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1 Introduction.....

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\ 1.1 FAQ/Walkthrough Information \

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Game \_\_\_\_\_ Kirby Super Star  
 Console \_\_\_\_\_ Super Nintendo Entertainment System  
 Last Updated \_\_\_\_\_ August , 2002  
 Written By \_\_\_\_\_ The Pink Kirby and Snow Dragon  
 Author's Email \_\_\_\_\_ ThePinkKirby@yahoo.com  
 Notes \_\_\_\_\_ +Use Control + F to search for whatever you need quickly. Input the command, than type either the phrase you would like to find, or the number next to each section of the guide, in the table of contents.  
 +If at any time you have a question about an ability or anything of the sort, refer to the Enemy Powers Section.  
 +The most recent version of this document can always be found at [www.gamefaqs.com](http://www.gamefaqs.com)

\ 1.2 Game Information \

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The last Kirby game on the SNES just so happens to be the best Kirby game ever. HAL Labs proved that when it came to odd pink balls they are the undisputed masters. I'm doing justice to my name and to HAL with this hopefully thorough FAQ. Read on for help, but if you're not stuck, go and have fun with it! Only refer to this if you've come down to two options: throwing this gem of a game aside or checking the FAQ.

\ 1.3 Kirby's Powers \

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Kirby himself has a big trick under his sleeve; he can copy any enemy and gain there powers and attacks. He can also create a helper out of the power he has. The helpers look like enemies, but vary in color and won't hurt Kirby. The helper can be controler by a second player as well.

|                       |                                                                         |
|-----------------------|-------------------------------------------------------------------------|
| Y:                    | Underwater Water Gun                                                    |
| Hold Y:               | Inhale                                                                  |
| Inhale+Down:          | Gain Power/Swallow                                                      |
| X:                    | Great Cave Offensive Treasure List/<br>Change Power in Milky Way Wishes |
| Up:                   | Enter Doors                                                             |
| A While Having Power: | Make Helper/Destroy Helper                                              |

Tap Right or Left Twice:  
Down+B  
B In Air:  
R:

Dash  
Slide Kick  
Fly  
Block

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## 2 FAQ.....

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Full FAQ will be available upon the last release of this FAQ/Walkthrough. As for now, send all questions to ThePinkKirby@hotmail.com.

3 Walkthrough.....

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This section walks you through everyone of the main six games in Kirby Super Star. There maybe spoilers here, so don't read if you want to beat the game by yourself.

### \ 4.1 Spring Breeze \

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King Dedede has stolen and horded all the food in Dreamland in his castle and it is up to Kirby to get it all back.

Spring Breeze is a near carbon-copy of Kirby's Dreamland for the Gameboy. It is the easiest of all the games in Kirby Superstar, and basically an introduction to the enemies and gameplay of Kirby games. Beating it will open up Dynablade and the Great Cave Offensive.

NOTES

- ** Level walkthroughs are presented in step-by-step fashion, with each new step indicated by a plus sign (+). This is easier to follow than writing one or two paragraphs on a level that run together and must be carefully analyzed in order to comprehend.
- ** For more boss help, look at "The Evildoers" section under "The Arena."

Level 1 - Green Greens

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- + Swallow the Beam monster and transform him into a handy ally.
- + Go in the hut to the right.
- + Collect the Tomato and take Cutter for yourself.
- + Take a ride on the star all the way to the right.
- + Fight the Bomb boss and keep cutting away at him. Your Beam ally will help you immensely - he's one of the smartest allies there is.
- + When you kill the mini-boss, take his power. It doesn't matter if you turn Beam into Cutter.
- + Advance to the door at right.
- + Blow up the wall to the left to get a 1-up.
- + Go up and bomb the wall to the right. The item there resembles the completely healing Tomato, but it has no M and it and only minorly increases your health.
- + When you've found everything there is to find in here, go in the door at the top.
- + Drop down and you'll fight Wispy the tree. Keep chunking bombs at him and make sure to float above the apples he drops. If you have no special powers at your disposal, you can swallow the apples and blow them at his nose to injure him. Bombs and blades work well when you combo up with them. After you defeat him, a tear will fall from his eye and the star will appear. Kirby will do a little jig when you collect it, and you will advance to the next level.

## Level 2 - Float Islands

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- + Turn your ally into whatever you have equipped on you and take the ability of the Fighter.
- + Float over the pond and to the right. Go in the door.
- + Destroy the star block to the left to uncover a pile of healing objects.
- + Go up the ladder and caper over the narrow pit.
- + The bottom block hides a door with a 1-up. Swim low so that the coconuts don't hurt you or your helper.
- + Fall down the hole when you're done in here.
- + Kill the Ice guy at the bottom - his power is really stupid.
- + Maneuver under the urchin and enter the door to the right.
- + Grab the lollipop and run like crazy.
- + If you still have it when you enter the door, touch the walrus while invincible to eradicate him in one hit. ONE HIT!
- + Board the star.
- + Make your ally the Fighter and obtain Sword's power.
- + Enter the door to the right.
- + You will fight Lalala and Lololo, the guardians of this area. Use the Sword or let the Fighter eliminate the blocks they push. Swallow the blocks and spit them out at them if you are alone and powerless.  
A team effort with Sword and Fighter will do these two in in no time flat. Fighter's jump kick will hurt especially.

## Level 3 - Bubbly Clouds

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- + Go in the door all the way to the right. If your helper dies (and he might because some are just that incompetent), make sure he runs into a living enemy so he can stay in the battle.
- + In the next room, kill Beam and Mirror and make your way to the upper left.
- + To avoid trouble, stay at the top of the screen in the starry area and move to the door.
- + You should have Sword for this area. Dash, jump, and press Y to do an awesome twirling attack. If you do not have a power yet, you can swallow the monster who gives you Beam and use it against the mini-boss. When you beat him (he's easy), ride the star to the next area.
- + Kill the Microphone. He's completely useless.
- + Bust through the block wall and snag the 1-up and the swirly ice cream cone for health.
- + Don't get the Bomb guy at the top - not worth it.
- + Go all the way to the top in here, avoiding the Cutters and any other foes you encounter. You have a choice at the top:
  - 1) Go in the door for the most direct boss encounter.
  - 2) Float up more and press Up on the D-Pad when you are in front of the moon.
- + If you go in the moon area, puff your cheeks up and float down to get all the goodies. Make sure you restore your life to full and get the 1-up on the right edge of the screen.
- + Skip the hammer boss at the bottom and go in the door. You will now proceed to fight Kracko, the cloud boss.
- + Hit him while he's in the air - don't wait until he charges the ground, as it's very hard to make it over him. If you have the Sword, wait until he floats across the screen, then jump and score normal hits. Since you get knocked back by the recoil, you can hit him multiple times in one simple movement. Use Beam to beat him if you don't have anything else, even though it is slow and unwieldy. Once he's dead, watch the last little jig and prepare for the last level.

## Level 4 - Mt. Dedede

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- + This level is so incredibly easy. It requires almost no strategy whatsoever. First of all, when you skid into the level, get rid of whatever power you have and absorb the power of Bomb.
  - + Now for this next part, I swear I am not kidding. Enter the door to find yourself in King Dedede's wrestling ring.
  - + Tap Y until your fingers go raw. Chunk explosives at him quickly enough and he'll never even get a chance to touch you. He will look shocked (or constipated, I can't tell which one) and fly out of the castle. Kirby will do his final shuffle, and you can then watch the credits or skip to the title screen.

## \ 4.2 Gourmet Race \

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For some reason, Gourmet Race isn't considered a mini-game in Kirby Super Star, even though the level number is a ?. Anyhow, Gourmet Race is a fairly simple game. You, as Kirby, and King Dedede are racing to the end of a level. On the way to the finish, you are supposed to get as much food as possible. Then, at the end of three runs, the food and number of race wins is averaged and a winner is announced. Now King Dedede is really stupid. He's slower than you, and flies too often. Also, he usually takes care of blocks for you by bashing them with his hammer. The only pro he has is that he's bigger than Kirby, and doesn't have to jump as high to get some of the food. As long as you get more food than him, chances are you'll win the overall competition even if you lose one race. And vice versa; if you win all the races and lose by food, you'll still probably win, as long as the gap between food collected isn't too large.

Running is key, as flying makes you have to regain your speed; also, climbing ladders in general is much faster than flying, as Dedede has to.

LOOK FOR IN-DEPTH LEVEL TIPS NEXT UPDATE

\ 3.3 DynaBlade \

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A giant bird has come out of nowhere, for the purpose of destroying Dreamland's Crops. He must be stopped, and who better to do so than The Pink Wonder himself?

### NOTES

- \*\* Level walkthroughs are presented in step-by-step fashion, with each new step indicated by a plus sign (+). This is easier to follow than writing one or two paragraphs on a level that run together and must be carefully analyzed in order to comprehend.
- \*\* For more boss help, look at "The Evildoers" section under "The Arena."

## Level 1

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- + Swallow the Cutter and gain his ability.
- + Go through the door to the lower right.
- + Since there is nothing excessively noteworthy in this area, kill all the Beam, Cutter, and Parasol monsters you come across. The brown bricks will break when you step on them. Go in the door to the far right; you should have no trouble finding it.
- + Use whatever power you possess to bust the bomb blocks. To get the 1-up that is up the ladder and to the right, you will need the Beam ability. Only get the 1-up if you feel as though you must.

- + Once you have the 1-up, get rid of Beam and press A to turn your Cutter ally back into a swallowable item.
- + When you go up the next ladder, break the bomb block to obtain the food items.
- + Go in the first door you find to earn a Tomato and the Sword ability. For this level, I recommend Sword over Cutter.
- + Take out the blocks at the top and go in the next door.
- + Get Crash in here if you want it, although you can only use it once.
- + At the top you will see a bomb block wedged firmly between the two plateaus. With the Sword, jump in the air, hold Down, and press Y to trigger the explosion. While there are few useful items here, this place serves well as a shortcut around harder enemies.
- + When you fall down the large hole at the very top, a Tomato will land on the ground to your left. Get it if you need it, then go to the right and fight the Cook.
- + Sword is highly effective against the Cook. Dash and jump, then press Y to pull off a twirling technique with great finesse. The main thing to watch out for is his magical stretching frying pan. He will flip you around in it while irritatingly draining your energy, and it is very hard to wiggle free by mashing buttons. This is easily avoided though, as you can tell when he is about to deploy it. Don't bother getting his power when he dies; you're at the end of the level.
- + Float upward against the wall to the right to avoid all the enemies and go in the door.
- + Whenever you beat a level (secret ones not included), you can blast yourself out of a cannon for extra lives. Obviously, you want to shoot yourself out when the meter in the upper left corner is at its peak. Doing this will net you three 1-ups, and is sure to give you enough chances to pass through harder areas if you can score the extra lives consistently.

Level 2

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- + Go in the castle to the right.
- + If you go in the small door to the right, you can fight some mini-bosses. I don't really see the point in this, but it might help you attain 100% on your file.
- + If you got rid of it or just don't have it anymore, swallow Sword and gain his ability.
- + Go all the way to the right and use the downward stab to go through the star blocks. One is a bomb block and will open up a wall to the right.
- + Inside the door is a Ninja. Kill him and drop into the water below, where you will find a 1-up. (BTW, Sword is one of the few abilities that works in water.)
- + Destroy the bomb block and go back in the door. The Ninja will have respawned, so kill him again.
- + Clear out the wall so you can move on.
- + Go up the ladder and to the left. Make Sword your ally and steal Mirror's power so you can hit the hard-to-reach bomb block.
- + There is a very large pink switch in this door that will reveal the path to a new level. You will be able to access that level once you beat this one.
- + Get the orange and the Popsicle to the left of the ladder if you need them, then go up.
- + Kill the Bomb and Cutter monsters and hang on to your Mirror power the next room.
- + This room scrolls to the side automatically, and you will lose a life if you are crushed between the walls. Keep moving to the right and slashing/mirroring through destructible walls. DO NOT TAKE THE SLEEP

ENEMIES' ABILITY! You will leave yourself very vulnerable to death if you do. Use whatever means necessary to reach the star at the end. You will end up in a new area. Kill the Mirror monster in front of you.

