </span>Again, it's a robot that has some ill feelings
towards Kirby.<o:p></o:p></span></pre><pre><span
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<span
class=SpellE><span style='font-size:12.0pt;font-family:"Times New Roman"'>Ignus</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'>: <span class=SpellE>Ignus</span>
are rocks that fall from the ceiling.<span style='mso-spacerun:yes'> </span>It's best to
inhale them to keep them from landing on poor Kirby's head.<o:p></o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Power: None<o:p></o:p></span></pre>
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<span
class=SpellE><span style='font-size:12.0pt;font-family:"Times New Roman"'>Kacti</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'>: <span class=SpellE>Kacti</span>
is a little cactus that hops or spins around.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Power: Needle<o:p></o:p></span>
</pre><pre><span
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<span
class=SpellE><span style='font-size:12.0pt;font-family:"Times New Roman"'>Kany</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'>: These are crabs.<span style='mso-
spacerun:yes'> </span>If you shoot or throw something at them, they can just break it
with their claws, so make sure they're not snipping their claws when you attack them.<o:p>
</o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Power: None<o:p></o:p></span></pre>
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<span
class=SpellE><span style='font-size:12.0pt;font-family:"Times New Roman"'>Kapar</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'>: These are the little green guys
that throw stuff at you.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Power: Cutter<o:p></o:p></span>
</pre><pre><span
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<span
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class=SpellE>Keke
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>: Keke
are witches you sometimes see in the background, but they don't attack you, and you can't
attack them.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Power: None<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
class=SpellE>Magman
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>: This lava (excuse me, magma)
creature is the fourth boss.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Power: None<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
class=SpellE>Magoo
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>: These are fire <span
class=SpellE>Bos, pretty much. They just
jump out of lava and stuff.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Power: Burn<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
class=SpellE>Mahall
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>: Mahall
looks like a black hole until you come <span
class=GramE>close, then, it pops up and shoots bubbles at you.<span style='mso-
spacerun:yes'> It's hard to kill because you can't suck it up when it's in the
hole, only when it's <o:p></o:p></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New
Roman"'>aboveground<span
style='font-size:12.0pt;font-family:"Times New Roman"'>.
It blows up when it dies, so keep your distance.<o:p></o:p></pre><pre><span
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<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Mariel: Mariel is a spider.<span
style='mso-spacerun:yes'> It's creepy. It
looks like a black blob at first, but then it gets legs and starts walking around.<o:p>
</o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Power: None<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Maw: Maw is a round blue thing with
pointy jaws sticking out with sharp teeth. Watch
out for them, waiting in holes in the floor and ceiling.
When you get close, they jump out, during which <o:p></o:p></pre><pre><span
class=GramE>is
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> the best time to attack them.<span
style='mso-spacerun:yes'> If they get you, they'll chew you up and then spit you
out.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Power: None<o:p></o:p></pre>
<pre><span

Miracle Matter: This is the sixth boss, a strange white blob that can take many forms.

Power: None

Mite: Mites are orange creatures that come up from the ground. If you just leave them alone, they'll burrow back under.

Power: None

Mopoo

Mopooos

Power: None

Mummies

Mummies

They come after you when you turn away from them, but they stop when you face them. They can't be inhaled.

Power: None

Noo

I think these are the enemies that come out of holes in the walls and throw flames at you. They are only found in one area and can't be inhaled.

Power: None

Nruff

Nruffs

They are boars that run back and forth, and they're pretty fast.

Power: None

N-Z: N-Z is a common grey enemy.

Power: None

Pedo

Plugg
is an electrical plug that jumps on its head and shoots electricity from both sides.

Pteran
is a purple pterodactyl.

</pre><pre><o:p> </o:p></pre><pre>Pupa: Pupas are creepy cocoon things that hang from a thread attached to the ceiling.You can't inhale them, but you can jump through the thread so they fall and hit the ground. Be careful, <o:p></o:p></pre><pre>though, because they'll blow up.<o:p></o:p></pre><pre>Power: None<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Putt: Putt is a little blue-green worm that pushes boulders down hills at you.<o:p></o:p></pre><pre>Power: None<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Rockn: Rockn are blue missiles that come out of holes.<o:p></o:p></pre><pre>Power: Bomb<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Rocky: Rocky is a rock with eyes and feet. Be careful because it often sits on higher places, waiting to quickly fall down on you.<o:p></o:p></pre><pre>Power: Stone<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Sandman: Sandman is a tan thing with a creepy face. They stay close to the ground at first, but when you get close, they get taller.They can't move. You can suck them up, but if you try to <o:p></o:p></pre><pre>hold them, they break into pieces like sand.<o:p></o:p></pre><pre>Power: None<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Sawyer: Sawyers are saw things.<o:p></o:p></pre><pre>Power: Cutter<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Scarfy: Scarfies are spooky. When you

face them, they're cute, little orange floating heads, until you turn your back. Then, they turn into a cyclopes with sharp teeth and come after you (until you turn your back). They can't inhale them; this will only make them angry. Power: None

Shotzo

These are the annoying cannons that shoot at you. They can't be inhaled. Power: None

Sir Kibble: Sir Kibble is the yellow thing that throws boomerangs at you. The boomerangs come back, so be careful. It can jump in the air to attack as well. Power: Cutter

Skud

Skud is the little red and white rocket. When you get close, it will fly at you. Power: Bomb

Slushy: Slushy is a white jellyfish that doesn't attack. Power: None

Snipper

Snipper is the big pincer thing that comes out of sand pits. You can't hurt it. Power: None

Spark

Spark are little blue, squareish shaped things. They float in the air, and when they open up, they'll shoot something at you.

Power: Spark

Sparky: Sparky is a little green and blue dude that has little electrical stuff around it when it attacks. This will hurt you and break anything you throw at it.

Power: Spark

Splinter: These are the annoying logs that roll at you in certain areas. They can't be defeated or inhaled.

Power: None

Squibby

: These look like little ghost things that shoot short, red lasers out of the tops of their heads.

Power: None

Tick: Tick looks like a happy, little face with a red spike on its head. They usually hang out below you, and as you go by, the red spike suddenly gets longer and they try to poke you. Beware.

