

1 - Introduction

Why did I do an FAQ for such an old game? I don't know! Because writing is so cool, I guess, as is Kirby Super Star. Anyway, here it is, and here you are, so here you go.

2 - Version History

Version 0.5 (11:28 PM EST 10/31/2003) - Wow, my ASCII art sucks, doesn't it? Anyway, Spring Breeze, Gourmet Race and Dynablade are done; I'll try to get the others out quickly. Happy Halloween.

Version 0.8 (12:07 AM EST 11/5/2003) - Great Cave Offensive (60/60 treasures) and Revenge of Meta-Knight are finished, and I've started Milky Way Wishes.

Version 1.0 (3:51 PM EST 11/8/2003) - Milky Way Wishes is done, the Side Games have been covered, and the Controls are there, so this is finished for now.

3 - Controls

Control Pad - Move Kirby

Start - Pauses the game, brings up ability info screen.

Select - ?

Y - Jump, fly

X - Great Cave Offensive - Look at treasures
Milky Way Wishes - Cycle through abilities

B - Inhale, exhale, back, use ability

A - Throw power, turn partner into ability

L - Guard

R - Guard

4 - Walkthrough

4.1 - Spring Breeze

The easiest game in Kirby Superstar. Well, besides Megaton Punch, but that doesn't count.

4.11 - Green Greens

Go forward to the first door and go in for a Maxim Tomato, then leave and go forward to the Warp Star; climb on to the next area. You'll fight a Poppy Bros. Sr., which should be pretty easy if you've garnered an ability; if not, inhale bombs, then blow them back at him. Go in to the next door, then climb up to the top and exit. Jump down to the Whispy Woods.

-- Boss: Whispy Woods --

We've seen this guy before, hm, EVERYWHERE. You inhale apples, then exhale them back at him. Watch out for gusts of wind. Piece of cake.

4.12 - Float Islands

There's a Knuckle Joe at the beginning to absorb. Fly across platforms to the door and go in to find a cavern. You'll have to navigate water, ladders and rock enemies until you reach the other door; there's a secret door hidden behind blocks leading to a 1-Up. Collect the candy in the next area to become invincible; run to the next door and you can take out the walrus by running into it; if not, inhale the ice blocks. Grab the Warp Star, then defeat more enemies and go through the door to the boss.

-- Boss: Lololo and Lalala -

Inhale the blocks these two are carrying before they throw them at you. You can use the thin part of the floor to drop down and jump up when necessary.

4.13 - Bubble Clouds

Defeating/absorbing enemies, go through the first three rooms, and you'll fight an eyeball enemy. Absorb or inhale, then exhale, the Waddle Doo's it drops to defeat it. Get on the Warp Star, then go through two more rooms (going right, then up) and you'll fight a boss.

-- Boss: Kracko -

This enemy is defeated in the same manner as the eyeball, albeit this guy has some lightning attacks up its sleeve. This time, it's actually more efficient to not have an ability while fighting this guy.

4.14 - Mt. Dedede

Go in the door.

-- Boss: King Dedede -

If you don't have an ability, he'll shoot out stars to inhale when he lands sometimes. If you have an ability, ATTAAAAAAAAAACK!

After you defeat King Dedede, you'll give the food back to Dream Land.

4.2 - Gourmet Race

The premise behind Gourmet Race (the Grand Prix portion, anyway) is to

beat King Dedede to the finish line and collect as much food as possible. Each food item is worth one point toward your final score, but a win is 30 points, so get your priorities straight. On the last of the three stages, you'll be given a choice of three powers to use; I like Wheel. You can get a good lead on Dedede when he breaks the blocks near the beginning; jump on top of the blocks and start running. To unlock Milky Way Wishes, you'll need to complete the Grand Prix.

4.3 - Dynablade

Level 1

Go down, get the Sir Kibble, go through the door. Go through this room, defeating enemies and destroying blocks, then go through the door at the end. Destroy the bomb blocks to make your way through this next room, then go through the door at the very top. In this next room, destroy a bomb block in the ground when you see it, then drop down. Go through, climbing all the ladders at the end, until you fight the Cook. Avoid its ladle and defeat it (you can absorb it for the one-time use Cook ability), then go through the door to clear the level.