- + Go in the door to the right.
- + Get two Wheels - one for your ally and one for you.
- + Hop on the CPU-controlled Wheel and cruise to the right. Hold Y to run over any enemies in your path.
- + When you drop off the wall with the Wheel icon, go to the left to get a 1-up and a Tomato.
- + After a while you will find the Hammer boss. To beat him with Wheel, press Y and then turn around as soon as you make contact with him. If Wheel dies, there is a possibility that he could turn into the Hammer ally. Whether he does or doesn't, take the Hammer power for yourself and go in the door to the right.
- + When you fall off of the castle, pound the stake into the ground to reveal a door.
- + Along with three 1-ups, the level's exit is also here. With the cannon game, you could conceivably score three MORE 1-ups! Good deal!
- + If you do not have the hammer or cannot pound the stake into the ground, leave the level through the normal exit to the right.

Interlude: That Weird "E" Symbol on the Map

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About this time an "E" inside an octagon should appear on the map. You should really go to it, as all it is is a boss level. You will fight a small Munchkin who will give you the power of Fighter if you beat him and swallow him. If you don't find this symbol, it will find you. The hammer is a useful weapon against this foe. When you beat him, you can do as you please.

#### Secret Level 1

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- + All the secret levels are in a room where you can pick from several powers and be on your merry way. The powers available in this nifty area are:
 - Beam
 - Fire
 - Mirror
 - Fighter
 - Cutter
 - Hammer
 - Sword
 - Bomb
 - Plasma
 - Ninja
- + I recommend Sword for yourself and then taking Bomb as an ally. The door in the middle will lead you back to the world map. If you want, you can drop down to the lower level and get two Tomatoes.

Level 3

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- + Unless you want the Fighter's ability, kill him.
- + Once inside, advance all the way to the right. Break the bomb block nearest the door you find and go in. You should find a 1-up and a Tomato.
- + The wind speed is high in the next room. You can get Stone in here, but I don't recommend it. Stone takes several hits to kill with just about any item you have, and its variety is severely impaired (how many things can you do with a ROCK!?!?).

- + Avoid the two Stone enemies in the next room. They will not attack you unless you provoke them.
- + At the bottom of the first hill is the enemy with the power of Yo-yo. Take this power and destroy the bomb block he was standing on. Fall down the pit and go in the door.
- + You can get a 1-up and several healing agents in this room. When you leave, you will end up outside the door you came in through.
- + Destroy the block to the right and go down the remaining hills.
- + Float cautiously across the lava blocks. They hurt intensely when you touch them.
- + Kill the Ice monsters in the next room - their power is not worth your time.
- + When you climb down the ladder, you can move across some fun carts. They will get you where you need to go in good time.
- + Evade the cannon fire when you go up the ladder.
- + Ride the star out of the room. You will be offered the powers of Beam and Fighter before you fight the Suplex boss.
- + Beware of Suplex when he approaches you. The last thing you want is for him to grab you and slam you against the ground. That hurts a whole, whole lot. He can also send ladybugs after you (OOOOH, REAL THREATENING!). The thing to avoid most is when he flashes. He's getting ready to charge at you when he does this. Float to avoid it. Keep him at bay with the Yo-yo and all will be fine.
- + Kill the weaklings to the right and go in the door for another cannon game.

#### Level 4

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- + When you see the waterfall with five hot dogs in a "V" formation, swim down.
- + Avoid the urchins and cannon and go to the right.
- + Destroy the block to reveal a ladder. Kill the Sleep monster.
- + In the new room are several cannons that you can use to propel yourself upward. The first three will fire you automatically, but you will have to aim the fourth one by yourself.
- + Fire Kirby up to destroy the bomb block.
- + Rocket him into the sky again to reach the ledge.
- + At the top is a Fire enemy. If you want three extra men, take his power and destroy the star blocks in front of him.
- + Tap forward twice and press Y to charge forward in a brilliant blaze that will send you through the urchins without damaging you at all.
- + At the bottom left are the three 1-ups.
- + Backtrack through the urchins using the fireball technique.
- + When you go in the door to the right, kill the Wing bird.
- + Go up and to the left, then trek down the falls into the purple pool.
- + The pie will refill your life, but the lollipop will make you invincible to attack for a limited period.
- + After you get the lollipop, haul butt up.
- + Eradicate the bomb cube at the top to reveal the door to the next area.
- + In here you have two choices. You can:
  - 1) absorb the Fire monster's power and transport yourself to an area loaded with several handy power-ups, or
  - 2) you can go in the door to the right.
 Either way, you will go to the same area: a place with several fragile blocks. Do not hit any of the bomb blocks or they will reveal harrowing mazes of lava that you do not want to deal with.
- + When you get to this chamber of hidden lava, go in a door to the left. (Pretty well-hidden, ain't it? Not really, that was sarcasm :p)
- + The pink switch in here discloses another secret level. Do not bother

getting the Copy icon to the left.

- + Watch out for all the Copy enemies running around. If possible, use attacks that can hit enemies above and below you.
- + Hit the bomb block at the top to get the encased extra life to the right.
- + The door to the next room is all the way to the right.
- + Watch out for the monsters that can follow you. Your weapon (whatever it is) ought to be able to take them out in one hit.
- + When you enter the next door, you'll hear boss music and you'll get a Tomato. Time for a big battle. Ignore the Stone in front of you.
- + The first boss is a walrus that will give you Ice if you defeat it. Do not take Ice when you kill it. Hit it repeatedly and watch out for the occasions when he tries to encase you in ice. You will have to mash buttons to escape your freezing-cold trap. Run forward when you defeat him. You'll get a bunch of bananas that does not heal for very much at all and you'll fight the Hammer boss.
- + Float up in the air when the Hammer boss appears ready to charge at you. When you're on the ground, go at him over and over. Hopefully you have a weapon that can keep him at bay \*cough\* \*cough\* FIRE!!! Or ICE!!! Non-elemental weapons do good against him.
- + Against the bomb brothers, basically any handheld weapon (Hammer and Yo-yo are excellent). The two objects in parentheses are especially effective when you use their dashing attacks. Once both of them are deceased, you can advance to the exit to the right and play another cannon game.

#### Secret Level 2

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- + The new abilities available here are:
  - Wheel
  - Yo-yo
  - Wing
  - Stone
  - Parasol
  - Jet
  - Ice
  - Suplex
  - Copy
- + Most of the powers here are actually pretty sorry except for Wheel, Yo-yo, and Suplex. Wheel and Yo-yo are not very powerful for fighting Dynablade, and Suplex doesn't work against any boss at all, but it is fun to experiment with in each level.

#### Dynablade's Nest

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- + Run up the hill to the doorway.
- + Here you can choose from Cutter, Beam, Fire, and Sword. Take Sword for yourself and, if possible, don't take an ally. It will be practically useless against him.
- + Touch the star to reach Dynablade.
- + Normal blows to Dynablade's face with the Sword will hurt him deeply. Don't let the white puffs he shoots hit you, and when he dives in from the background, float or move to the side depending on his angle when he's incoming. The Sword is the most effective weapon against Dynablade.
- + Once you destroy him, Kirby will walk over to the baby birds' nest. In a small, mildly humorous sequence, Kirby winces as though he wants the babies to shut up and he then pushes their nest away. From here you can watch the credits or press Start to skip them.
- + Once you have beaten Dynablade, Revenge of the Metaknight is unlocked

for play.

### \ 3.4 The Great Cave Offensive \

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Kirby falls into a big pit, and, after finding some rare items, to try to find all the treasures in the cave on his way back to the surface.

The basic idea of The Great Cave Offensive is finding treasure. This is all a big treasure hunt, nothing more, nothing less. There are bosses who will occasionally attempt to stop you, and you will have to beat them to continue.

NOTE

** For more boss help, look at "The Evildoers" section under "The Arena."

Locations of Treasures/Walkthrough

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For this section I will list the treasures in number order (they are numbered on the treasure chart), the value of the treasure in gold, and then how to receive that treasure. Some are harder to get than others and will require longer explanations. Pay close attention so that you don't get overly confused. Since you get the treasures in the order listed, it works the same way as a broken-down walkthrough.

##### 1) Gold Medal

VALUE: 10000G

Swallow the Fighter at the beginning of the second room and gain his power. The Gold Medal is just over the cliff in front of you.

##### 2) Gold Coin

VALUE: 1000G

Kill one of the two flower monsters in front of the pillar ahead of the Gold Medal. The top block will break away to reveal a door. Go in the door and swim to the bottom. When you open the chest, the Gold Coin will go in your inventory.

##### 3) Whip

VALUE: 6800G

Leave the room where you got the Gold Coin and move forward. You will see three bomb blocks. Only destroy the first and third blocks - the second will create a wall of lava and you will have to go in a door and then return to this area to get rid of it. If you successfully cleared a path to the Whip, go in the hole and break the blocks. The Fighter's power will help you achieve this faster.

##### 4) Crystal Ball

VALUE: 200000G

Don't attempt to collect this without the aid of a human ally. If you have the Fighter power, get rid of it so you can have a friend's assistance. Swallow a bird and get the Wing power. Climb down the ladder and open the first door. In this chamber with the two buttons, have your friend stand on the one to the right while you open the door to the left and go through it. Summon him back once you are through both doors, then have your ally stand on the button below the next ladder. Go through the open door and then the next one. The Crystal Ball is in the chest. If you get stuck anywhere along the way, go in one of the doors available to restart.

##### 5) Lucky Cat

VALUE: 500G

Go in the water where the current drags you to the right. When you get

out onto the first plateau, break the star blocks with your head and get the Lucky Cat in the treasure chest above.

6) Seiryu Sword

VALUE: 142000G

In the next room are some gray blocks that break when you walk on them. Do not break the middle one - you will need it to get the treasure. Go up and to the left and use either the Beam or Fighter power to break those bricks that are holding the sword. Backtrack and collect the treasure before the brick breaks and it falls in the lava.

7) Screw Ball

VALUE: 80000G

You need Beam to get this one. To the right of the Seiryu Sword, duck down to where the bomb block is and shoot it with the normal Beam attack. This will lead you to the Screw Ball.

8) Echigo Candy

VALUE: 8000G

To the right of where you got the Seiryu Sword, go up and break the ugly-faced block that blows up six more. Use either the Beam or Fighter ability to break more of them and find the Echigo Candy all the way to the right. You can save your progress in the room below where you obtain the Echigo Candy.

9) Zebra Mask

VALUE: 278000G

Near the door to the next room, break the blocks below to reveal the chest containing the Zebra Mask. Then go back to where you found the off-white bear enemy. Break the star blocks to the right of him with Beam and then eliminate the wall by using it on the ugly-face gray stone. Backtrack and go past where the wall once was. Get the Cutter power from the Poppy Brother with the boomerang and go to the right and up. The Zebra Mask should be there. Hit the bomb block to clear a path to the next room.

10) Star Stone

VALUE: 82100G

Beat the Hammer boss (he's really easy if you have Beam) and go to the right and up the ladder. Up the ladder to the left you'll see a cannon. Shoot straight up to make it into a small cell with the Star Stone, some meat, and a soda pop.

11) Beast's Fang

VALUE: 7300G

Go to the right from where you found the Star Stone and go all the way down the ladder. Kill the Cutter and Mirror enemies and find the spiky guys guarding the treasure chest. Eradicate the star block from a distance and obtain the Beast's Fang when it's safe.