Power: None

Turbite

: These enemies are purple, and they are attached to walls or ceilings. When you get near, they extend out for a short time to attack.

Power: Spark

Wall

Shotzo: It's a Shotzo...attached to a wall. You can't inhale it.

Power: None

Whispy

Woods: Whispy Woods, like many other Kirby games, is the first boss. This tree has a grudge against Kirby, apparently.

Power: None

Whispy

Woods Jr.: These are baby trees that are found during the first boss battle.

Power: None

Yariko

Yariko are orange-haired jungle dudes that throw spears.

Power: None

Zebon

These are those green bubbles. Jump into them, and they'll shoot you somewhere. They can't be defeated, and why would you want to?

Power: None

Zoos: Zoos is annoying. It is a yellow guy that rides around on a storm cloud. It will throw lightning at you and rain on you, too.

Power: Spark

7. WALKTHROUGH

A. POP STAR

LEVEL 1

Okay, so this is the first area, and it is pretty easy. I doubt I really need to explain it much. Midway through, you'll have to beat your first mini-boss, a big N-Z. Afterward, start

looking

out for those shards.

One is in plain sight, floating between two Sir Kibbles.

Right before the end is a shallow river with a black thing in the middle. You need a power with the same

color

to break that, so in this case, get a Bomb power.

Break the thing for another shard, then, get the Maxim Tomato right after here.

After here is a cut scene where Waddle Dee gets

possessed

by Dark Matter, so you need to help him.

Mini-Boss: Evil Waddle Dee AKA Waddle Doo

So Waddle Doo will try to run into you, and all of his attacks leave behind stars.

If you don't have a power, you can inhale these stars and shoot them at Waddle Doo to hurt him.

Once you beat him, you'll get a shard, and Waddle Dee will be free of Dark Matter.

He'll also join your little group.

Lastly, you'll have a little picnic mini-game.

These games let you get items

like

food, stars, or Info Cards.

Press A to stop Kirby as he looks back and forth, then, press A at the right time, based on where his arms are, to make him jump for the item.

Simple.

(I also

explained

it in the Game Tips section.)

LEVEL 2

Another simple level that doesn't need much of an explanation.

Just go along and after going through a tree, you'll find Waddle Dee (I rhymed).

Get onto the platform, and he'll

move

it across the big gap.

Watch out for a small column of stars near the bottom of the screen.

You need to fly down there and get the shard floating down there, then, quickly fly back to the

platform

before Kirby gets too tired. Now go to the next room. On the ceiling are a few Glunks. Drop down the gap below them, but fall to the left or right so you don't miss the Maxim

Tomato and 1-Up.

Then, you can drop down the hole down here. Fight the big Bouncy mini-boss, and a shard will appear. Now, continue through the doorway here. Oh, no, Dark Matter got

Adeleine

, too! Stop the scary possessed girl!

Mini-Boss: Evil

Adeleine

Adeleine will paint pictures of enemies, and they'll come to life. Just inhale what she sends after you. First, she sends smaller enemies: N-Z, Bronto Burt, Mariel, Mumbie, and Ignus.

Next is a bigger enemy, a blue critter that jumps and shoots out stuff. Beat it, then, Adelaide will send a drawing of Dark Matter after you. It will swoop at you and also sometimes drop little eyes

from it, which you can shoot back at it if you don't have a power. Beat it, and then Adelaide will deal with you herself. Either attack her or let her just run into you to beat her. Now get the

shard, then, watch the cut scene where Adelaide joins you.

LEVEL 3

Here we are at King Dedede's castle. Fight your way forward a little ways, then, go inside. Defeat the Ghost Knight here, then, go into the next room. In here are a couple of Sir

Kibbles and a

platform.

(Get double Cutter from these enemies.) Get on, and it will cross the room as Bronto Burts swoop down at you. Through the next doorway, dodge the Gordos as you climb up the platforms. Jump through the hole in the ceiling to get outside. Cross the castle's outer wall, then, drop through the next hole. Use your double Cutter ability, if you have it, to break the green block. Get the shard below it, then, go through the next doorway. Adeleine will give you a Maxim Tomato or a 1-Up. In the next room, jump up above the area you entered through to find another shard. Now go up the stairs, then, climb up the chain. Now go to the chain with the light shining above it, and climb up that, too. Well, well, who have we here? King Dedede is Dark Matter's next victim. Mini-Boss: Evil King Dedede

During this first part, King Dedede will attack you with his hammer and he'll also try to jump on you. Like usual, his attacks leave behind stars that you can shoot him with if you don't have a power. Just fight him until he loses all his health, then, he'll start to float in the air. Now he'll get all his health back, and he'll do two new attacks. He'll shoot his stomach, or his stomach will open and he'll try to bite you with it. I know, creepy. Beat him like usual, I'm sure you know how to by now, and get the shard that appears. Now Dedede has also been saved, and he'll reluctantly agree to help you.

BOSS <stl:place w:st="on"><stl:City w:st="on">BATTLE</stl:City></stl:place> 1: WHISPY WOODS<o:p></o:p></pre><pre>Part 1<o:p></o:p></pre><pre> It's time to beat your first boss, Whispy Woods. First, you must defeat the baby Whispy Wood Jr.'s. Whispy Woods's apples can be used as weapons against them.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Part 2<o:p></o:p></pre><pre> Now, Whispy Woods will get mad. He'll shoot a white thing at you from his mouth, shake apples out of his branches, and attack you with his roots. His roots are his weak spot, so <o:p></o:p></pre><pre>attack</pre><pre> them when they're showing. This is an easy battle, and once you defeat Whispy Woods, you'll get a shard, then, have to watch a cut scene.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>-----<o:p></o:p></pre><pre> B. ROCK STAR<o:p></o:p></pre><pre>-----<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>LEVEL 1<o:p></o:p></pre><pre> Another simple level. When you come to the first building, you'll first find Bronto Burts and then a few 1³. Fly to the top of the blocks above the 1³ to find a shard. Get that, then, <o:p></o:p></pre><pre>continue</pre><pre> to the other side of this room. Past a few <stl:City w:st="on"><stl:place w:st="on">Cairns</stl:place></stl:City>, go through the hole in the ceiling. You'll have a small mini-boss battle against a big Kacti and some normal ones. Beat the big one for <o:p></o:p></pre><pre>another</pre></pre>

shard, then, continue to the next room. Oh, no! As you start climbing up the first ladder, the sand will begin to rise. Continue to climb up here quickly so you don't get crushed

between the sand and the platforms. At the top, Waddle Dee will break a hole through the ceiling, allowing Kirby to escape a sandy fate. Now drop down to find a striped area to your left.

