

# Kirby Series Ending Guide

by Reynaldo Esteban

Updated to v0.4 on Jan 9, 2006

This walkthrough was originally written for Kirby No Kira Kira Kizzu (Import) on the SNES, but the walkthrough is still applicable to the SNES version of the game.

Ending FAQ list for the multiple Kirby games.

by

ReyVGM from the <http://www.vgmuseum.com>  
Game Pics, Game Endings, Sprite Rips, Game Scans and more.

Version 0.4

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\_\_\_\_\_/ Hopes and Wishes \_\_\_\_\_  
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My wish is that this "Ending FAQ" will encourage other FAQ authors to include the endings of the games in their FAQs.

A lot of people actually get interested in reading the ending, even if they have beaten the game before.

I, for one, am a fan of game endings.

Questions at

\*\* reyvgm at hotmail dot com \*\*

Kirby as subject please.

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\_\_\_\_\_

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format, of course.

You can check over 2000 more endings for multiple systems besides Kirby at the Video Games Museum - <http://www.vgmuseum.com>

\_/\_/\_/\_/\_/ 2 - Incomplete information \_/

There are a few of the Kirby games in which I've never seen the endings. If you have the info, email me the ending and the game it's for at \*\* reyvgm at hotmail dot com \*\* You will get full credit.

Here is the list of the stuff I am missing:

Kirby's Dream Course [ Super Nintendo ]:  
Missing complete transcripts of what happens in the ending.

Kirby No Kira Kira Kizzu [ Super Famicom ]:  
Missing complete transcripts of what happens in the different endings.

BS Kirby No Omocha Hako [ Super Famicom ]:  
Missing complete transcripts of what happens in the ending.

Kirby Air Ride [ Gamecube ]:  
Missing complete transcripts of what happens in the ending.

Kirby Canvas Curse [ Nintendo DS ]:  
Missing complete transcripts of what happens in the ending.

\_/\_/\_/\_/\_/ 3 - The Kirby Endings \_/

These are the endings for the true Kirby games and how to get them.

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-- NES --
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Kirby's Adventure [ Usa - Nes ]
Hoshi No Kirby: Yume No Izumi No Monogatari [ Japan - Famicom ]
Kirby's Adventure [ Europe - Nes ]
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1)Number of endings:

1

2)How to get it:

Beat the Nightmare.

3)The ending from the World of Nintendo & myself:

After beating the Nightmares, You fly down to POPSTAR (Kirby's Homestar) and while riding down, King Dedede flies down and the following text appears:

"Kirby fought to find the Star Rod, but King Dedede did not mean any harm... Bad dreams had invaded Dream Land! A Nightmare came to the Dream Spring and tried to cause pain to the people! Dedede foiled the Nightmare by hiding the Star Nightmare Dedede helped Kirby beat the Nightmare! Now, everyone's dreams will return. Tonight Dream Land will sleep well."

Kirby throws the StarRod right on the Fountain. He flies down near the fountain and stars explode from the StarRod. Then, you see an almost blank screen with stars.

Kirby flies up with a warpstar and waves goodbye. Bosses and credits alternate. Then, you see a screen with the fountain. Your ability is Bye-bye.

4) You can see the last boss and ending images at:

<http://www.vgmuseum.com/end/nes/a/kirby.htm>

5) Ending rating:

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5/10 Stars

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-- Super Nes --  
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-- Super Nes --  
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Kirby's Dream Land 3

[ Usa - Super Nes ]

Hoshi No Kirby 3

[ Japan - Super Famicom ]

\*\*Not Released\*\*

[ Europe - Super Nes ]  
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1) Number of endings:

3

2) How to get them:

Bad Ending: Beat King Dedede without getting all the Heart Stars.

Good Ending: Beat the Dark Matter by getting all the Heart Stars.

Beat the Boss Butch! mode.

3) The ending from the World of Nintendo & myself:

Bad Ending:

If you beat King Dedede without all the Heart-Stars, it will show Kirby and Goey walking with the cast of enemies on the bottom and in the end it will show the Dark Matter.

Good Ending:

If you beat Dark Matter, first it will show Kirby and Goey flying away and beams come out of Dark Matter and he disappears. It will show the credits

with pictures of the characters then at the end it will show Pop Star and after a while, Ado will paint the word "END" near the corner.