12) Bandanna

VALUE: 1990G

Find the wall with bomb blocks on all sides of it (two on the left side and one on the right). Blow them up to get the Bandanna. If you have an ability, make sure the Copy monsters don't steal it. This is hard, considering they're everywhere in this area.

13) Springtime

VALUE: 250000G

Near the exit is a platform hanging from a rope. Use either Cutter or Sword (which you can get in the next room) to cut the rope. You will find the chest holding Springtime, which is just a simple pink heart, in here along with a

valuable 1-up.

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\* BOSS: FATTY WHALE \*

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Before you come in here, have Mirror as your ability and Sword for your computer ally's ability. There is a room that allows you to configure yourself in this way.

Use Mirror when he slowly approaches you and spouts water out of his blowhole, but use discretion and run away when you are about to get hit. Don't try to use the Mirror trick where you duplicate yourself and hit the enemy - too risky. Float away whenever he does anything except move forward and spout water, and try not to let stones fall on you. Your ally can do a good job of protecting you from plummeting boulders, and if he is dying and one falls on him, he will turn into the Stone monster! (Which is practically useless, but oh well!) It will take loads of perserverance to beat the whale - unfortunately, you do not have many lives with which to do so.

In the next room, ride the mining cart along the track and drop down to the room below.

14) Dime

VALUE: 10G

In the crystal room, go to the right and fall in the water. Swim down past the door in the middle and open the chest to get the Dime.

15) Glass Slippers

VALUE: 120000G

Break the bricks below the chest with the Dime and you will find the Glass Slippers and a 1-up.

16) Goblet

VALUE: 800G

Go in the door in the middle of the pool (above the Dime) and locate the save point and the tomato that heals you fully.

Then, from the save point, go in the room to the lower left and hit the pink button. This will create a waterfall with a pond below. Swim down and to the left to get the goblet.

17) Saucepan

VALUE: 10G

Even though this treasure is one of the El Cheapos, you still need to get it to get 100% on this mini-game. Swim all the way down after you get the Goblet and you'll notice a pink switch. Very carefully, hit the switch and swim like the wind to get the Saucepan before it falls in the pit. It isn't a far swim, and it's actually rather easy to catch - you just need to have quick thumbs.

18) Brass Knuckle

VALUE: 20000G

Go up and left after you obtain the Saucepan. Get rid of whatever ability you have and swallow the Crash monster. Use Crash in front of the door to open it. You will then be able to obtain the Brass Knuckle.

19) Amber Rose

VALUE: 22100G

Go to the left and up after getting the Brass Knuckle. Avoid the Crash and Bomb monsters.

20) Fish Fossil

VALUE: 8250G

To the right of the Amber Rose, hit the bomb block and go in the room to the right. Struggle against the current in this area and go in the door. The Fish Fossil is the one to the left.

21) Beast Fossil

VALUE: 24220G

The Beast Fossil lies to the right of the Fish Fossil.

22) Nunchuks

VALUE: 55480G

After you get the Fish and Beast Fossils, hit the bomb block and go up. You can't go through that narrow tunnel above your head, so go to the right and prepare to fight the Poppy Brother. Use whatever power you have to eliminate him. Once he's dead, the Nunchuks chest will fall from the ceiling.

23) Bucket

VALUE: 200G

After getting the Nunchuks, bomb the wall to the right. You will now have made a full circle through this area. Go in the door. This would be a good time to save and refill your health with a tomato.

Drop to the low level after the save point and go in the middle door. Swim up and get the Yo-yo ability - it will prove invaluable to you here. Kill the Cutter enemy so that he's not harassing you, then swim to the left and to the right. Paddle upward in the narrow space ahead until you reach the box with the Bucket.

24) Summertime

VALUE: 250000G

Hit the bomb block to eliminate the row of blocks below you. This will make a current that sends you up. Kill the Yo-yo monster and watch out for the Jet foe - if he charges into you at full speed, you'll lose your ability and have to chase it down. Below, you will have to hitch a ride on some moving platforms. Get the Tomato to the right of the first set, then board the left one in the third set and destroy the blocks with Yo-yo quickly. This will lead to Summertime, which looks exactly like Springtime except that it is green instead of pink.

25) 100 dollar coin

VALUE: 10000G

If you came in the room and swam down, you noticed a treasure chest and couldn't beat the waves in order to get it. Well, to get it, swim down after you get Summertime and let yourself flow with the current. Stay low, except to maneuver over the urchins. When you float in front of the chest, press Up to open it.

26) Ancient Gem

VALUE: 68000G

Exit the second door, get a Tomato, and save your progress. Go in the third door and kill the Cutter. Float up as fast as you can to avoid having your power stolen by the Copy monster. Hit the pink switch and carefully guide Kirby to the left to get the Ancient Gem.

27) Falcon Helmet

VALUE: 41000G

Go down after you get the Ancient Gem and climb down the ladder cautiously (beware the Copies). Blast through the wall however you can to obtain the Falcon Helmet. I wonder if it belongs to anyone... :)

28) Dud

VALUE: 30G

Find the Popsicle that will refill your health minorly. From there, go down the ladder and kill the Copy (man, they're everywhere here!). Head immediately to the right and destroy the bomb block with Cutter, or Yo-yo if you still have it. This will let you get the Dud, an aptly named nuclear bomb. To the left are some helpful healing agents.

29) Truth Mirror

VALUE: 500000G

Once you have the Dud, go up the ladder and to the right. Go down and start moving against the current. Although it seems kind of futile at first, this will get you along. Tapping forward twice to run will help you attain it. Be careful not to hit the spikes or the urchins. At the end of the current you will earn the Truth Mirror - fortunately you don't have to travel along the current again.

Grab the Tomato and hit the bomb. Float with your puffy cheeks up and go to the left. Go in the door. You can give yourself Fighter, Wing, or Jet, or you can keep what you have and go forward. Yo-yo is a nice weapon to have for this battle.

\*\*\*\*\*  
\* BOSS: COMPUTER VIRUS \*  
\*\*\*\*\*

Several windows will open, none of which can hurt you, but the enemy in the lower left one can. The first one to appear is a Slime. The Slime does not have much in the way of attacks. Just beat him relentlessly with whatever weapon you have (I used Yo-yo - took off 16 HP a pop).

A Dancing Doll will appear next. His attacks are minimal like the Slime's, but he can shoot a star that will knock your ability out of you. Use the same strategy that you used against the Slime.

The final enemy inside the window is a Witch. She can cast spells on you, such as an ice spell where she freezes you in a tiny block. Not much strategy is needed to overcome her either. It's useless to even keep track of the amount of hit points each enemy has, as they all die very quickly. When you beat yhem, some crazy crap that doesn't have anything to do with the game will appear in the top window, and you can go on to the door to the right.

In the next room, ride the trolley and all will be well.

After that, you will endure a long fall. Go all the way to the right and go in the super-sparkly door. This is a save point, so take advantage of the opportunity. Then, go in the door at left.

30) Star Tiara

VALUE: 408200G

Once you enter this room, don't hit the star blocks with cannons on them. Go all the way to the left to locate a safer way to the upper level. Kill the Ninja or steal his ability if you like it - I don't. Use the springs to find several items such as a Popsicle and a 1-up, among other things. Eventually you will find a door. Release the urchins to the right so they don't bother you when you try to collect the Star Tiara.

31) Turtle Shell

VALUE: 800G

You'd better listen up, because this is going to take a while.

After you get the Star Tiara, leave the room. Go down to the lower level and head right from the entrance to this area. When you go in the door, climb up all the ladders and kill all the enemies, then head up the stairs in the next room while letting as few coconuts as possible jar your head. When you enter the next room, you will see the Hammer boss. Kill him without hitting the bomb block in the middle and then steal his power (it's best not to have an ally here - they're usually highly incompetent about not hitting delicate objects).

Now backtrack all the way to the first room. Keep the Hammer.

When you get to the original entrance, go left. Hit the stake in the next room and you will gain access to the next one.

Go down the elevator shafts in this newly opened room.

When you reach the next one, steal one of the Fire monsters' abilities and go in the door to the upper right. Fight the Ninja boss by rapidly blowing fire at him. This should do him in quickly, revealing a chest and some healing items. Get the healing items first or they will disappear. After you've healed, get the Turtle Shell. Yes! Finally! Move forward into the next room.

### 32) Sword

VALUE: 325000G

When you go in the next room after defeating the Ninja boss, make sure you have a Fire ally with you. Bust through the wall adjacent to the ceiling and get the Fire copy to burn the fuse, because all Kirby can use in the water is Water Gun. Quickly move up to the cannon. If you secure yourself inside in time, you will blast to the area just to the right of the cannon. While the Sword is the most valuable item in here, there are also several life-regaining objects, including a Tomato. When you have the Sword, go left and get the wall out of your way. Go to the left for a 1-up.

When you see the two doors in the upper left corner, go in the bottom one.

### 33) Warrior Shield

VALUE: 50000G

When you go in the door there are tons of enemies lining the ceiling and some water with an extremely fast current. To get to the small block with the Warrior Shield, just step right in to the water and keep holding Right on the D-pad to swim against the rapids. You should land primly in front of the Warrior Shield. Once you have obtained it, make sure to jump back in the water since the current can still push you into the pit.

### 34) Unicorn's Horn

VALUE: 80300G

Backtrack to the room just before the Hammer boss (with the falling coconuts). Blow fire at the bomb block just before the entrance to the Hammer boss and avoid the cannons. Move all the way to the right and you'll find the Unicorn's Horn.

### 35) Autumntime

VALUE: 250000G

To get this treasure, you must be careful not to destroy the bomb block when you fight the Hammer boss. If the fight is successful and you did not destroy the block, go to the right and hit the pink switch. Backtrack to the bridge. The Autumntime chest will fall gently on top of the bomb block. Autumntime, unlike its predecessors Springtime and Summertime, is orange.

If the bridge is destroyed, exit the room and then re-enter to

"rebuild" it.

\*\*\*\*\*

\* BOSS: MINIATURE FIGHTERS \*

\*\*\*\*\*

Well, I can't think of anything else to call them!

If you still have the Fire weapon, use it. They can all be warded off easily as long as you're blowing a steady stream of flames. If you have the Hammer or a different weapon, however, avoid all their attacks. There are four of them in all, and they appear in different places when they spawn, usually where you are standing. Once you have overtaken them all, you can move on.

36) Rice Bowl

VALUE: 50G

Sounds like an annual college football game to me. But in this game it's actually a bowl containing rice. Take the Yo-yo power and move all the way to the top of the hill. Hold down and press Y to hit the bomb block, then ride the vehicle at the bottom (the spikes won't hurt you, I promise). You will be carted directly to the treasure chest that holds the Rice Bowl. Go back up to the door at the top when you have it.

37) Tut's Mask

VALUE: 160000G

Run across the blocks that disappear in this room. Some will land you on dangerous fire, some will not. Yo-yo everyone in your way. When you get to the top, find the treasure chest in the cramped chamber with the spikes and destructible blocks. Tut's Mask is in there. A bomb block will allow you to exit the other side, but you will have to backtrack some.

When you do, find the door that takes up two blocks. It will take you outside. Go to the save point. Save and heal, then return to this area.

38) Mr. Saturn

VALUE: 120000G

Another familiar Nintendo cameo here. After you get the Tut's Mask, go all the way to the left to find a door (avoid the fire). Kill the Microphone on the first level and ride the platforms up. Kill the Stone monsters also - you don't really want their power, do you? To the right is a door. Several Sleep icons are in here, and you will have to avoid touching them in order to get the treasure. The best thing to do is to run against the wind and try to jump over them. This will work in most cases. When you get the Mr. Saturn item, evade the Sleep icons as you move back to left. It's significantly easier when you're moving with the flow of the wind.

39) Armor

VALUE: 212000G

From the Mr. Saturn room with all the Sleep items, keep on going up until you find a door. Go to the left of that door to find the Armor.