You need the Spark/Stone power to break it and find the last shard. Now you just have to get past some Scarfies and Goblins to find the exit.

LEVEL 2

Go forward a bit, and you'll already face your first danger. These unsteady pillars will fall as Kirby nears them, so let them fall before trying to pass them, or you may get crushed.

Past here a bit are more pillars, but they don't fall. The Rockies resting on top of them will. Watch out for these mean rocks. Past here is the next area. There a bunch of platforms here, and you have some Mummies and Ghost Knights to watch out for. There's a 1-Up here and a crystal shard, so the best thing to do is first climb up a bit and get the 1-Up. The ground beneath it will fall, so let it take you down a little bit, then, go right and drop to a lower ledge. Go left and jump over the short pillar, and over here, the ground will break. Go down here to find the shard.

Now go to the right side of this area and go inside the building. Here is the only room where you get to see the Noos, luckily. These weird enemies throw flames at you and can't be defeated.

Watch out. Below here, off screen, is a shard you need to fly down to. There's also a 1-Up and a Maxim Tomato in here, on the higher ledges. Now go through the doorway.

In this room, watch out for the white squares. When you step on them, they rise up and try to crush you.

style='mso-spacerun:yes'> On the other side of the room, fly up to a doorway. Now, cross this walkway <o:p></o:p></pre><pre>
<span
class=GramE>while
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> watching out for the cannonballs
from the <span
class=SpellE>Shotzos. Through the next
doorway, you get to control King <span
class=SpellE>Dedede. Hooray!<span
style='mso-spacerun:yes'> He can break the darker colored walls with his hammer.
 <o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>There's a shard in here you need to
collect. Start by going right.<span style='mso-
spacerun:yes'> Climb up the chain, then, jump to the left.<span style='mso-
spacerun:yes'> Climb up this chain, then, jump to the left again.<span style='mso-
spacerun:yes'> Now climb up the ladder while <o:p></o:p></pre><pre><span
class=GramE>watching
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> out for the <span
class=SpellE>Galbo. Up here, jump over the
gap to the right, and you should have no trouble getting the shard.<span style='mso-
spacerun:yes'> Now you can leave through the doorway in the upper right corner of
this <o:p></o:p></pre><pre><span
class=GramE>room
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
style='font-size:12.0pt;font-family:"Times New Roman"'>LEVEL 3<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'>
 Here's a weird, underground level.<span style='mso-
spacerun:yes'> In this first room, you'll find a big skeleton.<span style='mso-
spacerun:yes'> Part of its spine is brown.
Break that with the Needle/Stone power, then, fall through.<span style='mso-
spacerun:yes'> Go left to find <o:p></o:p></pre><pre><span
class=GramE>a
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> shard in the mouth of the skull.
 Now continue to the other side of this room.<span
style='mso-spacerun:yes'> Drop down the <span
class=GramE>hole, then, drop down the hole to the left.<span style='mso-
spacerun:yes'> Beat the big Fishbone and the little ones, then, drop <o:p></o:p>
</pre><pre><span
class=GramE>down
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> the hole here.<span style='mso-
spacerun:yes'> You'll find a shard nearby (you would've ended up on the other side
of this room if you dropped down the right hole and missed the shard completely).<span
style='mso-spacerun:yes'> Drop down the <o:p></o:p></pre><pre><span
class=GramE>next
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> hole.<span style='mso-
spacerun:yes'> Now you must get past a bunch of holes with <span
class=SpellE>Snippers in them. Just continue
through the area until you end up swimming through a hole underwater. <span style='mso-
spacerun:yes'> Watch out for the <span

class=SpellE>Fishbones in <o:p></o:p></pre><pre><span
class=GramE>here
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> as you follow the current down.
 At the bottom, swim through the hole, then, swim
up against the current. Continue to dodge <span
class=SpellE>Fishbones and falling bones. At
the top, keep going up until <o:p></o:p></pre><pre><span
class=GramE>you
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> find a shard, then, you can leave
the area.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>LEVEL 4<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> You start out with a short area outside.<span style='mso-
spacerun:yes'> Watch out for the <span
class=SpellE>Nruff. As you go towards the
spaceship, <span
class=GramE>a Nruff will run at you from behind.<span
style='mso-spacerun:yes'> At the platform, get on and it will take you <o:p></o:p>
</pre><pre><span
class=GramE>up
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> into the ship.<span style='mso-
spacerun:yes'> Inside, ride the platform higher, while dodging the shots from the
Wall <span
class=SpellE>Shozos. In the next room are
platforms moving in and out of the wall. Make your
way up through this <o:p></o:p></pre><pre><span
class=GramE>room
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>, then, drop inside of the thing
shaped kind of like a U. In here is a shard.<span
style='mso-spacerun:yes'> Now go through the hole in the ceiling to find the next
room. Here, we have <span
class=SpellE>Adeleine, looking at three <o:p></o:p></pre><pre><span
class=GramE>platforms
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> you can't see.<span style='mso-
spacerun:yes'> You need the Bomb/Spark power to see them.<span style='mso-
spacerun:yes'> Remember what they are, then, head on over to the next room.<span
style='mso-spacerun:yes'> Press the switches matching the pictures in the same
<o:p></o:p></pre><pre><span
class=GramE>order
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>, and a shard will appear.<span
style='mso-spacerun:yes'> Now go to the next room.
Here's a bigger room with a bunch of moving platforms.<span style='mso-
spacerun:yes'> Use them to make your way to the top.<span style='mso-
spacerun:yes'> In the next room is a mini-boss battle <o:p></o:p></pre>
<pre><span
class=GramE>against
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> a big Spark-<span
class=SpellE>i and a few little ones. Beat

them for a shard, then, climb the ladder to get to the last room.