Beat the Boss Butch! mode:

It will show the credits with pictures of the characters in a pastel painting style, then at the end it will show Pop Star and after a while, Ado will paint the word "END" near the corner.

4) You can see the last boss and ending images at:

<http://www.vgmuseum.com/end/snes/a/kirby3.htm>

5) Ending rating:

\*\*\*\*\*

7/10 Stars

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=====
Kirby Super Star                               [ Usa - Super Nes ]
Hoshi No Kirby Super Deluxe                   [ Japan - Super Famicom ]
Kirby's Fun Pack                               [ Europe - Super Nes ]
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1) Number of endings:

7

2) How to get them:

Beat King Dedede in the Spring Breeze game.

Beat Dyna in the Dyna Blade game.

Beat the Great Cave Offensive game.

Beat Meta Knight in the Revenge of Metaknight game.

Beat Marx in the Milky Way Wishes game.

Beat the Gourmet Race game.

Beat the Arena game.

3) The ending from the World of Nintendo & Myself:

Spring Breeze:

After beating King Dedede he'll be knock out of the castle.

Then Kirby dances around and grows into a balloon and lifts up the castle,  
The credits roll and Kirby hops down and holds up a sign that says "NEXT".

Dyna Blade:

After beating Dyna, Kirby walks towards Dyna's babies.

Kirby pushes them to the Tree enemy and feeds them apples.

Then Dyna and her babies fly into the sunset while the picture says:

"To be continued"

Great Cave Offensive:

Kirby goes up on the elevator, jumps on a Warp Star and escapes.  
Then it shows Kirby and the treasures you collected.

Revenge of Metaknight:

After escaping the Meta-Knight's ship Kirby and Wheelie ride off into the sunset while the Halbird crashes into the ocean.  
Then it shows all the abilities and helpers.

Milky Way Wishes:

After Beating Marx he flies into NOVA and explodes. Kirby then flies back to POPSTAR and it says THE END. Then it shows Kirby asleep and then the credits roll.

Gourmet Race:

It shows a screen with Kirby and the words "WIN!" and King Dedede is in the background looking defeated.

The Arena:

It shows a picture of Kirby holding a cup and a belt with the words "Winner" on the screen.

4) You can see the last boss and ending images at:

<http://www.vgmuseum.com/end/snes/a/kirbyss-2.htm>

5) Ending rating:

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10/10 Stars

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Kirby's Dream Course [ Usa - Super Nes ]  
Kirby Bowl [ Japan - Super Famicom ]  
Kirby's Dream Course [ Europe - Super Nes ]  
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1) Number of endings:

1

2) How to get it:

Just beat King Dedede

3) The ending from the World of Nintendo:

Submissions wanted.

4) You can see the last boss and ending images at:

None yet.

5)Ending rating:

None yet.

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Kirby's Avalanche [ Usa - Super Nes ]
**Not Released** [ Japan - Super Famicom ]
Kirby's Ghost Trap [ Europe - Super Nes ]
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1)Number of endings:

1

2)How to get it:

Just beat King Dedede

3)The ending from myself:

After you beat King Dedede it will show Kirby holding the cup and a message will say: "Congratulations! You win! Kirby is the Avalanche champion!" then it will show all the characters in the game and the credits will roll.

4)You can see the last boss and ending images at:

<http://www.vgmuseum.com/end/snes/a/kirbya.htm>

5)Ending rating:

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5/10 Stars

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=====
**Not Released** [ Usa - Super Nes ]
Kirby No Kira Kira Kizzu [ Japan - Super Famicom ]
**Not Released** [ Europe - Super Nes ]
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1)Number of endings:

?

2)How to get it:

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3)The ending from ?:

Submissions wanted.

4) You can see the last boss and ending images at:

None yet.

5) Ending rating:

None yet.

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**Not Released**                               [ Usa - Super Nes ]
BS Kirby No Omocha Hako                       [ Japan - Super Famicom ]
**Not Released**                               [ Europe - Super Nes ]
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1) Number of endings:

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2) How to get it:

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3) The ending from ?:

Submissions wanted.

4) You can see the last boss and ending images at:

None yet.

5) Ending rating:

None yet.

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-- Nintendo 64 --
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-- Nintendo 64 --
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Kirby 64 The Crystal Shards                   [ Usa - Nintendo 64 ]
Hoshi No Kirby 64                             [ Japan - Nintendo 64 ]
Kirby 64 The Crystal Shards                   [ Europe - Nintendo 64 ]
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1) Number of endings:

3



2)How to get them:

Bad Ending: Beat the Miracle Matter without getting all the Crystal Shards.