40) Treasure Box

VALUE: 100000G

Some people just love stupid ironies like this one. I'm one of them.

After you get the Armor, go in the aforementioned door to the right. The place is decorated with stars and celestial objects that, although dim, can still hurt your eyes if you squint at them. Jump on the springboard and hang to the left. Hop on the one to the left and it will take you to the treasure box containing the Treasure Box. See? Irony! I love it!

The other springboard will land you a Tomato.

#### 41) Mannequin

VALUE: 3000G

You will have to act quickly to snag this one or you will either have to die (if you missed the door) or retry (if you didn't). Tap Left on the D-pad madly once you enter the door, which is at the top of the big room and to the left against the wall. If you run and jump like the quick-witted little bugger you are, you can seize the Mannequin easily. Now get back in the door and you've got it in the bag.

When you get to the room with the Mirrors, either grab their power or keep your current one and go in the room at the top, where you can choose from Ninja, Wing, or Plasma, none of which are all that great. I recommend keeping Mirror or anything besides these three.

#### 42) Gold Crown

VALUE: 528000G

You need Mirror and Stone to get this item. Get Stone as a CPU-controlled ally from the same room where you got the Armor. Go to the room with the Mirror enemies and let go of your Stone power to obtain Mirror. When you see the door on the top level, break the blocks that are past it. If you float over to where the hovering cat-like monsters are, the Stone ally will attack them. He will plunge into the water when he kills the one on the right, allowing you to go down. Find the door to the right and go in it.

Now in this room, you should see a treasure chest in the water. The current that flows up will not allow you to get it. Carefully, get rid of your Mirror ability, but DO NOT TURN STONE INTO MIRROR! To do this the easiest, go to the right and make sure your Stone copy is behind you, then let go of it. Press A to turn Stone into the Stone item, then get it yourself. Now use Stone on the bomb block. When you turn into a rock, statue, or what have you, you can sink quickly through the water while completely ignoring the force that sends you back up. Press Y to un-stone yourself and get the Gold Crown.

#### 43) King's Cape

VALUE: 508000G

To get this treasure you need to have the Cutter ability. (Go to the section on the Model Ship - treasure #44 - for tips on how to find a Cutter. If you have not yet fought the fish boss you will have to in order to get the Cutter.)

Keep your Stone ally for this as well. His skills will be needed here. Once you have Cutter equipped on Kirby and you have a Stone copy, go back to the room where you got the Gold Crown and go in the door in either of the upper corners. The rooms are virtually identical.

Once you enter the door at the top of either room, go up to the top of the hill and cut the rope holding the ledge away. The Stone copy should hit the wooden stump automatically. When he does, you can go in the room with the King's Cape. There is a monster in here that fires beams that can be deflected if you use the Mirror ability provided. If you have Cutter, use the triple-Y attack on one of the urchins to kill the guy shooting lasers at you. The King's Cape is just above you.

\*\*\*\*\*

\* BOSS: CHAMELO ARM\*

\*\*\*\*\*

A fast-firing projectile is best for fighting this boss. Let it eat your ally, and use that time to beat the tar out of it with whatever ability you

have (Mirror is good). It will blend in with the wall after a short time, and you will have to follow the ripples in the pattern on the wall so you know where he is at all times. If you don't have any idea where he is he will beat the stuffing out of you. Once his energy is fully depleted, go to the right and get the Tomato, then go in the door.

#### 44) Model Ship

VALUE: 800000G

In the room with the Fire monster and the multiple cannons, make your way to the door in the upper left corner. Swallow the Fire guy and gain his ability, then find the door. You will see a pink switch. Like the Crystal Ball, this is one object you can't get without an ally's help.

Have a second player play as Fire and swallow the Cutter that you find. While he/she stays firmly planted on the switch, you make your way upward. Haul butt when the ally is summoned back to you, as you won't have much time to make it to the door. If you enter the door before the stone wall closes over it, you will be situated on the top of the castle in a heavy windstorm. The treasure box in front of you contains the Model Ship.

#### 45) Sun Ring

VALUE: 800000G

In the room with the multiple cannons, fire away until you find a door in the upper right corner. The room inside is very dark - use Fire to blow on the candles and give yourself ample light to see by. There is a door in here that you will not be able to see without light. Once you find it, enter to obtain the Sun Ring. There is a Tomato under the ledge in case you need your life replenished.

Once you have this and all the other treasures in this area, exit the castle, save and heal, and go through the door all the way to the left. Ride the mining cart to the left and go through the door to make it to the new area.

#### 46) Wintertime

VALUE: 250000G

Wintertime differs from its predecessors once again in color alone; this time it is gray.

Hit the pink switch in this new area to release a barrage of bird enemies. Enter the hole they come out of to face another onslaught. Kill them all before getting the treasure, then exit the hole and go all the way to the left in the door.

#### 47) Katana

VALUE: 990000G

This one is REALLY hard to get. You need Jet to obtain it, and everything has to fall perfectly into place, because the wind here is mighty strong. Out of your three choices, take Jet and stay against the right-hand wall. When you drop down, tap Right on the D-pad really fast, press Y, and hold Down. If you do this correctly, you will drop to the treasure box with the most valuable item in the game, and a Tomato to boot! When you get it, go in the door opposite the wall and save in the room, then go in the door to the left. It's really hard to get this item, and usually whether or not you get it is a totally random occurrence.

#### 48) Charm

VALUE: 8000G

Before you get to the three cannons, you should see a waterfall flowing down from a block that is lighter than the others. Drop down below this block and get the Charm from the box in the lake.

To get the next treasure, equip Jet and light the middle fuse with the Jet's fire. Jump in the cannon and take off to the next area.

#### 49) Xmas Tree

VALUE: 40000G

Destroy all the bomb blocks except the bottom one and collect the tree when it falls. Go back through the door to get back to the cannons.

To get the next treasures, you'll need to go back to the room where you got the Katana and equip the Ninja ability. When you do that, go back to the cannons. Destroy the top star block, then destroy the others by executing a downward kick on the next one in line (jump, hold Down, press Y). Hit the dynamite switch on the far right. Run to the leftmost cannon and get ready to blast off.

#### 50) Kong's Barrel

VALUE: 1500G

You should now be in a cloudy area. Float up and to the left to find the first door. You can walk/float through the areas with stars in a line, but it won't be very effective if you still have the Ninja power as you will undesirably stick to the wall. Get the Wing power just above you instead.

When you enter the room, hit the switch on the right to drop the treasure. The one on the left releases the urchins and you will have to re-enter the room if you want the treasure. Kong's Barrel is another example of one of those cameos that makes you want to groan.

#### 51) Ramia's Scale

VALUE: 12800G

From the Kong's Barrel room, go to the upper right to find the room with Ramia's Scale in it. Ride the circling ledges and jump to the ledge with the treasure box when you see it.

#### 52) Shiny Bamboo

VALUE: 600000G

Before you get this item, you should get the Tire (see item #53). Once you've gotten the Tire, go to the room with the Shiny Bamboo. To get to that room, find the Plasma item (don't get it) and drop down. It is the door above your head that holds the Shiny Bamboo. When you get the Wheel ally, float up with him and destroy the star block with your head to get it. Once again, get the Tire before you get the Shiny Bamboo.

#### 53) Tire

VALUE: 1100G

To find the Tire room, find the column of stars opposite the Plasma item and move up. The door is right there.

Get Wheel and turn it into an ally, then get Wheel for yourself so you can have a good power. Once you hit the pink switch, hold Y and speed to the right. Jump over the small pit and hold Down so you don't hit your head when you move up the ramp. You should barely make it to the Tire, another one of the "ironic treasures." Go down the ladder and hit the bomb block all the way to the left to reveal a way out of that room.

#### 54) Spirit Charm

VALUE: 78500G

Go up and left from the Shiny Bamboo room and through the wall. When you drop down, make sure not to get the Sleep item. If you're riding the Wheel (as you ought to be), you won't be able to get the Parasol. Go into the door on the

other side of the wall. Immediately hop off Wheel (press A) and go down before any star blocks fall. Get the Spirit Charm, mount Wheel, and then leave. Since there is nothing else of value in this whole entire area, board the star to return to the save point. Save and heal, then go in the bottom right door.

#### 55) Pegasus Wing

VALUE: 42800G

The cannons in this room are your only method for breaking the gray bricks. Go in the cannon directly to the right of the door and blast through the wall immediately to the right. Blast downward through the column and hit any wall except the one to the left once you see the chest. The Pegasus Wing is inside.

#### 56) Raccoon Doll

VALUE: 8150G

From the Pegasus Wing's location, keep blasting to the left and then go down and to the right when you can. Enter the door and take the Wheel as an ally. When you fight the Suplex monster, hold Y and then turn around as soon as you hit him so you don't damage the Wheel. If he happens to get killed though, deal with him with whatever you have. When the Suplex insect is exterminated, the block barricading the Raccoon Doll will disappear. It would be wise to take the mini-boss's power right now, as it is EXTREMELY powerful. The only drawback is that it doesn't work on a lot of bosses :(

Once you have the Raccoon Doll, head left.

#### 57) Shell Whistle

VALUE: 82000G

If you're using Suplex, you'll have to get rid of it. It still helps out as a powerful ally, though.

Find a bomb block to the left with a whole bunch of enemies in it. With your Cutter ability (oh yeah, get that while you're here) and the Suplex's massive physical strength, you can take out all the enemies except the urchin, who bounces rampantly inside the water. Avoid him and get the Shell Whistle when there's an opening.

#### 58) Orihalcon

VALUE: 512000G

When you see Crash, get rid of Cutter and take his power. Use it to open the door so you can get the treasure. A bomb block will open up a path to the star. Let it take you back to the save point. Save and heal, then get Ninja from the Katana room and go in the middle door. Two treasures left.....

#### 59) Platinum Ring

VALUE: 40000G

When you have Ninja, go in the middle door and drop down to the platforms hanging from strings. Cut down the one to the left and follow the path to find the Platinum Ring. One treasure left!

#### 60) Triforce

VALUE: 800000G

This one's in the next room. Get Yo-yo's power and avoid all the springboards. When you get to the bottom of them and see the door, drop down even further and float down. Destroy the star blocks when you get to the bottom and descend to the lowest part to get the Triforce (the last treasure! YES!). DO NOT TOUCH THE SLEEP ENEMY AT ALL! You want to keep Yo-yo. Go back in the door above the lowest springboard, which is the one just above the Triforce.

I would recommend having Bomb for this final boss and your ally being

whatever - you can bestow Yo-yo upon him or give him one of the other two abilities in the room (Ice or Parasol). Either way, take a deep breath and proceed with caution.....

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\* BOSS: WHAM BAM ROCK \*

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In all reality, your ally will basically be useless here unless controlled by a friend. The object is to hit the rock hand that materializes out of thin air. If you've played Super Smash Brothers and gotten to the end of the 1-player game, you ought to be familiar with a lot of these attacks, like slapping you and flicking you and beating you with his fist. In fact I think a lot of Master Hand's tactics are derived from this final boss.

You will probably only be able to hit the hand once with your weapon of choice, twice if you have the ally. You may even get in more salvos if you have quick thumbs. When the hand moves along the ground, float up in the air for safety. The face cannot hurt you.

After he dies, go in the door to the left. You will probably need the Tomato. Get in the trolley and take another ride, then ride the elevators in the next room. Enter the door you see at the top.

You may recognize this last room: it's the one you started the game in. Blow on the bomb block and then proceed to the left. When you board the star, you've beaten the game!

### \ 3.5 The Revenge of Meta-Knight \

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Meta-Knight, a short little character whose size and looks belie his inner power, plans to take over Dream Land with his humongous warship, the Halberd. It's up to Kirby to stop this enormous war machine and save Dream Land from imminent destruction.