Here are yellow poles and platforms.

Don't stay on the yellow poles for long

because

Bivolts appear on them, and you can't hurt them.

Go through the hole in the ceiling to finish the area.

Part 1

Okay, first there is only a red thing.

It rotates around the central structure, but if you just duck, it can't hurt you.

Next, a green one will appear.

They both rotate around here and also

spin

. Try your best to run from them.

Next, a blue thing will join the group.

They'll rotate around, going up and down, too.

Again, run from it as much as you can.

Part 2

Again, you'll be doing a lot of running to dodge these things.

Also, between the boss's attacks, stuff will rise from the colored parts of the stage.

Don't stand there or you'll get hurt.

When the boss attacks, you can inhale these things, and shoot the part of the boss that matches the color of what you inhaled.

Two hits will stop that part from attacking.

Anyway, the boss has

a couple of attacks.

It can just shoot stuff beneath each of its three parts or the parts can form a triangle and spin around.

Beat all three parts for a shard, then, you can watch a cut scene.

Part 3

C. AQUA STAR

-----<o:p>
</o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>LEVEL 1<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> In this level, you'll find a bunch of small holes of water.<span
style='mso-spacerun:yes'> Watch out because Floppers or <span
class=SpellE>Kapars jump out of them.
Anyway, later on in this first area, you'll find a bridge with a <o:p></o:p>
</pre><pre><span
class=GramE>Maxim Tomato
under it.<span
style='font-size:12.0pt;font-family:"Times New Roman"'>
Then, you'll go through a doorway. In here
are <span
class=SpellE>Zebons. They are the green
bubbles. Jump into them, and they'll shoot you to
higher ledges. Don't worry; it doesn't <o:p></o:p>
</pre><pre><span
class=GramE>hurt
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> to be shot into enemies.<span
style='mso-spacerun:yes'> After getting shot out of the fourth bubble, drop off
the platform to find a shard floating below you.
Then, head on back to the top and go through the doorway <o:p></o:p></pre>
<pre><span
class=GramE>up
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> here.<span style='mso-
spacerun:yes'> In here are some Gloms to watch out for (the frogs in the holes).
 Plus, the bridges break when you walk on them.
 (Here's a good place to get the Bomb/Ice power
you'll need later.) <o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Anyway, through the next door is a
long area with a bunch of waterfalls. To get the
items floating behind them, just fly higher than it before going into the waterfall, since
the water pushes you <o:p></o:p></pre><pre><span
class=GramE>down
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> Through the next doorway is a mini-boss battle.<span style='mso-
spacerun:yes'> There's a big Tick to beat, plus two little ones below you that
poke at you. Beat the enemies, then, drop into the
hole in the floor to get <o:p></o:p></pre><pre><span
class=GramE>another
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> shard.<span style='mso-
spacerun:yes'> Now go through the doorway here.
<span
class=SpellE>Adeleine will give you a Maxim Tomato or a 1-Up, then, you need to
continue past here to find some bridges. Go down to
the lowest level, <o:p></o:p></pre><pre><span
class=GramE>then
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>, use the Bomb/Ice power to break
the colored block. You'll then be able to drop into

a Zebon, which will shoot you up through the pillar above you, where you'll get the third shard. Now

This level mainly consists of a river whose current pushes you in a certain direction. Watch out for the Bronto Burts that try to swoop down on you and the Gordos. Just continue
 In here, run quickly across the bridge, since it will break as you go along. Through the next doorway is a mini-boss battle against a big Kany and a few
 After beating them, break the colored block above where the big Kany was with the Burn/Stone power to get to the shard. Now leave this room, and you'll get to ride in a boat with . Jump over the obstacles in your path so you don't get hurt. At a big waterfall, hold A to jump into a shard floating in midair. After a bit, you'll fall down a particularly big
 Get the Invincibility Candy and start . After passing three small waterfalls close together, run back and get the shard right by the last
 Then, continue to run, and when the invincibility runs out, start watching out for any Nruffs still running along here. Now at the next area, you'll be going against the current, while
 In one area, there are

several platforms. Go onto the bottom one, then, jump to make the Splinter start rolling. Wait as it rolls onto the platform above you, then, you can continue once it rolls past. Continue on to the exit.

LEVEL 3

This first part is pretty simple. At one point, there will be Shotzos in the background shooting at you, but they can't hit you if you jump over each sand hill. Later, swim through some water, and then, go to the next screen. On land, you'll find a few Gordos and a Bronto Burt. Past them, there's a bridge. Certain planks shoot up into the air. Ride them up to get stars, but watch out for the Bronto Burts flying above them. Remember, you can also jump and hit the bottom of the Bronto Burt to keep it from hitting and hurting you. At the grey mountain, go onto the top and drop through the hole. There's a Maxim Tomato in here and a colorful rock. Break that rock with the Bomb/Cutter power to find a shard. Now break the block here, and get onto the rock the block was on to be brought out of the mountain. Now cross the bridge on the right side of the mountain. Some of these planks rise up also, and there are Gordos above them. Run or jump over these planks, and you'll be safe. Go past here and onto the wooden thing, and Dedede will hit one end with his hammer to send you flying to the next area.

Here is an annoying combination of sinking log platforms and

the next area. In here are several places with strong currents. Just hold left and go up. At the top, stay near the ceiling as you carefully swim right. There's an indent on the ceiling with a shard in it. (If you miss it, swim down and try again.) Now swim through the hole to the right. The current is pushing you along this tunnel, too. Just go along, and Kirby will grab onto a chain. Climb to the bottom so that he's touching the ground, then, let go and walk right along the bottom to get to a shard. Then, swim through the rest of this tunnel. In the next room are a big Blowfish, four Glunks, and a current moving you in a circular direction through the room. Beat the big Blowfish, then, go to the next room. The current here goes right, pushing rocks along. Go down and stand on the bottom, facing left. Inhale any rocks coming our way, and the current will push you to the right. You'll end up finding an indent in the ground with a shard in it. Get that, then, continue to the end of the room and swim through the hole to finish the level.