Hit the meter when it's at its fullest to get as many points as possible.

Level 2

Defeat the enemies, then enter the vent as if it were a door. Make your way to the very end of this room (with enemies with useful abilities) to enter a scrolling room. Destroy the weak walls before you're crushed in them until you get to the Warp Star. Go through the next door, then proceed to the Wheel ability in the next area. If you create a helper with Wheel, you can jump on and ride him through this area until you reach Bonkers. Defeat him normally, then go through the door. If you got a Hammer ability, you can hit the switch to make the castle come down and reveal a secret door with 3 1-Ups. Go through the star-studded door to end the level.

By this point an enemy will be chasing you around the map.

Level 3

Go through the first door, then make your way through the cave, taking note of the door that leads to a hard-to-get 1-Up. The next room has wind blowing, and the room after that has lots of lava that you need to navigate around. The next room, interestingly, is frozen over, and contains speed things. Grab the Warp Star at the end, then at the end of the next room, you'll fight a Buggzy, which has Suplex moves, which is like pro wrestling. Go through the end door to finish the level.

Level 4

Go through the first room, then up through the next, then through another. In the next room, if you're fast, you can light the fuse, then jump in the cannon and get a bonus. Anyway, in the room after, there's lots of lava to avoid, so be careful going through; the room after is a steady uphill climb. Lastly, you'll fight a Walrus, Bonkers, and two Poppy Bros. Sr. Go through the last door.

Level 5

Go through the door, choose an ability and helper, then go on to Dynablade.

-- Boss: Dynablade -

This bird is only damaged in the head (hehe). It will do normal bird things, swipe at you, snip at you, fly at you, be prepared. It actually falls pretty quickly, otherwise. By now, you've probably unlocked Revenge of Meta-Knight.

4.4 - The Great Cave Offensive

The treasures are listed here not in numerical order, but in order of what convenience would dictate comes next.

Go through the first door, then go forward to the first chest, in plain sight, for a Gold Medal (10000G).

Keep going to the flowers; destroy them, then destroy the top block and enter the door. Swim down to the Gold Coin (1000G).

When you reach the bomb blocks, destroy the first and third one, then jump down in the hole and go left to the Whip (6800G).

Go through the door and down the ladder, then prepare to run. Get the Fighter ability, then hit the first switch and go in. Stand on the left switch and punch the right, then run quickly through both doors. Stand under the ladder and punch the switch, then quickly climb up the ladder and run over the switch and to the Crystal Ball (200000G).

Drop down into the water and go to the blocks, then break them and get the Lucky Cat (500G).

In the next room, don't stand on the block above the treasure, but go above, then up. Go left and break the head block to make the treasure drop; go back and get the Seiryu Sword (142000G).

Drop down the platforms closest to the start, then use Beam to break the bomb block. Grab the Screw Ball (80000G).

Break the head block in the ceiling. Break all the blocks to the right to find the Echigo Candy (8000G).

Go to the exit and break the head block. Go back to the area near the save point and break the star blocks, then destroy another head stone. Go back even further and swim to the Zebra Mask (278000G).

Break the bomb block and go to the next room. Defeat Bonkers, then go up the ladders to the cannon. Shoot straight up to the Star Stone (82100G).

Go up another ladder, then all the way down the next ladder. Break the block and avoid the enemies to get the Beast's Fang (7300G).

Go to the next room and look for the platform with three bomb blocks in it. Break them all to drop the Bandanna (1990G).

Using Cutter or Sword, cut the last platform's rope to drop down to get

Springtime (250000G).

Grab an ability and prepare for the boss.

-- Boss: Fatty Whale --

If you don't have an ability, you can inhale the rocks that will sometimes drop. Otherwise, avoid the fairly simple attacks and attack.

By now you should have 1067690G.

Grab the Maxim Tomato and ride the carts to the next room. Go down and swim past the door to find the Dime (10G).

Break the blocks under the Dime to find the Glass Slippers (120000G).