Good Ending: Just beat the Dark Star by getting all the Crystal Shards.

Beat the Boss Mode.

3)The ending from the World of Nintendo:

Bad Ending:

Everybody celebrates, and jumps up and down. King Dedede, Adeline and Waddle Doo hop in a flying saucer to leave, but Ribbon flies up to Kirby, they shake hands.

Kirby, King Dedede, Addeline and Waddle Doo leave. As the Queen of the Fairies waves, her eyes turn purple and she makes an evil glare, as Ribbon doesn't notice.

Good Ending:

After you beat the Dark Matter, he explodes, with Kirby, Ribbon, King Dedede, Addeline and Waddle Doo riding on the star from the explosion.

It shows a castle, and plays a honorary song. In front of a fairy audience, King Dedede, Addeline and Waddle Doo each are given a crystal shard metal by the Queen of the Fairies.

Right after Kirby gets his, Ribbon flies up to him, and kisses him on the cheek.

As Ribbon covers her face giggling, Kirby dances around blushing, with hearts coming out of his head. King Dedede, Addeline, Waddle Doo and the Queen of the Fairies smile. Suddenly, the picture freezes with Kirby falling down the steps, with Ribbon, King Dedede, Adeline and Waddle Doo rushing to his aid. The credits roll, showing cartoonalized versions of the characters in the game.

Boss Mode:

The ending from Dustin Christensen:

Kirby will rotate with the words Perfect above his head. He will have a part of each boss on him

Whispy Woods-Hair

Pix-Crystal around head

Acro-Dorsal Fin

Magman-Lava Skirt

HR-H-Hands

Miracle Matter-Hat

O2-Wings

4)You can see the last boss and ending images at:

None yet.

5)Ending rating:

None yet.

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-- Nintendo Gamecube --  
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-- Nintendo Gamecube --  
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Kirby Air Ride [ Usa - Nintendo Gamecube ]  
Kirby No Air Ride [ Japan - Nintendo Gamecube ]  
Kirby Air Ride [ Europe - Nintendo Gamecube ]  
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1)Number of endings:

3

2)How to get them:

Get 100 checklist boxes for Air Ride mode.  
Get 100 checklist boxes for City Trial mode.  
Get 100 checklist boxes for Top Ride mode.

3)The endings from :

Submissions wanted.

4)You can see the last boss and ending images at:

None yet.

5)Ending rating:

None yet.

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-- Game Boy --  
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-- Game Boy --  
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Kirby's Dream Land [ Usa - Game Boy ]  
Kirby's Hoshinoka-Bi [ Japan - Game Boy ]  
Kirby's Dream Land [ Europe - Game Boy ]  
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1)Number of endings:

1

2)How to get it:

Just beat King Dedede

3)The ending from the World of Nintendo:

After beating Dedede, he will be blown right out of the fortress. Then Kirby dances around the boxing ring and then it shows a screen where Kirby becomes huge and lifts the fortress. Then the credits will roll with a picture of Kirby flying to where the city of Dreamland awaits. Then finally, he turns small but the stars he won from Dedede will hold the fortress in midair. Then he lands on a box and holds up a sign that says Bye bye. If you beat Dedede in the extra game, it will show the cast of minor enemies, bosses and mini bosses, plus in the screen with Dedede pounding on the ground, next to him it says "Good job! Press Up and B to get an option mode and a sound test. Good luck!"

4)You can see the last boss and ending images at:

<http://www.vgmuseum.com/end/gb/a/kirby.htm>

5)Ending rating:

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6/10 Stars

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Kirby's Dream Land 2                [ Usa - Game Boy ]
Kirby 2 Hoshinoka 2                 [ Japan - Game Boy ]
**Not Released**                    [ Europe - Game Boy ]
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1)Number of endings:

2

2)How to get them:

Bad Ending: Beat King Dedede without getting all the Rainbow Drops.  
Good Ending: Beat the Dark Matter by getting all the Rainbow Drops.

3)The ending from the World of Nintendo & myself:

Bad Ending:  
If you don't have all the rainbow drops, after you beat King Dedede it will show Kirby and his friends walking in the rain while in the bottom it shows all the enemies in the game.