Part 1

This boss battle takes place underwater against Acro the whale (He's a whale, right?). Acro can spit out Fishbones, skulls, and Gordos, plus, it has two body slam attacks, both of which send out rocks. It's best to swim over the things Acro shoots, but swim low to the ground when he does his body slam attacks. Once you beat him, he'll lay on the ground, and the

ground

and walls will start to crumble.

Part 2

Swim upwards until you get to a vertical opening in the rock. Stay on the far left or right. This is a very safe place to be. You can easily avoid the Squibbies, Blowfish, and Floppers near the walls, and Acro himself can't even hurt you. Acro will then swim up here and start shooting Pedos from his mouth. Sometimes, he'll also swim up very fast. Just keep fighting back, and

he should be pretty easy to beat. Then, you can get the shard and watch another cut scene.

D. NEO STAR

LEVEL 1

Here's a nice, pretty jungle stage, complete with annoying enemies and traps. How fun! In this first part, there are a bunch of areas of ground that break when you step on them.

Some are safe, but many hide spikes. A shard is hidden in one of these holes (no spikes in this one). It is hidden between two vertical log platforms and under a Pupa. So, continue on to the next

area, which has Pterans all over, Galbos on the lower platforms, and Yarikos on the higher ones. First, go forward from the doorway you came in by and drop down to find a shard on

a

lower platform. Then, carefully make your way to the top and go through the doorway. In this room, you have to use hanging vines to cross the big gap. The vines later on move. Remember, you

can't grab onto a vine while you're flying. On the other side, fly over the Pupas and go to the next room. Here, beat the big

Galbo and the two Yarikos, then, go to the next room. Here,

have to cross some log platforms. There are normal, long log platforms, and there are also thin, round log platforms. The latter type fall when you land on them. Over the first of these

types of platforms, fly up to get the shard hidden in the leaves above it. Anyway, continue on to the next room. Here, get the Invincibility Candy and start running so the invincibility lasts to

the very end. Then, exit the area.

LEVEL 2

First, you'll be falling. Fly to the far left side of the screen to find a shard. Then, you'll end up landing in a mine cart. You and Waddle Dee get to ride in it. Make sure you jump over

rocks in your path. When you get to a part where there is a lower track and a higher one, jump to the higher one. Jump over the rock up here just right to get a shard. Then, continue along until

your cart crashes and you end up in another room. This room is full of annoying enemies, such as Gloms, Gordos, a Shotzo, and 1³. There's also a 1-Up along the way.

In the next room, there are
Shotzos on the ceiling, and Drops will fall from the ceiling to.
There are also a bunch of small platforms to cross; they also have water running down them that pushes you towards the edge, too
Be careful here. In the next room, after the second Zoos, you'll drop down and find a hole in the wall to your left. Go in to find a 1-Up. Also, use the Bomb/Stone power to break the colored part of the wall to find a shard. Then, continue on to the next room. In here is a mini-boss battle where you beat a bunch of Drops, then, you can continue on to the next room. In here are annoying moving columns. Be careful not to be crushed between them. Watch out for the 1-Up, too. Go through the next doorway to exit the area.

LEVEL 3

This is a pretty easy area. In the first part, you'll find an orange area on the ground. Use the Needle power to break it. Drop through to find a shard, then, continue on to the next area.

Here, you'll have to cross a bunch of small platforms while avoiding the Pterans. In the next screen is Adeleine, looking at a picture of a pizza, hat, or umbrella. Go to the next screen to find a big square of blocks. You need to break the blocks in order to form the picture you saw. Here are the pictures (I just put O's for blocks, since it's easy that way):

Pizza: Hat: Umbrella:

style='font-size:12.0pt;font-family:"Times New Roman"'> 000 0<o:p></o:p></pre><pre> 00000
 00000
class=SpellE>00000 000<o:p></o:p></pre><pre> 0000000 00000 00000 0000000<o:p></o:p></pre><pre> 00000 0000000<o:p></o:p></pre><pre> 00000 0<o:p></o:p></pre><pre> 000 00000 0<o:p></o:p></pre><pre> 0000000 0<o:p></o:p></pre><pre><o:p> </o:p></pre><pre> A shard will appear in the center of the blocks. Get it, then continue on. In here, the floating rock platforms will fall if you step on them. Be careful. Later, you'll have to climb up a <o:p></o:p></pre><pre>wall using some platforms. At the first gap you get to after the wall (it has a star floating in it), fly down and get the shard. Continue through this area to finish up.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>LEVEL 4<o:p></o:p></pre><pre> Here's an annoying area, consisting of a lot of lava and bothersome enemies. In this first room, watch out for the Ignus falling from the ceiling. In the next room, there isn't much to <o:p></o:p></pre><pre>explain. Just get through, and in the next room, you get to use King Dedede. Hooray!

He has to break the columns in this area.

One of the later ones hides a shard.

You'll need to break the

part of the column, then, jump up and break the remaining part of the column to find the shard.

Continue along, and in the next room, Kirby will be on his own again.

Watch out for the swooping

Bronto

Burts in here and the lava coming out of the wall.

In the next room, use the double Ice power to break the mound on the ground to reveal a shard.

In this next room, after walking

forward a little bit, a wall of lava will start to come after you, so be quick.

The double Burn power is useful here, though you may fall into enemies and lava with it a lot, too.

Well, in the

next room, lava will start to rise from the ground.

Quickly start to climb upward and watch out for the Boneheads.

Also, go to the left side of the area to find a shard over a Sandman.

Higher up, break the blocks, then, get past the

Fishbones.

Go through the hole in the ceiling to finish the area.

BOSS

BATTLE

4: MAGMAN

Part 1

Between attacks, Magoos will jump out of the lava.

Even though they can give you the Burn power, don't use it, since it will cause you to land in the lava after you attack.

Just throw them

at the boss.

The boss's weak spot is the pillars of lava it attacks with.

Magman has several annoying attacks you'll need to dodge.