Revenge of the Meta-Knight is a timed game. In certain areas the time will differ from some others. I will separate distinct levels by a row of asterisks (*). Also, some of the dialogue in a particular section might help you figure out if you're looking in the right place.

NOTES

** Level walkthroughs are presented in step-by-step fashion, with each new step indicated by a plus sign (+). This is easier to follow than writing one or two paragraphs on a level that run together and must be carefully analyzed in order to comprehend.

** For more boss help, look at "The Evildoers" section under "The Arena."

WALKTHROUGH

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##### Prologue

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If you watch the opening sequence, you will see the dialogue sequence that lays out the basic plot and sets up the basic idea of the game. Here's the dialogue for that portion of the game, in case you might care at all.

"Reactor 1, output normal."

"Adjust the balancer to ...0003!"

(Kirby flies in on his star.)

"Let's raise the anchor."

- + Just chunk bombs at this guy while your partner handles him with some tricky yo-yo skills. Stay well away and he'll be dead in no time. If you have no special copied abilities available, he will punch the ground and release stars that you can fire at him. When you kill him, you can give up your current ability for the Fighter skill if you wish.
- + Enter the door to the right.
- + When you take a dip in the water, your current weapon will be disabled and replaced with a water-like fireball. Be careful when you get to the other side that you don't run into the Crash foe.
- + At the bottom of the narrow water hole is a tomato. Get it and blow up the bomb block.
- + The places ahead that are not occupied by water have a strange upward current. To avoid getting in a jam, swim around them.
- + Enter the door at the end with caution.
- + When swimming through the scrolling area, be careful not to get ahead of yourself if you don't know what's ahead, especially going up the ladder. It's a bit easier when you're jumping to avoid the cannons, however, stay in the safe area if you are unfamiliar with these parts or you want to play it cool.
- + Once at the top, start running, but don't just go all out. You don't want to swallow the Stone monster - he won't help you get past the bombable walls. Do not puff your cheeks up and float while up here. You're having a hard enough time as it is. Once you make it to the door, kill the little turd flopping around in front so you can make sure you make it through the door.
- + In the next room, you have the option of taking the abilities of Bomb, Parasol, or Wing. Take Bomb for the both of you.
- + Eat the tomato, then go through the door on the right.

BOSS: THREE WISPYS

If you don't have an ability, which there's no reason why you shouldn't, then use the apples from above to hit him in the nose. It will take a while to whittle him down this way. This is what bombs are useful for. You can reload quickly and keep chunking them at his nose. When Wispy's worn down and dead, that's not quite the end. You've still got two more to fight!

The two at the bottom are on both sides of you - a surrounding attack. Dang, they're clever! This isn't much different if you have your bombs equipped still. Watch out for the thorny donut things that drop from the treetops. You'll have to wait for apples if you've lost your power-ups, and it's hard with two aggressive trees on both sides of you. When you defeat them though, that's all. You'll advance to the next area.

"Main cannon's ready. Shall we blast him?"

"All right. Shoot him!"

- + As your star flies off, the Halberd will hit you with an intense salvo and you will carom into the mountain. You will land in a forest.

The Forest

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"We got him! He fell into the forest."

"Good. He will never catch up."

"Are you sure?"

- + If you still have the ability of Bomb, make it into a CPU-controlled ally and copy the Fighter to the left.
- + Enter the door to the left.

- + Run to the right and kill the ability-stealing Copy monster before he steals your Fighter.
- + Destroy the rows of concrete blocks using the bomb blocks.
- + In the first door there is a pink switch. Touching it will drop both a tomato and a cannon from the sky. Quickly grab the tomato and fly over the cannon to safety.
- + Once you're back in the other area, get to the top where the guy riding the apple is. Go to the right and duck down through the several platforms until you see a lone block. Obliterate it and go through the door.
- + Go to the far right and collect the 1-up and the Sword ability.
- + Backtrack to the previous room and keep on moving up until you get to the door in the upper right corner. Be sure not to let any Copy foes steal your Sword ability.
- + Kill the Microphone that comes near you. Don't get the Snow or Cutter abilities presented to you. To the left are two Hammer mini-bosses.
- + Using your sword, hack at them with the jumping spin technique (run, jump, and press Y). If you have the Bomb enemy for an ally still, they make a great team.
- + Once they're dead, go to the left and destroy the bomb blocks. Ignore the Wheel and keep moving until you're at the door.
- + For a quick shortcut in this area, float up directly from where you land. It prevents having to cross all the other enemies.
- + Once at the top, you need only go all the way to the right. Avoid the Copy monster if possible.
- + Enter the doorway at right.
- + Make your ally into the Sword enemy and swallow Fire's ability, then spring up to the top.
- + DO NOT FIRE YOURSELF OUT OF THE FIRST CANNON! You will only serve to injure yourself if you do this. Light the fuse to the one on the right and hop in.
- + Dynablade will now help you out in the way of transportation.

Back on the Halberd

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"We shot down Dyna Blade!"
 "Look! Kirby's reached the deck."
 "Remain calm. Let's come up with a plan."
 "All soldiers! Get Kirby. Now!"

- + Run to the right. Kill every enemy in your wake and try to lose as little energy as possible.
- + Do not catch a ride on the speedy cart that points left. Move past it.

"Kirby! Got ya!"
 "Now you get a taste of our power."
 "Fight!"

- + When you get to the mini-bosses, you'll be surrounded by some enemies that are relatively harmless if you keep up a constant barrage of fire. Discretion is the better part of valor, so save yourself some face and blow a steady stream of fire at those who oppress you. Use this process for all the mini-bosses you face in this area.
- + Proceed through the door to the right.

"Kirby's gonna reach the deck!"
 "Direct him to the front of the twin cannon."

- + Go up the elevator shafts. You will have to press Up on the first one twice. The third one can do some wacky things as well.
- + At the top, you can prevent the cannon fire from damaging you by hitting the bomb block above them to the left.
- + Hop across the columns and enter the door to the right.
- + Destroy the blocks below you if possible and get the Sword item in the lower area.
- + Go up and try not to get hit by the ninja.
- + Hopefully you and your ally can handle the bomb and ninja mini-bosses ahead. Stay well away and using the spinning sword (you know, the one you use when you run, jump, and press Y) technique to take them out. Don't worry if you have a minimal amount of energy left; there's a joint just up ahead where you can replenish it.
- + Kill the ninja and destroy the blocks below you up ahead. Be careful not to fall in the pit when you go down to the bottom.
- + Hit the bomb block to uncover a secret door.

"Oh no! He found it."

"What is this place?"

- + Get all the energy refillers before obtaining the lollipop. The lollipop will give you some really hepped-up invincibility for a short while. Once you have it, backtrack and go to the door that leads near the twin cannon.

"Kirby is getting close to the twin cannon."

"Kirby will be torched! Wahahahahahaha!"

"Hahahahahaha!"

"Wahahahahaha! Gahahahahaha! Hum."

- + Ignore all the abilities presented to you and keep the Sword when going to fight the twin cannon.

BOSS: TWIN/COMBO CANNON

The twin cannon is a very difficult boss to fight. It has a plethora of moves that it can use to its own advantage. Your ally will undoubtedly die a quick death thanks to its apparent lack of cognizant skills, so this will mostly be a one-on-one sparring match. Initially you will want to concentrate on the lowest cannon. Occasionally it will open up and charge up a laser. Duck until it is finished firing and hack away at it. Do not focus on the top cannon until you've eliminated the bottom one.

The top cannon fires enormous cannonballs that can injure you and leave you immobilized so that the hand can grab you. The hand serves two purposes; one is to drop tiny bombs on you, and the second is to grab you and place you directly in the line of fire. The hand has extended reach, so you may have to puff your cheeks and fly or do some fancy running to escape it. Only attack the top cannon when the hand is not after you and it is closed up. If you follow that strategy, you should not have too hard a time demolishing the twin cannon. Once you take it, Kirby will fly on a star to the main deck.

Approaching the Left Wing

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"The main cannon has been destroyed!"

"Holy cow! What happened?"

"Kirby is heading toward the left wing."

- + To save time, move right while the dialogue takes place.
- + It is a bad idea to use the Jet here. Just sprint onward until you

reach a star. Beware the laser firing enemies that can reflect their ammo off of other surfaces.

- + When you find the star, board it.
- + Kill the laser shooter and the Cutter enemy, but give up your sword to obtain the Yo-yo.
- + Point the Yo-yo down to get at the bomb blocks. They will reveal triads of ladders that you can climb down.
- + Once at the bottom, make use of the wind to get by. The ice walrus mini-boss is located at the end. You can make quick work of him by using almost any yo-yo attack. Don't take his useless ability; instead, go right and board the star.

\*\*\*\*\*

The Duct

????????

"Serious damage to the left wing! Approx. 74%!"

"Gu....u!!"

"We're gonna lose balance!"

"Lower the sail! Increase right wing power!"

- + After the dialogue is complete, enter the huge crack in the middle of the arena.

"Kirby is moving into the duct."

"What is he trying to do?"

"Is he lost?"

"Wait ... I have an idea. Hee hee hee."

- + Don't touch the glowing floor tile with the lightning bolt icon under it. It will electrocute you and deal heavy damage.
- + At the other end, move up and float over the sparks in the ground.
- + Move up in the elevator shaft and when you hit the switch, break into a dash. You have very little time to get through it.
- + At the top, kill the Fighter and go through the door behind him.
- + Ignore both abilities and get the tomato, then go through the door.

"Ready?"

"Is this OK, Sir?"

"Are you positive about this?"

"Be quiet! This is our only chance!"

"Don't fail again! Release Heavy Lobster!"

"Hee hee hee hee! Get Kirby!"

"Oh no, our battleship is being destroyed..."

"That's not important now! Go ahead!"

BOSS: HEAVY LOBSTER

If at all possible, you want to have a weapon that can make quick work of the blocks in your way, such as the sword or the yo-yo. Press up against the right side of the screen whenever possible and hit the attack button if an obstacle ever gets in your way. The yo-yo is basically the best weapon for the job. Allies will only get in the way. Float over Heavy Lobster when he shoots flames from one of his claws or if he charges at you. The only times you should attack are when he jumps up and down or if he is standing still and you are absolutely sure you can get away if he tries to pull something. Cheap shots are the way to go with Heavy Lobster. Only a few volleys are required to destroy him.

If you want to have a little fun, swallow a tiny red droplet that he

occasionally shoots from his claw. This will give you the Paint ability. It doesn't do much, and it's a one-shot capability, but it provides some entertainment. Just have fun with it if you care to.

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Under the Ship

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"Major damage to the right wing!"

"Don't worry! We've regained our balance."

"....."

"Kirby's outside! He's going under the ship!"

+ Jump into the first cannon at left and fire yourself straight down.

Be sure to tilt to the left some so you don't fall into the pit.

+ The bottom one will launch you right to the door.

"Kirby's entered from underneath the ship!"

"The bottom's weak ... the wind is too strong."

"It's too cold."

"I'm afraid of heights!"

"No way! I ain't goin'."

"You chickens!"

+ Use the wind and move swiftly to the left. If you stay out of everyone's way, you'll make it to the first door in your path sooner than you think.

+ When you reach it, enter it.

+ Don't do anything in this room but make mad dashes. If you keep running, hitting switches, and persevering, you should easily get through all the switches. Don't let up on your running, just keep going. Make sure not to be fooled by the platform where you drop and a wind current carries you to the beginning of of the room. Once you are at the first elevator shaft, go to the right.

+ Drop down and hit the switch. It gets rid of the steel cubes blocking the first elevator shaft.

+ Go right at the first stop once the first elevator is fully accessible. This little detour yields a yo-yo and a 1-up.

+ Head all the way down and use your yo-yo to find a hidden treasure room.

"Oh no! Those are my hidden tomatoes!"