Good Ending:  
After you beat Dark Matter it will show various of Kirby's friends looking up to the sky. After that it will show Kirby flying across the sky with the Sword and leaving a rainbow behind him.

4)You can see the last boss and ending images at:

<http://www.vgmuseum.com/end/gb/a/kirby2.htm>

5)Ending rating:

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7/10 Stars

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Kirby's Block Ball                [ Usa - Game Boy ]
Kirby No Block Ball              [ Japan - Game Boy ]
**Not Released**                 [ Europe - Game Boy ]
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1)Number of endings:

2

2)How to get them:

Bad Ending: Beat the Level 10 boss without all the flags.

Good Ending: Beat King Dedede at level 11 by getting all the flags.

3)The ending from the World of Nintendo:

Bad Ending:

If you beat Level 10 without getting all the flags, it shows Kirby walking away carrying a bag over his shoulders, with the words "The End?"

Good Ending:

If you beat Level 11 (you can get there by getting all the flags), after you defeat King Dedede, it shows Kirby at the top of the castle.

Then the 5 stars come out and demolish the castle. Suddenly a water fountain squirts out from the wreckage and Kirby does all sorts of stunts on the fountain as the credits roll at the bottom of the screen.

Finally, the fountain blasts him into space, where he lands waving next to the words "The End Congratulations!" Wait a few seconds and Dedede will go flying by.

4)You can see the last boss and ending images at:

<http://www.vgmuseum.com/end/gb/a/kirbyball.htm>

5)Ending rating:

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6/10 Stars

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=====
Kirby's Pinball Land                [ Usa - Game Boy ]
Kirby No Pinball                  [ Japan - Game Boy ]
**Not Released**                 [ Europe - Game Boy ]
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1)Number of endings:

1

2)How to get it:

Just beat King Dedede.

3)The ending from the World of Nintendo:

It shows Kirby edging toward King DeDeDe, while a Kaboo sneaks up behind him and squashes him. Then the whole crew of characters run across the screen and Kirby hops into the warpstar.

4)You can see the last boss and ending images at:

<http://www.vgmuseum.com/end/gb/a/kirbypl.htm>

5)Ending rating:

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5/10 Stars

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=====
Kirby's Star Stacker                [ Usa - Game Boy ]
Kirby No Kira Kira Kizzu            [ Japan - Game Boy ]
**Not Released**                    [ Europe - Game Boy ]
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1)Number of endings:

5

2)How to get them:

Beat the Normal, Hard, Very Hard, Super Hard and Insane mode.

3)The ending from myself:

Normal mode:

It shows Kirby and Rick having a picnic.

Hard mode:

It shows Kirby dressed as a pirate in the sea on top of Kine.

Very Hard mode:

It shows Coo carrying Kirby and Rick in a basket.

Super Hard mode:

Kirby, Coo, Rick and Kine are inside a house looking through a window at a snowman outside the house.

Insane mode:

It shows Kirby waving in a space ship in space and Rick, Coo and Kine are

following Kirby in another spaceship.

4) You can see the last boss and ending images at:

<http://www.vgmuseum.com/end/gb/a/kirbystar.htm>

5) Ending rating:

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7/10 Stars

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- = Game Boy Color - =  
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- = Game Boy Color - =  
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Kirby Tilt 'n' Tumble           [ Usa - Game Boy Color ]
Koro Koro Kirby                 [ Japan - Game Boy Color ]
**Not Released**               [ Europe - Game Boy Color ]
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1) Number of endings:

1

2) How to get it:

Just beat King Dedede

3) The ending from Aaron Brooks:

After defeating King Dedede, Kirby and King Dedede walk off together while the screen fades to black (it still shows Kirby and Dedede though). Dedede trips while Kirby keeps walking, Dedede gets up, he runs to catch up with Kirby.

4) You can see the last boss and ending images at:

None yet.

5) Ending rating:

None yet.

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- = Game Boy Advance - =

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- = Game Boy Advance - =

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=====
Kirby: Nightmare In Dream Land          [ Usa - Game Boy Advance ]
Hoshi No Kirby: Yume No Izumi Deluxe    [ Japan - Game Boy Advance ]
Kirby: Nightmare In Dream Land          [ Europe - Game Boy Advance ]
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1)Number of endings:

3

2)How to get them:

Beat the Nightmare in the Standard Game.