For one, Magman will raise one of the four platforms

that

make up the area one at a time in a random order. These platforms get pushed up to the hot ceiling, where Kirby will get hurt if he's still standing on them. You'll see the pillar of lava coming

coming, so don't be on the platform it is coming for. Go to a platform that has already been pushed, if you can. Magman may also cover three of the platforms with lava pillars, so get onto the

safe platform. The hardest attack to dodge is the third one. Magman makes two pillars rise up, with two platforms in between. They fall inwards and are very hard to dodge if you end up

between them (and you can't even see them coming beforehand). Go near the pillar that isn't falling, then, when it begins to fall, fly over to the other side to dodge them.

Part 2

After beating Magman for the first time, go to the far right platform. He'll appear on the left side of the screen, then, go towards you. Go right to get to a more open area. Magman

has a few new attacks now. Often, he'll turn into a puddle and move to the other side of the screen. Then, Burnies will come from the puddle and fly away (but they won't attack). Magman

may also hit the ceiling and make rocks fall. Last of all, the boss will shake. Get fairly close (but not too close) and duck, since it will then shoot fire from its mouth. It can't hurt you if you're

in the right place. Keep attacking the boss while it's not in puddle form until you beat it. Then, you get a shard and get to see a cut scene.

-----<o:p>
</o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>
E. SHIVER STAR<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>-----<o:p>
</o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>LEVEL 1<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> This area is pretty easy.
I don't really need to explain the beginning.
The first screen is easy, and in the next, you have to climb up some ladders and
watch out for annoying <span
class=SpellE>Pterans. <o:p></o:p>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>After here, Kirby and Waddle Dee
get to ride in a sled. Fun!<span style='mso-
spacerun:yes'> Make sure you jump over stumps and holes in your path, or it won't
be fun at all. At the second igloo, make sure you
jump on top <o:p></o:p></pre><pre><span
class=GramE>of
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> it to get a shard.<span
style='mso-spacerun:yes'> At the end, they'll crash into a big rock and get sent
flying. Flying to where?<span style='mso-
spacerun:yes'> A mini-boss battle, of course!
You knew one was coming up! Defeat the big
Chilly (there are <o:p></o:p></pre><pre><span
class=GramE>a
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> few <span
class=SpellE>Frigis here, too), then, use the double Burn power to melt the ice on
the ceiling to get another shard. Now go through
the doorway. Back outside, you'll find a frozen
lake. At the third <o:p></o:p></pre><pre>
<span
class=GramE>crack
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> in the ice, go into the water.
 Swim to the right to find a shard, then, get out
of the water and continue on to the next screen.
Here, you must watch out for Putts pushing boulders down <o:p></o:p></pre>
<pre><span
class=GramE>hills
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> and Maws jumping out of holes.
 Past all that danger is the exit.<o:p></o:p>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>LEVEL 2<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> Here's a cloud area. Go
forward and drop into the hole. The <span
class=SpellE>Zebon in here will shoot you upwards to some higher clouds.<span

style='mso-spacerun:yes'> Cross some moving platforms up here, then, at the first
<o:p></o:p></pre><pre><span
class=SpellE>Bronto
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> Burt after those platforms, <span
class=GramE>drop down to the cloud below you.
Go left to find a shard. Now continue on,
and you'll end up at another <span
class=SpellE>Zebon. It will shoot you to a
spinning <span
class=SpellE>Zebon. <o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Press A to fire Kirby from it.<span
style='mso-spacerun:yes'> Go in the "northwest" direction to be shot into a shard,
then, go upwards to some higher clouds. I wonder if
Kirby's feeling a little light-headed yet. Now just
<o:p></o:p></pre><pre><span
class=GramE>continue
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> on. <span style='mso-
spacerun:yes'> You'll have <span
class=SpellE>Mopoo jumping from the floors and ceilings and Maws, too.<span
style='mso-spacerun:yes'> Watch out for them all.
You'll end up going through a doorway, where you'll fight a big <span
class=SpellE>Mopoo and a <o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>few<span
style='font-size:12.0pt;font-family:"Times New Roman"'> Propellers.<span style='mso-
spacerun:yes'> Beat them, then, use the Needle/Spark power to break the middle
thing to get the third shard. Now you can leave.
<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>LEVEL 3<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> Go into the building, then, go up the conveyor belts.<span
style='mso-spacerun:yes'> Watch out for the Putts and <span
class=SpellE>Gordos. Right before going past
a Gordo, fly up and to the left to find a shard on the ledge above <o:p></o:p>
</pre><pre><span
class=GramE>you
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>.
At the top of the room, go into the elevator.
You'll be taken up to an easy room. The next
elevator takes you to a room with Gloms in it. The
third room has Ticks and Pupa. (It's fun to <o:p>
</o:p></pre><pre><span
class=GramE>drop
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> the exploding Pupa onto the
Ticks.) The fourth has the dreaded combo of <span
class=SpellE>Gordos and 1³. The fifth has
<span
class=SpellE>Shozos that actually aim for you.
Next, you'll find a big Pupa and a few <span
class=SpellE>Bos to <o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>fight<span

Beat them for a shard, then, go through the next door to find Adeleine and another one of her annoying puzzles. She will paint three random pictures of fruit. Remember them because in The switches are by color this time, though, not by picture, so you'll need to know the right colors.

Get the shard that appears, then, go through the next door. Here's another The first room has Goblins. The second has falling bookcases. The third room has a big tank of water with Gloms and such in it. The fourth has Sawyers and Turbites.

Bivolts appear. Next, you'll find a room with three Shozos with very good aim. You can't just run through here, since they'll hit you. It is safe to stand Run and jump over to that elevator, and go inside to finish the level.