Go in and save, then go in the lower-left door and hit the pink switch. Swim down and left to find the Goblet (800G).

Swim all the way down and hit the pink switch, then quickly swim left to get the Saucepan (10G).

Go left after the Saucepan and inhale the crash enemy, then use Crash next to the door to open it and get the Brass Knuckle (20000G).

Go up and left to the Amber Rose (22100G).

Go up and hit the bomb block, then go through the door. Go left to grab the Fish Fossil (8250G).

On the other side is the Beast Fossil (24220G).

Leave, then keep going up, then right. Defeat the Poppy Bros. Sr. to receive the Nunchuks (55480G).

Go through the right wall and leave the room. Get a tomato and save, then go through the middle door. Swim up and go right, then go down and swim around until you find the Bucket (200G).

Continue right and destroy the block floor to go up faster, then go right and down to the moving platforms. Go right first for a tomato, then go left and down, taking the left one at the next split. Destroy the blocks, and you'll get Summertime (250000G).

Go right and down, then go with the flow and, as you pass it, grab the 100 Dollar Coin (10000G).

Save, grab tomato, go through the right door. Go up and hit the pink switch, then avoid the spikes and get the Ancient Gem (68000G).

Go down and defeat Tac, then break all the blocks to find the Falcon Helmet (41000G).

Go right to the last dead end, then go down the ladder and right. Destroy the bomb block on the ground, then go right to the Dud (30G).

Go up the ladder you saw when you got the Dud, then go right and all the way down. Go against the flow until you reach the Truth Mirror (500000G).

Destroy the bomb block, then go up and through the door. Get an ability, and a helper, then prepare for battle.

-- Boss: Computer Virus -

Three enemies will appear and attack you, one by one, in an RPG-like way. You can only attack during your turn. This is pretty easy. Abilities will appear every once in a while.

By now you should have 2187790G.

Take the trolleys to the next area, a castle. Go to the far right to save, then go in the door immediately to your left. Go left to the point where you can jump up. Go through the first door you find on this level, then grab the Star Tiara (408200G).

Leave this room, then drop down to the first level and go all the way right to a door. Climb up through this room, then go through the next room as well. At the end of the room, destroy the bomb block, then go down and through to the Unicorn's Horn (80300G).

In the next room, defeat Bonkers without destroying the bomb block, then absorb its power. Go hit the pink switch and you'll get Autumntime (250000G).

With your Hammer power, go back to the first room of the castle. On the lower level, go to the door farthest left. Hit the stake to go to the next room, then go down the elevators and into another room. Go into the upper door on the right, then defeat the karate enemy to receive the Turtle Shell (800G).

Get a Fire helper, then go through the door and break the bomb block near the ceiling. Jump in and the helper should light the fuse of the cannon. Jump in to be blasted to the Sword (325000G).

Drop down and follow the path, then break the bomb block and leave the room via the bottom door. Jump in the current, but be sure to drop down to get the Warrior Shield (50000G).

Return to where you got Autumntime and continue on to a boss.

-- Boss: A Bunch Of Guys --

This boss battle is so easy there is not necessarily any thought involved.

By now you should have 3302090G.

In the next room, hit the bomb block and drop down to the Rice Bowl (50G).

In the next room, run across the blocks that will disappear, then hit the bomb block at the end, then be cautious getting Tut's Mask (160000G).

Hit the bomb block and go back, then return to that area of the room and go in the opening to return to the save point. Go back and all the way left to the door. Go up to the first door you see, then avoid all the Sleep powers to get to Mr. Saturn (120000G).

Leave, then continue up to the door and go left to get the Armor (212000G).

Go in the door and jump on the spring, then go up to a spring on the left wall. Go up to get the Treasure Box (100000G).

Leave, then keep going up to a door on the left. The instant you enter, and I mean the instant you enter, dash left to grab the Mannequin (3000G).

Once again at the top of the big room, get a Stone power, then go through the door on the right. Create a Stone ally, then climb up through this room. Break the wall to the right of the door, then fly over the enemies, and the Stone ally will attack, letting you go down into the water on the right. Go through the door to the right, and through the next room. In here, get your helper's stone ability. Go up and use Stone on the bomb block to go down, then at the bottom, get the Gold Crown (528000G).