Beat the Boss Endurance mode.

Beat the Meta Knightmare! mode.

3)The ending from the World of Nintendo & myself:

Standard Ending:

After beating the Nightmares, You fly down to POPSTAR (Kirby's Homestar) and while riding down, King Dedede flies down and the following text appears:

"Our hero Kirby has fought bravely to recover the Star Rod... but King Dedede didn't mean any harm. He certainly wasn't trying to harm the Fountain of Dreams, it all began when the Nightmares appeared in the fountain. The Nightmares rode the currents of the Fountain of Dreams, wreaking havok and tormenting the residents of Dream Land.

When King Dedede hid the Star Rod, the power source of the Fountain of Dreams, he was actually hiding it safely away from the Nightmares.

Borrowing King Dedede's power, Kirby managed to defeat the Nightmares. Now that the Star Rod is returned to the Fountain, everyone's dreams will return.

So fluff up your pillow, and get ready

for a good night's sleep..." Kirby throws the StarRod on the Fountain.

He flies down near the fountain and stars explode from the StarRod.

Then, you see an almost blank screen with stars. Kirby flies up with a warpstar and waves goodbye. If you beat the Normal mode the Bosses and credits screens will show and a pic of the Fountain of Dreams with the words The End.

If you beat the Extra mode it will show the credits and the mini bosses with a different shot of the Fountain of Dreams.

Boss Endurance mode:

After beating the Boss Endurance, it will show a picture of Kirby holding a cup with the words "You are the champion" in the bottom.

Meta Knightmare! mode:

After beating King Dedede, it will show a picture of Metaknight on a cliff with his back towards the screen and the words "Congratulations" in the bottom.

4)You can see the last boss and ending images at:

<http://www.vgmuseum.com/end/gba/b/kir.htm>

5)Ending rating:

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8/10 Stars

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Kirby & The Magic Mirror           [ Usa - Game Boy Advance ]
Hoshi No Kirby: Kagami No Daimeikyu [ Japan - Game Boy Advance ]
Kirby & The Magic Mirror           [ Europe - Game Boy Advance ]
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1)Number of endings:

3

2)How to get them:

Just beat the Darkmind with less than 100%.

Just beat the Darkmind with 100%.

Just beat the Boss Endurance mode.

3)The ending from This\_Side\_Down:

Beat the Darkmind with less than 100%:

While still beating the last form of Darkmind you will see the credits, after beating all of his forms you will see the four Kirbys and Dark Kirby flying in the sky each with a warpstar and text appears at the bottom saying: "And so Darkmind was defeated and Dreamland was saved. There was peace... but they remain on guard... because evil may arise again, but dont worry, Mirror-World Kirby will be there to protect us".

Then all the four normal Kirbys go back into their own world through the mirror. Metaknight then flies by the screen and drops a golden sword with a flaming aura which falls into a small pedestal under the mirror in the "Rainbow Route". Then there is a nice picture of the golden sword in the pedestal and in the background the sun is shining through some clouds.

Beat the Darkmind with 100%:

If you get 100% of the game finished (all the treasures unlocked and all rooms visited) a screen will pop up after the endings showing different pictures of Kirby doing things and it says "100% complete!" then you can play in Boss Endurance mode.

Just beat the Boss Endurance mode:

It just shows an image of Kirby inside a gold trophy and it says:

"You Are the Champion!"

4)You can see the last boss and ending images at:

<http://www.vgmuseum.com/end/gba/e/kirmab.htm>

5)Ending rating:

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8/10 Stars



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 -= Nintendo DS -=  
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Kirby Canvas Curse [ Usa - Nintendo DS ]
Touch! Kirby: Mahou No Efude [ Japan - Nintendo DS ]
Kirby Power Paintbrush [ Europe - Nintendo DS ]
Kirby Paint Magical [ China - Nintendo DS ]
Touch Paint! Kirby's Curse [ Russia - Nintendo DS ]
Kirby Rainbow Paint [ Antartica - Nintendo DS ]
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1)Number of endings:

?

2)How to get it:

Just beat Drawcia Sorceress

3)The ending from ?:

4)You can see the last boss and ending images at:

None yet.

5)Ending rating:

None yet.

\_/ \_/ \_/ \_/ \_/ 4 - Not Quite Real Kirby Games \_/

These are the endings for games that are not quite real Kirby games and how to get them.