This level has cool music, by the way. You'll see once you drop down the hole. Climb down the ladder here, and watch out for the Gordo. At the bottom, go right, then, go down Rockns. Go left to find more platforms to go down. Some of them have Shozos on them. On the second, third, and fourth platforms, go right and

 your Cutter/Stone power to break the blocks to the right. Then, at the fifth platform, go right and climb up the ladder to get to the shard. Now go down to a conveyor belt, and watch out <o:p></o:p></pre><pre>for the Hack. Go through the doorway, and you'll get to control King Dedede. In here, Dedede can break the walls in your path. Watch out for the Gordos and the machines that try to smash <o:p></o:p></pre><pre>you though. To make matters worse, the conveyor belt goes faster as you go on, making it harder to walk forward. Oh, my! Once you make it to the other side, go through the doorway.<o:p></o:p></pre><pre> Now you have another long room of conveyor belts. You also have Gordo and 1³ to watch out for, plus Turbites later on. Get the Cutter/Spark power in here, then, go through the <o:p></o:p></pre><pre>next doorway. Here's a mini-boss battle against a big Burnie and a few Magoos in the lava. Break the cage near the ceiling with your Cutter/Spark power to get a shard. The next room has <o:p></o:p></pre><pre>long crushers. Be quick, and try your best to get to the gaps in the crushers in time. Watch out for the Shozos, too. If they hit you and slow you down, you're doomed. In the next room are <o:p></o:p></pre><pre>several levels with robots. They go towards you and can crush you between the wall and themselves if you're too slow. After passing some Scarfies, get the shard on the far right side of the <o:p></o:p></pre><pre>screen before the robot comes. Then, on the next level, get on the wall in the middle and wait. Once the robot on the left starts backing away, follow it over. Jump up through the ceiling, and <o:p></o:p></pre><pre>leave</pre>

the area.

BOSS

BATTLE

5: HR-H

Part 1: HR-H

Now you have to fight a big robot. It can swat at you with one arm, or try to pick you up with both. After it tries to pick you up, it'll hit the ground with its arms, which leaves behind rocks you can use as weapons. Jump over these attacks. HR-H can also shoot a few missiles. They land on the ground and can also be used as weapons. The last attack is very fast. As soon as its eye flashes, jump up to avoid the laser it shoots across the whole ground. To hurt the boss, attack its arms when it tries to attack you with them, preferably during its grab attack.

Part 2: HR-E

After HR-H loses all its health, it'll change into HR-E. Stay far ahead of this robot to avoid its scissor attack. It can also shoot missiles like it did before, plus it can shoot a big rocket. This rocket goes along the ground at you, and if you try to inhale it, you'll only get the first part while the rest keeps coming. Once it has half of its health left, it will fly into the air and then try to land on you. Just run over to the right and then run back to the left to try to avoid it. Keep attacking the boss, and when you beat it, you'll get a shard and watch a cut scene.

F. RIPPLE STAR

```
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>LEVEL 1<o:p></o:p></span></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'>
    </span>This area is very simple, like the first, so I'll just tell you
where the shards are.<span style='mso-spacerun:yes'> </span>The first is between two
Ghost Knights.<span style='mso-spacerun:yes'> </span><span
class=GramE>The second you'll get after beating the mini-boss, Big Sawyer.</span><span
style='mso-spacerun:yes'> </span><o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Near the end is a block in the
water.<span style='mso-spacerun:yes'> </span>Break that with the Bomb/Needle power to
find the last shard.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>LEVEL 2<o:p></o:p></span></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'>
    </span>Go forward and jump into the hole.<span style='mso-
spacerun:yes'> </span>Break the block in the water with the Spark power to find a shard,
then, swim through the hole on the right.<span style='mso-spacerun:yes'> </span>Swim
forward, then, jump through <o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>the</span></span>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> hole at the surface.<span
style='mso-spacerun:yes'> </span>Go forward and a pointless rock will fall and block your
path.<span style='mso-spacerun:yes'> </span>King <span
class=SpellE>Dedede</span> will just come break it, so go along as if nothing happened.
<span style='mso-spacerun:yes'> </span>Go through the doorway here, <o:p></o:p></span>
</pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>and</span></span>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> go through these tunnels until you
get to the water.<span style='mso-spacerun:yes'> </span>Swim left to find a shard, then,
go right and jump through the hole at the surface over here.<span style='mso-
spacerun:yes'> </span>Go through the doorway to find <span
class=SpellE>Adeleine</span>.<span style='mso-spacerun:yes'> </span><o:p></o:p></span>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>She'll give you Invincibility Candy
so you can break the blocks easily.<span style='mso-spacerun:yes'> </span>Break the green
pillar in here with the Cutter power to get another shard.<span style='mso-spacerun:yes'>
</span>Now continue on through the doorway.<span style='mso-spacerun:yes'> </span>Go
<o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>onto</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'> the platform, and it'll take you
out of this level.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>LEVEL 3<o:p></o:p></span></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'>
    </span>This level has a bunch of mini-boss battles, where you must fight
a bunch of enemies before moving on.<span style='mso-spacerun:yes'> </span>After beating
all the enemies for the first mini-boss battle, you'll get a shard.<span style='mso-
spacerun:yes'> </span><o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Then, go through a room with
```

several Bumbers in it, then, finish the next mini-boss battle. Next, go through the room with Bouncies in it. In the next room, fight off the enemies again, then,
break
the middle part of the floor with the Burn/Needle power to find another shard. Next, you'll go through a room with Next is a room
containing Gordos and a 1-Up. Beat all the enemies in the next room for another shard. Now go through a room with N-Z's to finish the level.

BOSS BATTLE 6: MIRACLE MATTER
Miracle Matter has an attack for every single power.
 Use the items it leaves behind to attack it. You can only hurt it when you shoot it with an item of the same power (like use the
Burn item when it's in Burn form).
 As the fight goes on, more and more of its powers will be destroyed, so it can use less variety of attacks. Here are the attacks, the items left behind, and how
to
dodge them:
Bomb: Miracle Matter turns into a big bubble that shoots out four small bubbles.
 They float around and split into smaller pieces, then, they stay still and turn into purple circles that you can
inhale
.
 You need to just do your best to avoid the bubbles.
Burn: Miracle Matter will shoot fire in four directions; the flames leave behind an orange blob that can be inhaled.
 Just stay in the corner to avoid this.
Cutter: Now the boss is a weird green thing that goes around the room.
 Stay in the corner, and as it goes up (or down, but it's best to stand where it goes up) past you, jump and inhale the back
piece
of the boss. Then, when it comes back, you can hit it.