Return to the room with Mirror enemies, then go through the first door on top. Get the tomato and a good ability, then go on to the boss fight.

-- Boss: Chameleo Arm --

He can turn invisible, eat you, roll across the ground, all that stuff. It's more efficient to throw paint bombs back than to use a power (you could get the Paint ability, though). You can easily see him when he's invisible.

By now you should have 4425140G.

In the cannon room, go in the door in the upper-left corner, then make a Fire helper and get the Cutter ability. Stand as far away from the switch as you can, then use a Cutter to hit the switch. Go inhumanly fast up to the door and go in, then get the Model Ship (800000G).

Keep your Cutter ability and go back to the room where you got the Gold Crown. This may sound impossible to keep your Cutter ability and get a Stone helper at the same time, and it almost is, but it's easiest to get a Stone helper, then go get your Cutter ability back. Anyway, return to the Gold Crown room and go through either door on the top, then the next room. Cut the rope in here and have the Stone ally pound the stake, then go through the door. Defeat the laser guy with the Mirror ability given, then go get the King's Cape (508000G).

Return to the cannon room and go in the door in the upper-right corner. Light some candles, then go through the door to get the Sun Ring (800000G).

Exit the castle entirely, then go through the door to the left. Ride the carts to the next room, then step on the switch and enter the hole the enemies come out of. Kill more enemies, then get Wintertime (250000G).

Leave, then go through the next door. Get the Jet ability, then go to the right-hand wall and follow these instructions carefully. Drop, press right, press Y, then hold down when above the pit. If you're lucky, you'll drop to the Katana (990000G).

Drop down to the door and leave. Save and get a tomato, then go in the lower-left door. When you get to the high area with the water pouring, drop down through the floor with the lighter rock, then get the Charm (8000G).

Get the Jet power, then go to the cannons. Light the middle fuse and blast off, then destroy all the bomb blocks but the bottom one. Grab the Xmas Tree (40000G).

Return to the Katana room and get the Ninja ability, then return to the cannons. Destroy the blocks on the right with Dynamite kicks, then hit the right fuse and blast off in the left cannon. Go up and get the Wing power, then go through the door. Hit the switch on the right to get the Kong's Barrel (1500G).

Leave and go to the upper-right, then go in the door. Get on the platforms, then grab Ramia's Scale (12800G).

Leave and go to the Plasma ability in this room. Drop down and go around, then find the collection of stars next to the Plasma. Go up and go in the door. Get Wheel and make a Wheelie ally, then find the switch and ride over it. Fall in the pit and jump over the ramp for maximum speed. You'll just barely get the Tire (1100G).

Drop down to get out, then go back to the Plasma ability and drop down, then follow the stars to the door and go through. Get on your Wheelie, then jump up and break the block to get the Shiny Bamboo (600000G).

Leave, then go up and left until you find the Warp Star. Drop down, avoiding Sleep, and go through the right wall, avoiding Parasol (get on your Wheelie) and go through the door. Immediately get off and drop down to the Spirit Charm (78500G).

Grab the Warp Star to return to the save point. Save, then go through the lower-right door. Get in the cannon on the right and blast right through the wall, then blast down. Get the Pegasus Wing (42800G).

Get in the cannon and blast left twice, then down and down-right. Go through the door and go left, then defeat Bugzzy to get the Raccoon Doll (8150G).

Get some strong abilities, then go left to the door and go through. Go left to a bomb block, then break it and defeat the enemies. Drop down to the Shell Whistle (82000G).

Get Crash from a nuke, then go to the switch and use Crash to open the door and get the Orihalcon (512000G).

Get on the Warp Star, then return to the Katana room and get Ninja. Go back to the save point and go in the bottom door. Go down the ladder and cut the left string, then follow the path to the Platinum Ring (40000G).

Go to the end of the room and go in the door, then get a Yo-yo in preparation for the last boss. Go down, down, down, all the way down, without touching Sleep, to get the final treasure, the Triforce (800000G).