"You idiot! You hid those?"

"They look delicious."

+ The collection of items in this room should be enough to fill your energy back up if you needed such a nourishing. Once done in there, leave and go all the way to the right.

"Kirby is heading toward the reactor!"

"If we lose power, we're doomed!!"

"Relax. The reactor can't be defeated!"

"I hope no reflect lasers hit the reactor!"

"SHHH! That's a SECRET!"

+ I hope you caught the subtle hint given to you in that conversation.

If your energy is low, get the tomato and then go through the door for another boss battle.

BOSS: Halberd REACTOR

Physical weapons are totally useless against the reactor. You need to let the

blue laser that descends from the ceiling do all the work for you. Get in its path when it lowers and then guide it to the shiny diamond in the middle (the reactor). About three laser hits will do it in. Keep one eye on the floor. Secret gunnery can move around under it and fire up from the floor. Move whenever you see it coming.

As mentioned before, three good hits on the reactor will damage it sufficiently.

"Bad news! The reactor's been damaged!"

"The Wheelies are abandoning ship!"

"Urgggh! DO SOMETHING!"

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Executive Decisions

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"We are losing power! Engine No. 3! Engine No. 5!"

"Ain't any power left! We can't fly!"

"(We've failed ... it's over.)"

"Attention all crew! Evacuate ship!"

"Waaah! The ship's going down!"

"I'm not staying. I'm evacuating!"

"Now, it's your turn to evacuate."

"No, I want to stay with you, Sir!"

"Let's try one more time to get Kirby!"

"Hmmm....."

"....It's dangerous, but it's worth a try."

"Thank you, guys."

+ Like most scrolling levels, this one starts out slow. You have several choices of items to take with you. Take the yo-yo if you don't already have it.

+ The screen will undoubtedly start to scroll faster at about the point where you find the Sleep enemy. Do not get the tomato yet, there is a better opportunity up ahead. When the door comes up, enter quickly or be crushed.

+ Get the tomato here that is lying in front of you and then go up.

+ The ride up the elevator shaft is long. Take a few precautions when you make it to the top.

"Wait, Kirby!"

"You can't go any further!"

+ Several mini-bosses from the past few levels are coming back to haunt you, and they wish to totally eviscerate Kirby with their axes and lasers and stuff! Not really. But they do want to stop him. Though your oppressors may come at you in droves, they are extremely easy to take out. Just handle them one at a time; they don't have very much energy per person. When they're dead, you can move on.

"Sir Meta-Knight, you're on your own!"

"We're evacuating!"

+ Take the lift at right up to the top.

+ Enter the door in front of you.

+ Don't worry about getting anything in here except the tomato. You'll find something far more useful in the confrontation ahead.

BOSS: META-KNIGHT

Right when you enter, you'll see an arrow and in big letters a message saying GET IT! It's the Sword ability, and it is highly useful in this arena. Watch out, because the Meta-Knight is a tough cookie. He has several specialized moves, such as the capacity to spin around and form a tornado that can home in on you. He can also charge you quite hard. Whatever you do, don't get the Sword beaten out of you. Hit him with hard attacks when there's an open spot (right now, there should be several). You'll advance to the final level once you've defeated him.

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### Race to the Finish

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The only keys to this level are moving quickly (because you don't get much time at all) and having complete mastery of the Wheel ability. You'll get it as soon as you enter the stage, but the intro wastes eight precious seconds of your time, so you'll have to move quickly. The Meta-Knight, in a last-resort maneuver, is going to try to take you out while you're running away. Hold Y constantly and jump early to get to higher ground. When you press Y, you'll break into a dash that you won't be able to beat this level without. It's okay if Meta-Knight hits you once or twice, just don't let him hamper you constantly or you'll go down for the count. I made it out with one second left :)

Once you're done, the Halberd will go down in flames and Kirby will ride away victorious. All in all, this should have been a pretty easy mini-game, but sometimes it can get tricky. Now sit back and watch the credits or skip to the mini-game selection screen. Milky Way Wishes is now an accessible game. I suggest playing it.

\ 3.6 Milky Way Wishes \

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LOOK FOR IT NEXT UPDATE!

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## 4 Mini-Games.....

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Kirby Super Star has a total of three full-fledged mini-games, two that are available from the start and one you gain after completing all the main games. In this section, I'll explain all the mini-games and strategies for winning in them.

\ 4.1 Megaton Punch \

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In this mini-game, you have to see who can do the most damage to Pop Star through three press-the-button-at-the-right-time challenges: filling a moving bar, stationing crosshairs over each other, and stopping a pedulem in the designated spot. Whoever gets the most precise result does more damage and is thus the victor.

There a few pointers I could give out for this game. First of all, whenever the perfect time to press the button comes around, the moving thing will turn white. If that sounds confusing let me explain it like this. When the power meter is at the top, the power meter and its "container" together flash white. When the cross-hairs are stationed over each other, a thicker, white cross-hair shows up. I suck at describing it, don't I? Anyway, here's pointer number two: wait for your opponent to go first. You pressing A while the screen changes to your opponent's attack really destroys your concentration and your timing. Thirdly, keep your finger on the button. Don't move it. You don't have to hit the button the first time the things move; you can wait for them to go back and forth till the pattern is embedded in your head, then go for it!

Note: Watch for Mario, Luigi, and Birdo on the left and right bleachers.

## \ 4.2 Samurai Kirby \

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This mini-game is more difficult and nerve-racking than Megaton Punch by a long-shot. Basically, someone's Kirby and someone is the other person (or the computer if there's no player 2). You're in the middle of nowhere. You wait until ! appears. As soon as it does, you hit the button and whoever hit it earliest after the ! wins. If you go before the ! twice, you lose the round. The music in the background really helps build the suspense in the game but also makes you jump the gun since the music seems to go on and on and on.

Pointers for Samurai Kirby are as follows: Don't let anything ruin your concentration. That's the key to this game. Also, keep your finger on the button, be ready to press it at any time. Focus on the screen. Try not even looking at the screen and only using your ears for the distinct noise the ! makes when it appears.

Good luck.