spacerun:yes'> (I think you need to hit the front of it to hurt it. That's why it's easiest to stand in the corner where it goes up because it goes right <o:p></o:p></pre><pre>towards you when it's at the bottom of the screen.)<o:p></o:p></pre><pre>Ice: Miracle Matter becomes an ice cube. Pieces of ice spin around it as it moves up and down. The corner is the safe place to be, once again. Be careful when you jump to inhale the ice pieces, <o:p></o:p></pre><pre>though. You may get hit then. Sometimes, you'll be able to inhale several pieces at once and be able to do extra damage (but remember that weaker attacks may hit the ice pieces and break <o:p></o:p></pre><pre>before ever reaching the boss).<o:p></o:p></pre><pre>Needle: Yes, stay in the corner for this attack, too. Miracle Matter extends a bunch of spikes from itself to the wall, each spike leaving behind an orange item you can use to attack.<o:p></o:p></pre><pre>Spark: The boss becomes a ball of electricity that shoots out rays. They go across the screen, going through walls and appearing again from the opposite. They split apart, and once they are <o:p></o:p></pre><pre>small enough, they become small balls of electricity that you can inhale. You need to jump over the rays to dodge them.<o:p></o:p></pre><pre>Stone: This one is a bit tricky. Miracle Matter turns into a big rock. It drops four rocks, then, drops to the ground and rolls back and forth. Inhale a rock quickly before the main rock starts to <o:p></o:p></pre><pre>roll around, then, run to the corner. It's safe over here, and you'll be safe to attack.<o:p></o:p></pre><pre> Defeat the boss for a shard, and then you'll get a cut scene. If you got all the shards, you'll get a better cut scene and a secret level. If not, you only get to watch the lesser good cut <o:p></o:p></pre><pre>scene with a strange ending and the credits. I won't say what happens because spoilers are no fun.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>-----<o:p></o:p></pre><pre></pre></pre></pre>

style='font-size:12.0pt;font-family:"Times New Roman"'>
G. Dark Star<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>-----<o:p></o:p>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> Go past the N-Z's, then, drop down the hole.<span style='mso-
spacerun:yes'> <span
class=SpellE>Adeleine will give you an item, then, you go to <span
class=SpellE>Dedede. He'll hit something
with his hammer and send you to your last challenge.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
style='font-size:12.0pt;font-family:"Times New Roman"'>FINAL BOSS <stl:City
w:st="on"><stl:place w:st="on">BATTLE</stl:place></stl:City>: 0²<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> All right, it's time for the secret boss battle, and you have
Ribbon and the now complete crystal to help you. 0²
will shoot stuff at you, so fly around as you shoot at its eye.<span style='mso-
spacerun:yes'> Keep <o:p></o:p></pre><pre><span
class=GramE>doing
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> this, and when it acts strangely,
fly up and shoot at its halo a bit. Once you hit
that enough, you'll be able to fly down and shoot at its green tail.<span style='mso-
spacerun:yes'> It'll shoot stuff from its tail, but just <o:p></o:p></pre>
<pre><span
class=GramE>dodge
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> it.<span style='mso-
spacerun:yes'> After a bit, you'll have to attack the eye again.<span style='mso-
spacerun:yes'> Just keep repeating the process until you win.<span style='mso-
spacerun:yes'> Then, you can see another special cut scene and the credits.<span
style='mso-spacerun:yes'> You are completely done!
<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Good job!<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>-----<o:p>
</o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>8. MINI-GAMES<o:p></o:p>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>-----<o:p></o:p>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> Here are the little mini-games you can play from the Options
menu. (For information on the picnic game, go to
the Game Tips section, just below here.)<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>100-Yard Hop: In this game, you
race each other. Press A to jump 2 spaces, and B to
jump 1 space. Don't land in puddles or on frogs,
since that's animal abuse.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>

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<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Bumper Crop Bump: You must catch
the falling food in your basket.<span style='mso-spacerun:yes'> </span>Switch places with
someone by pressing A and the control pad in that direction.<span style='mso-
spacerun:yes'> </span>Use, of course, the <span
class=GramE>control pad</span> to move.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Checkerboard Chase: In this, you
must knock the other people off the checkerboard thing.<span style='mso-spacerun:yes'>
</span>Use the control pad to move and the A button to make a row of blocks in the
direction you're facing <o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>fall</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'>.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>-----<o:p></o:p>
</span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>9. GAME TIPS<o:p></o:p></span>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>-----<o:p></o:p>
</span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>To break colored areas, you need
the power of the same color.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Sometimes it's good to go left at
the beginning of areas and right at the end to find items hidden off screen.<o:p></o:p>
</span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Try to collect as many stars as
possible.<span style='mso-spacerun:yes'> </span>Once you get enough, you'll get another
life.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>At the end of each area is the
little picnic bonus.<span style='mso-spacerun:yes'> </span>To get something close by,
press A when Kirby's arms are in front of him.<span style='mso-spacerun:yes'> </span>For
something far away, press A when his arms are behind him.<span style='mso-spacerun:yes'>
</span>For <o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>something</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'> in the middle, press A when his
arms are at his side.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Try to suck in more than one thing
at a time.<span style='mso-spacerun:yes'> </span>If you shoot it, it will be a star and
go though more things than normally.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>When flying or floating enemies are
getting close, but it's awkward to attack them, jump up and bump into them from below.
<span style='mso-spacerun:yes'> </span>You won't get hurt, but they'll be stunned for a
short time.<span style='mso-spacerun:yes'> </span>This is <o:p></o:p></span></pre><pre>
<span
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class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>very</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'> useful when <span
class=SpellE>Pterans</span> are getting too close, and you want them to stay away.<o:p>
</o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>-----
-<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>10. COPYRIGHT STUFF<o:p></o:p>
</span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>-----
<o:p></o:p></span></pre>

<p class=MsoNormal>Hal Laboratory owns this game (and maybe Nintendo, too); I don't,
but I did write this walkthrough, so don't copy without my permission.</p>

<p class=MsoNormal><o:p>&nbsp;</o:p></p>

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