You should have a grand total of 9999990G. Go back up to the door and go in to face the final boss.

-- Boss: Wham Bam Rock -

Wham Bam Rock will drop his fists a lot, which are the only vulnerable part of him, so attack those. Avoid his fists and falling rocks. Don't even bother with a helper, he'll just get whipped really fast.

Go through the door on the right, then ride the carts to the end. Ride the elevators to the next room, then fly up and destroy the bomb block to find yourself at the beginning. Grab the Warp Star to complete The Great Cave Offensive. That wasn't so hard, was it? [heavy underlying sarcasm]

4.5 - Revenge Of Meta-Knight

RoM is the only game in which you are timed. To unlock it, you need to beat Spring Breeze and Dynablade.

You'll start out flying to the Halberd. Once on, run forward to the switch and go through the door. Go down, then take the elevator to the next room. You may have just barely enough time to take out Heavy Lobster, I don't know, but it doesn't matter, you'll be blown to Grape Garden.

Run through this first area, defeating the mini-boss along the way, then go through the door. Swim through this next area, then go quickly through the side-scrolling room. It will go faster and faster, and you'll have trouble keeping up at the end. Go through the door, then pick an ability for the boss.

-- Boss: Triple Woods --

That's right, three Whispy Woods to fight. Relatively easy battle.

Get on the Warp Star, and you'll be shot down, landing in the forest. Go through this area, then go up through this room, destroying bomb blocks and going through the second door. Defeat the twin Bonkers, then break all the bomb blocks, get a Wheelie and go through the door. Race through this area, avoiding bomb blocks, and go through the door at the end. Get the Fire ability and go up, then light the fuse and get in the right cannon. You'll blast off to Dynablade, who'll give you a lift onto the Halberd.

Run across the deck to the door, and you'll fight numerous small enemies. Go in the next door and take the elevators to the top, then go in the door. You can break the blocks here for a Sword ability, but otherwise, go to a Poppy Bros. Sr and a Fighter. Defeat them and go through the next door. Get a Yo-yo ability (preferably), then go to the boss fight.

-- Boss: Combo Cannon --

This thing will fire lasers, throw bombs, and even grab you. You can destroy the laser, but avoid the hand and bombs, attacking the main part of the cannon, to defeat it. A Beam ally of mine (computer-controlled) took it out while the laser was firing.

Go through this next area to the Warp Star, then use Yo-yo or Beam to hit the bomb blocks in the next area. You'll fight a walrus before

moving on.

Go through the hole to the air duct. Go carefully through the narrow passages to the elevator, then go up and hit the switch from the right side to get through the door in time. Go up and through the door, then get an ability and move on. You'll be racing Heavy Lobster, so move fast to the top platform.

-- Boss: Heavy Lobster --

Inhale lobsters to spit back if you have no ability, but otherwise, this is a simple battle. Watch out for flames.

Go down in this area to the door, then destroy bomb blocks in this windy area to get past. In the next room, get an ability if you want, then run across both switches and through the doors. Hit another switch and drop down, then hit another, run back out and run across the remaining switches and through the remaining doors. Go up the ladders and to the second elevator; go down, hit the switch, then go back and take the other elevator down. Go to the bomb block and take the tomato stash, then keep going right to the door. Hold on, my file was just erased...ok. Get powered up, then go on to the reactor.

-- Boss: Halberd Reactor -

THE TRICK: You have to stand in front of the core and let the lasers damage it. Avoid all the other attacks and this is a breeze.

The ship's finally going down, but you've still got work to do. This last portion is side-scrolling, so you need to keep up until you get to the end. Go up the elevator in here, then you'll fight the Halberd crew, which is very easy. Go up another elevator and through a door, then choose your partner, because your power is set for the final battle.

-- Boss: Meta-Knight --

You'll pick up the sword and begin dueling Meta-Knight. He has numerous sword attacks, including a dangerous tornado and an air dive. Be careful when fighting this guy.

After you defeat Meta-Knight, you'll need to escape the Halberd, so use your Wheelie to dash through the final area and off the Halberd before it blows. Congrats.