\ 4.3 The Arena \

~~~~~

Ah. The Arena. The pinnacle of this game and by far the truest test of strength. The premise is simple. Take every (there are 20 in total) boss, and some drop-outs, and fight them, with limited healing items. Think All-Star mode from Super Smash Bros. Melee. Anyway, I recommend starting with Kirby with the bomb power and a Poppy Bros. Jr. helper. Bomb is very useful because it provides for long-range power, which almost always useful. Now, the only real way to play this is with two human players, rather than you and the computer, however, I will guide you through both ways of doing it.

### \_You and the Computer\_

With a AI controlled second player I would have to say it's harder than with a human companion, but it can be done. First of all, you should as I said before start off with Bomb, and get a Poppy Bros. Jr. Helper. The helpers get pretty crazy and will go suicidal. They'll jump into action and start attacking. This is a good and bad thing. For someone like King Dedede, it's great. But against the Halberd Combo Cannon, your helper (Poppy Bros. Jr.) will die before it can get a few attacks through. So when you're going up against a boss like the Combo Cannon, be ready to revive your helper by getting rid of your current power. Since after that Kirby is powerless, you'll want to get him out of the action and only guarding and going for the stars and items enemies drop so he can spit them back at the boss. Keep at least two Maxim-Tomatoes till that last 3-4 bosses; one for somewhere between battles 4-2, and one before Marx, who is always the last boss and is not random. If Kirby is powerless after fight, and has a helper (hopefully still Poppy Bros. Jr.) and the power-boxes both have worthless powers, keep Kirby powerless, and just let him guard and spit things at the enemy. This goes especially well before Chamelo Arm and Wham Bam Rock. With Chamelo Arm, you will and to suck in those little colorful balls he spits out to get the Paint One-Shot Ability and defeat him easily, letting you helper take care of whatever health he has before or after the paint ability. With Wham Bam Rock, you want to get the Stone ability, and not attack much. You're better off during this fight to drop into a stone and stay put, only coming out if your helper needs reviving. You can occasionally attack if you see fit. You can get stone from when he hits the ground and all the rocks fall from the ceiling. Don't forget! If your helper is flashing white and red and running back and forth the next power that touches him, he gains. That means that if he's about to die and a rock falls on him, he'll turn into Rocky. Oh yeah, and make sure to look at the picture of the next enemy to see what you should do before the battle (heal, change abilities, etc.). The picture is at the top right of the screen.

That's all I can say about Arena with 1 Human and 1 CPU.

### \_You and a Friend\_

This is so much easier. Again, start off with your friend as a Poppy Bros. Jr. Helper and Kirby with the bomb ability. Now when you have a friend playing as a helper, Kirby should be a coward whenever possible in order to stay away from damage. Only let Kirby participate in long-range damage and reviving the helper, except vs. Chamelo Arm, Waddle Dee, the two groups of semi-bosses, and a few others. Refer to the boss list for tips and reasons. Anyway, as I said, you'll want to make sure that your friend stays as Poppy Bros. Jr. Sacrifice whatever power you have if you need to revive him. Some of the tips I said in the last paragraph apply here to; you should make sure your helper doesn't hit any objects while flashing. That's all.

And, when you beat the Arena the first time, you'll open up the sound test.

### The Evil-Doers \_\_\_\_\_

Here are all the bosses and baddies that fill the arena. Included are what abilities you can gain from them if any, and other attributes. In alphabetical order.

These walkthroughs are tailored for beating the arena, and are sometimes totally different than the strategies given in the actual level walkthroughs. Referring to both is sometimes the best way to go.

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#### The Layout

|             |                                                      |
|-------------|------------------------------------------------------|
| /enemy name | the name of the enemy                                |
| description | a concise description of the power                   |
| tactics     | how you should fight them; tactics against the enemy |
| power(s)    | the power Kirby can gain from the enemy, if any      |

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/enemy name \_\_\_\_\_  
Chamelo Arm

description A color-changing reptile, the Chamelo Arm has a variety of quick attacks. He could dash at you, suck you in and spit you out, he can hit you with his tail, and he can spit balls of paint at you.

tactics With the right tactics, this is easy. First, let your helper go all out on him, getting his life to about half full, while you as Kirby avoid all Chamelo Arm's attacks. Then, when Chamelo Arm jumps up in the air and hooks his tail to the ceiling to spit out his balls of paint, position Kirby as to suck one of them in. Swallow it to gain the paint ability. Use the paint ability (a single-shot ability) to finish Chamelo Arm off, as it should take away the half of the life meter that was left. Beware that he can also camouflage himself into the background as to make it harder for you to see him.

power(s) Paint Ability from the balls of paint Chamelo Arm spits out.

/enemy name \_\_\_\_\_  
Computer Virus

description A three-enemy in one battle, RPG-Style, complete with HP, where

Kirby and Co. take turns attacking the enemy. The dialog box at the top contains information about the battle.

tactics An RPG-Style Battle, the Computer Virus is actually three enemies in one. There is first a witch, then a knight, then a dragon. Kirby and Co. always start first, and then the enemy. Every time your turn comes there will be two power-boxes, one on the left and one on the right. Only change your power if a. it's bomb; b. it's hammer; c. it's mirror; or d. it's stone. Anyway, the witch is weak and can't do much. Just guard against her attacks and pound her when your turn comes. Bombs'll do fine. Next, the knight. He's a bit tougher because of his sword attack that brings swords down all around the screen, though he'll leave himself open to attack more often than the other two in order to "store power" and "retreat." You can still guard against it. When your turn comes, either throw bombs at him, do the spinning air attack with the hammer, fly above him and drop on him as stone, or do the dash mirror attack. However, still keep your helper as Poppy Bros. Jr. if at all possible. Then the dragon. The dragon has the most HP and takes the longest to kill but is really no harder than the knight. Just watch out when he blows the scythes.

powers(s) A variety of powers appear on the left and right of the screen between turns.

---

/enemy name Dual Whispy Woods

description Two Whispy Woods. With a helper, this is easier than easy.

tactics There's not much in the way of tactics here. With a helper, this is easier than easy. Just send your helper (preferably Poppy Bros. Jr.) on one and yourself on the other. Cutter, mirror, and sword all work fine too, but the bomb is the best. Just run up to the tree and hold down down and keep pressing B till the tree's finished.

powers(s) N/A

---

/enemy name Halberd Combo Cannon

description A dual-power cannon. It has a moving cannon which fires large cannon balls, and a laser cannon which fires thick beams. It also has a hand that comes down from the top of the screen that can drop bombs on Kirby and his helper, and grab either one of them to bash against the ground than throw. The hand can be destroyed with a single bomb or hit, but will come back.

tactics This is a toughie mainly due to the fact that touching the main part of the cannon, the part that shoots cannon balls and accounts for most of the combo cannon's health, is damaging to you, if you touch it. The best thing to do is to first nail the laser cannon until it blows up. Beware that even if you do duck, the combo cannon may push up one of the platforms you stand on to still get you in the way of the blast. After the laser cannon's gone, send your helper on a suicide mission to jump on the little strip of semi-safe land in front of the big cannon and go all out, while you, hopefully with the bomb ability jump and throw bombs from the ground. All through the battle, watch for the mechanical hand that comes and goes. It

drops bombs that Kirby can eat to get the Bomb power, and it can also grab Kirby and helper for a painful amount of damage.

|             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|-------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| powers(s)   | Bomb Ability from the bombs the Mechanical Hand drops.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| /enemy name | <hr/> Halberd Reactor                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| description | The reactor of the Halberd Ship. You have to destroy it in order to destroy the Halberd. It has a cannon which fires a large blast, and three other cannons that shoot streams of fire from under you. There is also a moving device that follows Kirby or his helper and shoots lasers at him.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| tactics     | This isn't that hard, as long as you know what to do. First of all, avoid all the cannons. If the ones that come from under get to start shooting you, simply stand in between two of them and you'll be fine. OK, when that little thing that looks like the end of of electrical cord comes, it'll move it's head around depending on where Kirby and his helper are. If you are playing with a computer, sometimes this will go for your helper who you have no control over and so he won't be able to do what you're supposed to do. If you're playing with a human as your helper, and the thing goes for him, let him do what you are supposed to do. WHAT YOU ARE SUPPOSED TO DO: When the plug is following you, jump and hover <u>directly</u> in front of the Reactor itself (the shiny sparkly diamond-looking thing). As soon as the plug starts vibrating, get out of the way and let the laser hit the reactor. Three doses of this and the reactor will blow up. |
| powers(s)   | N/A                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| /enemy name | <hr/> Heart of Nova                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| description | A side-scrolling shooter where Kirby has to pilot horizontally and vertically to destroy all the pillars of the Heart of Nova.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| tactics     | This is a pretty easy boss fight, especially with a helper. Powers are regardless here. First make sure you destroy all of the ones on the first time the pass you. Then after about five or six pillars, the whole thing will reverse direction, and you have to dodge the coming pillars that you had already destroyed. Then, there will betwo more; the first one is easy and all you have to do is fly through without touching the little part that you actually have to shoot. The second one is where you're most likely to get hurt due to lack of space for Kirby to go through without touching the actual thing, but once you destroy that last one, the whole thing will blow up and you'll fly away.                                                                                                                                                                                                                                                               |
| powers(s)   | N/A                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| /enemy name | <hr/> Heavy Lobster                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| description | A big mechanical lobster that can shoot out flames, litte Heavy Lobster-shaped ground missiles, and ram himself at Kirby and Co.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| tactics     | This fight is similar to the Chamelo Arm fight, but a bit easier since the Heavy Lobster is such a big foe. Just hit him with all you got and jump over him when he speeds in your direction. When he stops and splits his claws into a                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |

ninety-degree angle, it means he's a. going to shoot flames at you; b. going to shoot a small ground missile at you; or c. going to spit out a blob of paint. Now, the ground missile can be sucked up and spat out back at him and the paint can be sucked up for the insanely useful Paint Ability, but when he spits flames, you should be careful as it does tough damage. As usual, a helper makes this battle easier. Make sure that, whenever he gives you the opportunity, you get the Paint Ability, regardless of what power you have, as Paint will make the battle finish in less than half the time.

- powers(s) Paint Ability from the balls of paint Heavy Lobster spits out.
- 
- /enemy name Fatty Whale
- description A huge tobacco-smoking whale. Why the whale does not like Kirby, I do not know. He can divebomb towards the screen, barrel roll left to right, and belly flop into the water, in addition to blowing water out of his back to bring down stones.
- tactics For some reason, I have trouble with this boss; but as far as I can say, there isn't much in the way of tactics when fighting the Fatty Whale. Just hit him and avoid his attacks...use the general good powers (Bomb, Sword, etc.), and this should be pretty easy. Also, if your health is bombing, go for the stones that fall when dives towards the screen; they'll give you the stone ability.
- powers(s) Stone Ability from the rocks that fall.
- 
- /enemy name Kracko
- description A big cloud with spikes covering it and a large, rather menacing, eye in the center. One of the most annoying bosses. He has a variety of quick attacks: flying from the left to right, or right to left of the screen, shooting down beams, shooting single bolts of lightning, swooping around the screen, and spitting out Waddle Doos.
- tactics This guy puts up a fight. Since Kracko spends most of his time in the air, there aren't many abilities that give you multiple attacks in the air. So, your best bet is to swallow and spit out the Waddle Doos for some considerable damage, and, if you have hammer or sword, do the air spin attacks with those two. A helper isn't very useful here, unless they are a Bonkers (hammer) or Blade Knight (sword).
- powers(s) Beam Ability from the Waddle Doos that Kracko spits out.
- 
- /enemy name Marx
- description The last boss of the game and the boss of Milky Way Wishes. Marx can be an insane fight, if you don't know his moves, but with the proper knowledge, you should be able to take him down. He has the following abilities: shooting four boomerangs; shooting a stream of yellow arrow-like things; dropping a blue bomb that explodes into a blue beam which turns anything that touches the beam into ice; dropping multiple bombs that explode into vertical columns of a cactus-looking thing; and, when he gets low on health, a black hole that sucks in whatever gets

near it and drops it from the top of the screen. That last one is particularly damaging, and has destroyed my chances of beating the Arena on quite a few occasions.

tactics Ah, the final fight in the arena. Now that you know his attacks, Marx should be an easy opponent; just a rather tedious one due to the amount of damage he can take. No matter the power you have, you should beat him silly with it. To avoid his ice bomb, jump over the beam. To avoid his arrow beam, float over it. To avoid the black hole and the cactus bombs, go to either corner of the screen and guard. To avoid the boomerangs...well, just avoid them! Now, if you are powerless, avoid everything and when the opportunity comes, suck in the boomerangs and spit them back at him. With him dead, you have successfully completed the arena!

powers(s) Ice Ability from the Ice Bomb he drops.

---

/enemy name Meta-Knight

description A small ball-shaped opponent with a sword and a cape. Sounds menacing, huh? He can do all the normal sword attacks Kirby can do as well as a few others, the most damaging being when he spins himself into a tornado and speeds really fast all around the screen. The attack is nearly unavoidable.

tactics You have to battle this guy with the sword power. This can be a good or bad thing depending on your tastes, but to me, the sword is too weak and slow (other than the sword beam attack) to make this battle easy. Anyhow, since you're stuck with the sword, you should mainly just try to avoid his tornado attack and do sword beam constantly against him, and let your helper go suicidal on him. That's the quickest way to make him fold into his cape and go away. I like the idea of a one-on-one (excusing the helper) sword fight, though. Real epic sounding for a Kirby Game.

power(s) You are forced to get the Sword Ability at the beginning of this battle.

---

/enemy name Semi-Boss Group #1

description  
NEXT UPDATE

tactics

powers(s)

---

/enemy name Semi-Boss Group #2

description  
NEXT UPDATE

tactics

powers(s)

---

/enemy name Waddle Dee

description A helpless, harmless Waddle Dee. Why is he in the arena? I have no idea. He can't hurt unless you touch him.



description Kirby becomes a stealthy ninja who can cling on to walls and throw knives. Not a very powerful power...maybe I just haven't used it enough, but I believe there are much better.

attacks Tap Y: Knife Throw  
Hold Y: Quado-Shock Attack  
Dash+Y: Dash Attack  
Down+Y In Air: Ninja Kick  
Right+Y Near Enemy: Air Drop  
Upon Damage, Push Y: Hide Defense  
Push Against a wall In Air: Stick to Wall  
Stick to Wall+B: Triangle Jump

---

/enemy name Birdon  
kirby term Wing  
weapon Feathers

description Kirby becomes a colorful bird who can fly and shoot feathers. A fun, albeit not very powerful, ability.

attacks Y: Feather Gun  
Dash+Y: Condor Heading  
Down+Y In Air: Bomber Heading  
Right+Y Near Enemy: Toss  
Y After Toss: Shuttle Loop  
B In Air: Fluttering

---

/enemy name Blade Knight  
kirby term Sword  
weapon Sword

description Kirby dons a Link-Inspired cap and gains a golden sword. A very nice ability with short- to mid-range attacks and good power. Can be used underwater.

attacks Y: Chop (also in air)  
Y: Chop and Beam (when energy is full)  
Y Repeatedly: Multi-Sword Attack  
Dash+Y: Sword Stab  
Down+Y In Air: Down Air Stab

---

/enemy name Bonkers  
kirby term Hammer  
weapon Hammer

description Kirby takes hold of a hammer as big as himself which he can flatten enemies with. A very strong ability, with very little range. However, Kirby can throw the hammer at an enemy at will, though it will make him powerless. Can be used underwater.

attacks Y: Hammer Nail  
Dash+Y: Hammer Swing  
Y In Air: Giant Swing  
Dash+Y In Air: Ultragiant Swing  
Up+Y: Hammer Flip  
Dash+A: Hammer Throw (kirby only)

---

/enemy name Bugzzy  
kirby term Suplex

weapon Wrestling-Based Attacks

description Kirby becomes a pro wrestler as he dashes to grab enemies and do various attacks depending on which way you push the Control Pad. A very fun and powerful attack however the biggest flaw is that it doesn't work on bosses.  
Note: Does Not Work on Bosses

attacks Y: Dash Capture  
Y Repeatedly: Quick Stamping  
Down+Y In Air: Pinpoint Kick  
Dash Capture+Up: Back Breaker  
Dash Capture+Down: Body Slam  
Dash Capture+Right: Pile Driver  
Dash Capture+Left: German suplex  
Dash Capture+Y: Lariat  
Dash Capture+B: Jumping Body Slam  
Dash Capture+Up/Right Air: Air Body Slam  
Dash Capture+Down In Air: Air Body Down Slam

---

/enemy name Burnin' Leo  
kirby term Fire  
weapon Fire-Based Attacks

description Kirby becomes a living fireball who can breath fire and shoot forward in fireball form. Very powerful with a good dash attack. No real negatives.

attacks Y: Fire Blow  
Y+Control Pad: Change Fire Direction  
Hold Y+Left: Fireball  
Dash+Y: Burning Attack  
B+Y: Fireball Spin  
Y Before Landing: Fireball Roll

---

/enemy name Capsule-J  
kirby term Jet  
weapon Jetpack

description Kirby adds a jetpack to his arsenal, and it enables him to hover and shoot forward at enemies with lots of momentum. Not very useful unless you have a "runway" full of enemies.

attacks Hold Y: Store Power  
Release Y: Jet Kick  
Release Y In Air: Jet Heading  
Max Power Stored: Jet Dash  
Jet Dash+Y: Jet Cracker  
Release Y Near Enemy: Jet Blow  
Jet Blow Max Power: Diving Rocket  
Power Stored+B: Save Stored Power  
B In Air: Hover  
Max Power+B In Air: Ultra-Jet Jump

---

/enemy name Chilly  
kirby term Ice  
weapon Ice-Based Attacks

description Another fun ability which enables Kirby to attack enemies with

ice. The greatest part of this otherwise weak ability is the fact that you can suck enemies in and spit them out as ice cubes. Afterwards you can kick the ice cubes into other enemies for damage.

|         |                    |                  |
|---------|--------------------|------------------|
| attacks | Y:                 | Freezer Breath   |
|         | Dash+Y:            | Freezer Blizzard |
|         | Y Repeatedly:      | Freezer Blizzard |
|         | Y In the Air:      | Freezer Sprinkle |
|         | L/R+Y Near Enemy:  | Freezer Suction  |
|         | Freezer Suction+Y: | Freezer Ejection |
|         | Touching Ice:      | Ice Kick         |

---

|             |       |
|-------------|-------|
| /enemy name | Gim   |
| kirby term  | Yo-Yo |
| weapon      | Yo-Yo |

description A great ability with many pluses. Kirby takes a Yo-Yo into possession and unleashes a flurry of attacks. The Yo-Yo can go through walls and does a decent bit of damage. Kirby can even Yo-Yo himself into a spin attack.

|         |                     |                   |
|---------|---------------------|-------------------|
| attacks | Y:                  | Yo-Yo Throw       |
|         | Dash+Y:             | Break Spin        |
|         | Up+Y:               | Up Throw Attack   |
|         | Down+Y:             | Down Throw Attack |
|         | Right+Y Near Enemy: | Hammer Drop       |
|         | Down+Up+Y:          | Gazer Spiral      |

---

|             |             |
|-------------|-------------|
| /enemy name | Knuckle Joe |
| kirby term  | Fighter     |
| weapon      | Fists       |

description One of the most powerful abilities. It is quite like the sword, but with a bit more range. Kirby can throw an endless beating at the nearest enemy, and do a dashing uppercut to the first enemy he touches. Fighter Kirby can also throw enemies.  
Note: Strength of Attack Depends on How Long You Press Y.

|         |                     |                          |
|---------|---------------------|--------------------------|
| attacks | Y:                  | Vulcan Jab (weak)        |
|         | Y:                  | Smash Punch (strong)     |
|         | Dash+Y:             | Leg Sweep (weak)         |
|         | Dash+Y:             | Spin Kick (strong)       |
|         | Y In Air:           | Down Kick (weak)         |
|         | Y In Air:           | Double Kick (strong)     |
|         | Up+Y:               | Rising Break             |
|         | Right+Y Near Enemy: | Grab Enemy               |
|         | Grab+Y:             | Arm Throw                |
|         | Grab+Left+Y:        | Tomoe Throw (kirby only) |

---

|             |                |
|-------------|----------------|
| /enemy name | Parasol W. Dee |
| kirby term  | Parasol        |
| weapon      | Parasol        |

description Another modestly powerful ability. Kirby opens up his red and white umbrella to wack enemies with and, when opened in the air float slowly to the ground. When used in conjunction with Kirby's normal hovering ability, it can provide some very long-distance flights. It can also protect you from enemies that fall from above. Can be used underwater.

|         |                     |                |
|---------|---------------------|----------------|
| attacks | Y:                  | Parasol Swing  |
|         | Hold Y:             | Parasol Shield |
|         | Dash+Y:             | Parasol Drill  |
|         | Down+Y In Air:      | Parasol Dive   |
|         | Right+Y Near Enemy: | Parasol Roll   |
|         | Up In Air:          | Parasol Chute  |

---

|             |                      |
|-------------|----------------------|
| /enemy name | Plasma Wisp          |
| kirby term  | Plasma               |
| weapon      | Plasma-Based Attacks |

description Kirby can shoot plasma-based objects at enemies. This ability can be really powerful, but tedious is definitely the word when it comes do constantly rubbing the control pad. Useful against tougher enemies.  
 Note: Attack Power Depends on How Long You Move the Control Pad Before Pressing Y.

|         |               |                     |
|---------|---------------|---------------------|
| attacks | No Power:     | Plasma Needle       |
|         | Slight Power: | Plasma Arrow        |
|         | Medium Power: | Plasma Spark        |
|         | High Power:   | Plasma Laser        |
|         | Full Power:   | Plasma Weave Cannon |

---

|             |                |
|-------------|----------------|
| /enemy name | Poppy Bros. Jr |
| kirby term  | Bomb           |
| weapon      | Bomb           |

description My favorite power. Why? It's powerful, ranged, and has no set-backs. Throw, set, toss an unlimited number of bombs at breakneck speeds. Useful anywhere, anytime.  
 Note: Bomb Angle Depends How Long You Press Y.

|         |                                                |
|---------|------------------------------------------------|
| attacks | Y: Hold a Bomb                                 |
|         | Y: Throw a Bomb (when holding a bomb)          |
|         | Y Near Enemy: Set a Bomb (when holding a bomb) |
|         | Down+Y: Drop a Bomb                            |
|         | Dash+Y: Straight Throw                         |

---

|             |                                  |
|-------------|----------------------------------|
| /enemy name | Rocky                            |
| kirby term  | Stone                            |
| weapon      | Kirby Becoms a Variety of Stones |

description A great ability in some cases and a terrible one at others. When in stone form, Kirby is invincible. If Kirby falls on enemies in stone, the damage done is immense, but it's rather hard to find an enemy waiting for you to "drop-in" on them.

|         |           |             |
|---------|-----------|-------------|
| attacks | Y:        | Stone       |
|         | Y In Air: | Stone Smash |
|         | Dash+Y:   | Turbo Stone |

---

|             |               |
|-------------|---------------|
| /enemy name | Simirror      |
| kirby term  | Mirror        |
| weapon      | Mirror Shards |

description A fun and powerful ability. Kirby becomes quite a magician and can create mirror shards to hurl at the enemy. He can also use his guard stance to reflect attacks.



attacks            Y:                            Dash/Dash Release  
                  B:                            Brake  
                  Left or Right                Turn

---

one-shot powers \_\_\_\_\_

/enemy name      Chef Kawasaki  
kirby term        Cook  
weapon            Kirby Can Cook Enemies

description      Kirby grabs a pot and roll calls all the enemies on screen into it. He cooks them and out come healing items, one per enemy. Very useful.

attacks           Y:                            Cook

---

/enemy name      Crash  
kirby term        Crash  
weapon            Everything Dies

description      Basically Mike, but only once and more powerful.  
Note: Does Not Work on Bosses

attacks           Y:                            Crash Attack

---

/enemy name      Mike  
kirby term        Mike  
weapon            Noise-Based Attacks

description      While technically not a one-shot power, it is not very common nevertheless. Kirby gets three noise based attacks that kill all the enemies on the screen.  
Note: Does Not Work on Bosses.

attacks           Y:                            Mike Attack

---

/enemy name      N/A  
kirby term        Paint  
weapon            Paint/Paintbrush

description      Kirby grabs a paint brush and splatters paint on everything on the screen. Possibly the most useful one-shot power as it works on bosses and well. And the reason enemy name is N/A is because you get paint from either eating the Chamelo Arm's paint balls or the Heavy Lobster's paint blobs, not by eating an enemy. For more on those two bosses, refer to "The Evildoers" under the Subsection "The Arena."

attacks           Y:                            Paint Attack

---

/enemy name      Sleeping Kirby Clone  
kirby term        Sleep  
weapon            N/A

description      Just a really big annoyance; all Kirby has to do is touch one of these guys and he goes to sleep; no eating necessary. Kirby stays a sleep for a few seconds, and is subject to attack while asleep.



Very rare, but insanely useful. You can kill enemies by just touching them while invincible, and the power can be transferred to a helper, like food.

---

|             |                                                                                                                                      |
|-------------|--------------------------------------------------------------------------------------------------------------------------------------|
| /item name  | Maxim Tomato                                                                                                                         |
| type        | Healing                                                                                                                              |
| description | A ripe-looking red tomato with a block M on it. Totally fills Kirby's health bar, though it is much more rare than other food items. |

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## 7 Version History.....

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You are currently reading v0.4 of the guide

-
- Version 0.8: August 26, 2002
 - +First Release
 - +Power List Complete
 - +Boss List (almost) Complete
 - +Item List Complete
 - +Arena Section Complete
 - +Gourmet Race Complete
 - +Spring Breeze Complete
 - +Dynablade Complete
 - +Great Cave Offensive Complete
 - +Revenge of Meta-Knight Complete
 - +Everything After the Walkthrough Complete
- Current Size: 134 K

Work Started: July 30, 2002

- +Power List Started
 - +Samurai Kirby Completed
 - +Megaton Punch Completed
 - +Ascii Art Added
- Current Size: ?

8 Miscellaneous Stuff.....

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### \ 8.1 Read Before Emailing Us \