4.6 - Milky Way Wishes

You can play this final game after beating Spring Breeze, Gourmet Race, Dynablade, The Great Cave Offensive, and Revenge of Meta-Knight. This actually has a level select, as you move from star to star to stop the sun and moon fighting.

The ability scheme is quite different, as instead of getting abilities from enemies, you find them in the game, and they're yours forever, to use when you please.

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4.61 - ?

This small, green star (between a green rocky planet and a cloudy one; blending in with the background, almost) is nothing but TAC running around. At the very end is the Copy ability.

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4.62 - Floria

Your first stop is the green planet above the fighting sun and moon. Go in the first door you see three times to make it winter, then go way left to get the Ice ability. Go through the season door three more times to make it autumn, then jump over the cut tree and enter the door over the lake to freeze it. Break the ice with Ice, then enter the door to get the Fighter ability. Go right until you see the cut tree with snow, then go in the season door and change it to summer. Go in the door in the tree to get the Cutter ability. Leave and go as far right as possible, then make it autumn and go right until you find the boss door.

-- Boss: Twin Woods --

Two Whispy Woods at the same time. Pretty simple.

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4.63 - Aqualiss

The aquatic planet now linked to Floria. Go through the door you see, then go up on land and go right to the bomb blocks, then break them all. Jump down and break another bomb block underwater to the right, then swim right until you can swim no more. Jump up over the island, then break the bomb block and go in the door created to get the Parasol ability. Leave, then go right to the door at the end to find a weird water area. Go right to some terra firma (firm ground). Cross it, then drop down again and swim to more land. Go right, then get back in the water and swim up to the door. In here, swim down and go in the first door you see, then go to the end of this room (to break the blocks, use the Cutter ability and press down and Y) to fight Butterfingers; upon victory, you'll get the Sword ability. Leave through the entrance, then go in the door in the lower-right corner of this room to find yourself in a MAZE AAAAAAAAAAAAAAAAAA anyway, to find the Beam ability, go down, right, down, right, up; go in the door to restart, then go down, right, down, right, down, right, right, right, down, right, and up. Follow the food path to the boss door.

-- Boss: Fatty Whale --

If you don't have an ability, you can inhale the rocks that will sometimes drop. Otherwise, avoid the fairly simple attacks and attack.

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4.64 - Skyhigh

As the name indicates, this is a cloud planet. Go in the door, then go right, defeating enemies, until you see a star block between regular blocks; break it, then fly up and through the door to get the Jet ability. Leave, then go right to the cannon fuse; light it with Jet, then take off to the cannon and hop in. You'll be blasted to the Wheel ability. Leave and go through the door on the right, and you'll be in an even more confusing maze. Somewhere in here is the Wing ability, as is the boss door. Get the invincibility lollipop, then go in.

-- Boss: Kracko -

This enemy is defeated in the same manner as the eyeball, albeit this guy has some lightning attacks up its sleeve. This time, it's actually more efficient to not have an ability while fighting this guy, unless, of course, you have the lollipop.

4.65 - Hotbeat

This is a lava planet; more like a sun, really. Go right through here, then up, then left. Break the bomb block near the cannon (from the LEFT side), then go up and get the lollipop. Fly back down to the lava, then go up and through the door. Go up and through another door to get the Fire ability (what else). Go up through another door, then go right to the door. Jump in the trolley, then keep riding the top trolleys until you see weak blocks above you. Get on a Wheelie and break them, then go through the door and fight Bugzzy to get the Suplex ability. Leave, then go in the right-moving trolley until you see the door; jump over the lava and go in. Fly through this area until you find the cannons; keep going right to find the boss door.

-- Boss: Chameleo Arm --

He can turn invisible, eat you, roll across the ground, all that stuff. It's more efficient to throw paint bombs back than to use a power (you could get the Paint ability, though). You can easily see him when he's invisible.

4.66 - Cavios

A cave planet, obviously. Go in the door, stay on top, and defeat the mini-bosses until you find the Bomb (from Poppy Bros. Sr.) and Hammer (from Bonkers - go down the last ladder and stop at the stake, then go left) abilities. In here, go up top and hit the bomb block, then swim up to find the switch. Hit it, then go back down and right and go through the door. Grab the Stone ability, then leave. Go right through this room and go through the boss door.

-- Boss: Wham Bam Rock -

Wham Bam Rock will drop his fists a lot, which are the only vulnerable part of him, so attack those. Avoid his fists and falling rocks. Use Bomb for this one.

4.67 - Mecheye

A mechanical planet that reminds one of the Halberd. Go in the door, then go right to the cannons and catch yourself before you fall. Go up and break the bomb block, then go in the door. Go right and go through this area to get to the door. Go all the way down the elevator, then go in the door and get the Yo-yo ability. Leave the two rooms, then go right to the switches. Use Yo-yo to hit the switches with enough time to get through the gates, then go through the door. In here, defeat the mini-bosses on EVERY floor and you'll get Plasma and find a room full of stuff. Go back to the boss door.

-- Boss: Heavy Lobster --

Inhale lobsters to spit back if you have no ability, but otherwise, this is a simple battle. Watch out for flames.

4.68 - Halfmoon

Basically, stars. Go in the door, then go right through this very windy area to the door. Ride the trolleys in this area until you see a star block below you; break it, jump down and go through the door to get the Mirror ability. Exit and use the Hammer on the stake above you, then go on to the door. Jump on the Warp Star, then defeat the two mini-bosses and go through the door. Fly up through here (carefully) until you see the bomb block; destroy it and go through the door to get the final ability, Ninja. Leave and continue up to the boss door.

-- Boss: Computer Virus -

Three enemies will appear and attack you, one by one, in an RPG-like way. You can only attack during your turn. This is more difficult than in The Great Cave Offensive. Abilities will appear from time to time.

4.69 - Nova

You'll talk to Nova, but Marx (whoever he is) will use this chance to take over Popstar. You now have to ride your star chariot and destroy Nova.

This portion is basically like Darius Twin; you fire at the enemies, and they die. It does get gradually faster, though. Eventually, you'll reach the heart of Nova.

-- Boss: Heart of Nova -

You have to fire at the moving parts in each column like mad if you want to destroy Nova. Once you're done, you'll fight the final battle.

-- Boss: Marx --

Watch out for giant laser beams, energy barrages, flying blades, growing thorn plants and even black holes. When yellow appears beneath you, get out of the way, or you'll be hit. I've found Bomb is best for Marx.

Congratulations, you've beaten Milky Way Wishes. Now for the Arena...

5 - Side Games

There are three mini-games, and two of them are available at the beginning; the Arena is available only after beating Milky Way Wishes.

5.1 - Megaton Punch

This game tests your timing. You're trying to make the hardest punch. You'll be presented with a meter (stop it at the top), two moving circles (stop them when they're on top of each other), and a swinging

watch (stop it inside the circle). The strongest punch is 201 MT. Good luck!

5.2 - Samurai Kirby

This simple game tests your reflexes. When the !! appears on the screen, press a button as fast as you can. Get through all five stages and you win!

5.3 - The Arena

In the Arena, you'll have to fight all the bosses in the game, with some others. As recap/info, here they are:

Waddle Dee

Poppy Bros. Sr., Walrus, Smasher, Butterfingers

Cook Kurawasi, Bonkers, Bugzzy

Whispy Woods

Lololo and Lalala

Kracko

King Dedede

Dynablad

Fatty Whale

Computer Virus

Chameleo Arm

Wham Bam Rock

Twin Woods

Combo Cannon

Heavy Lobster

Halberds Reactor

Meta-Knight

Heart of Nova

Marx (always last)

At the beginning, you'll be presented with all the powers, so choose carefully.

6 - Frequently Asked Questions

Q: You forgot to mention this./I have a tip for doing this./How do I do this, because it's not in your FAQ?

A: E-mail me with any of the above to either address above. And I've completed the game, so send me tips for whatever, but don't ask me questions about whatever, please.

7 - Thanks To...

GameFAQs for posting this guide.

HAL Laboratories for making this game.

Nintendo for supporting this game.

8 - Legal Info

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