~~~~~

I like email. Email is peachy. But when it is abused email is NOT cool. Don't mass mail me, don't sign me up for spam (however I might if you do), don't email pointless stuff to me, etc. The obvious stuff. However, do comment and criticize the guide, ask questions, contribute to the guide. I don't do help on AIM, so don't ask. And, if you're gonna ask a question, make sure it isn't already in the guide, OK? So go ahead, bombs away.

You can also send error (both grammatical and game-related) corrections here.

The Pink Kirby Contact: ThePinkKirby@yahoo.com
Snow Dragon Contact: eubanks1084@hotmail.com

Don't email Snow Dragon about any part of this guide OTHER than the following walkthroughs: Spring Breeze, The Great Cave Offensive, The Revenge of Meta-Knight, and DynaBlade. Any corrections or comments about those sections go to him, while any corrections and comments on anything else goes to me. Thanks.

10 The Rules.....

~~~~~

Feel free to distribute this guide. Save it on your computer, print it out, roll it up and wack your friends on the head with it. If you want to put it on your site, email me beforehand. I will say yes (most likely), but I want to keep track of sites that have my guide. If you post it and I find it and you didn't ask me, we will not be happy. You wouldn't like us when we're not happy, so don't test us. Here's a handy Do/Don't list:

Do:                   Distribute it.  
                      Print it out.  
                      Give it to your friends.  
                      Cherish it.  
                      Put it on your website (after emailing me, of course).  
                      Burn it onto a CD and show it off to all your everyone.

Don't                 Sell it.  
                      Publish it in a magazine.  
                      Take credit for it.  
                      Modify and distribute it.  
                      Make any kind of profit off it.

It's pretty obvious stuff. And obviously, don't plagiarize the stuff. If you don't know what the word means, here you go, courtesy of Merriam-Webster:

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plagiarize \pla-je-riz\ vb -rized; -rizing: to present

the ideas and words of another as one's own

~~~~~

If you want to write a FAQ on Kirby Super Star and you want to use some of our information, ask first. We might just say yes.

That's all :)

11 Well, I'm Done/Credits.....

~~~~~

If you enjoyed this guide, it's a first job well done for me. Props to everyone who read this and big thanks to Snow Dragon for letting me put his Kirby Super Star in-depth walkthroughs (Spring Breeze, Dynablade, the Great Cave Offensive, and Revenge of Meta-Knight) to complete this guide. Later!

-The Pink Kirby

### THE RESPONSIBLE PARTIES

~~~~~

+Jeff "CJayC" Veasey for hosting this and my other guides.
+GameFAQs for being the best video game site ever.
+The Pink Kirby for writing some of the friggin' thing.
+Snow Dragon for writing the rest hard stuff.

and for Snow Dragon...

+The people who created Snes9x, a great Super Nintendo emulator. Your program has made my job zillions of times easier!
+Nintendo and Halcken for creatin this game.
+The sites who have permission to post this walkthrough.
+Anyone who developed my writing talent.

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