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 -= Nintendo 64 -=  
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 -= Nintendo 64 -=  
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Super Smash Bros. [ Usa - Nintendo 64 ]
Nintendo All-Star Dairantou Smash Brothers [ Japan - Nintendo 64 ]
Super Smash Bros. [ Europe - Nintendo 64 ]
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1)Number of endings:

1

2)How to get it:

Just beat the Master Hand with Kirby.

3)The ending from the World of Nintendo:

The Master Hand falls into the background from your final blow, your character (in puppet form) falls on the desk, the door closes and the credits roll (press Start to speed them up, A to zoom in on the person's significance) after that a special congratulation screen will appear showing Kirby surfing on a Star with the words Let's Go Go Go! intersecting with each other.

4)You can see the last boss and ending images at:

None yet.

5)Ending rating:

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3/10 Stars

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-- Nintendo Gamecube --  
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-- Nintendo Gamecube --  
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Super Smash Bros. Melee [ Usa - Nintendo Gamecube ]
Dairantou Smash Brothers DX [ Japan - Nintendo Gamecube ]
Super Smash Bros. Melee [ Europe - Nintendo Gamecube ]
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1)Number of endings:

1

2)How to get it:

Beat the Master Hand/Crazy Hand with Kirby in Classic Mode.

Beat Bowser/Giga Bowser with Kirby in Adventure Mode.

Beat the Mr. Game And Watch team with Kirby in All-Star Mode.

3)The ending from the World of Nintendo & Myself:

Classic Mode: Once you destroy Master Hand or Master Hand & Crazy Hand, your character's trophy is seen falling, and then lands on a table with all the trophies of characters who have beaten it. The credits roll, and as an added bonus, you get to shoot the credits. After that, it shows your character doing a few moves, and then shows a screen featuring your

character, and the narrator says, "Congratulations."  
If you used Kirby you will get:  
A bunch of different colored Kirby's rolling around.  
Then, you get a notice saying that you got a trophy of your character.

Adventure Mode: Once you destroy Bowser or Bowser and Giga Bowser, the Bowser trophy flies off into the distance, and blows up.  
The credits roll, and as an added bonus, you get to shoot the credits.  
After that, it shows your character doing a few moves, and then shows a screen featuring your character, and the narrator says, "Congratulations."  
If you used Kirby you will get:  
You will see Kirby wearing the Ness outfit while Ness is falling from a platform. Then, you get a notice saying that you got a trophy of your character.

All-Star Mode: Once you destroy the Mr. Game and Watch team, the credits roll, and as an added bonus, you get to shoot the credits.  
After that, it shows your character doing a few moves, and then shows a screen featuring your character, and the narrator says, "Congratulations."  
If you used Kirby you will get:  
It will show Kirby wearing the Donkey Kong outfit.  
Then, you get a notice saying that you got a trophy of your character.

4) You can see the last boss and ending images at:

None yet.

5) Ending rating:

\*\*\*\*\*  
8/10 Stars

\_/\_/\_/\_/\_/ 5 - Not Quite Kirby Games Anymore \_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/\_/

This is the section for the Kirby games that will never have an ending.

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 -= Nintendo 64 -=
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Kirby's Air Ride [ Usa - Nintendo 64 ]
Kirby's Air Ride [ Japan - Nintendo 64 ]
**Not Announced** [ Europe - Nintendo 64 ]
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1) Number of endings:

We will never know, game was never completed.

2) How to get it:

We will never know, game was never completed.

3) Why it wasn't released:

It was to be a game with a snowboarding twist, which at the time would have been the first four player for any Nintendo 64 game. Suspicions started to increase though, when the status on the game kept being delayed, changed, unannounced and then finally cancelled.

4) You can see the news of this game at:

<http://www.classicgaming.com/kirby/games/airride/>

5) Ending rating:

We will never know, game was never completed.

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-= Nintendo Gamecube -=  
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-= Nintendo Gamecube -=  
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Kirby's Tilt 'n' Tumble 2  
Koro Koro Kirby 2  
\*\*Not Announced\*\*

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[ Usa - Nintendo Gamecube ]  
[ Japan - Nintendo Gamecube ]  
[ Europe - Nintendo Gamecube ]

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1) Number of endings:

We will never know, game was never completed.

2) How to get it:

We will never know, game was never completed.

3) Why it wasn't released:

It is unclear why this game was cancelled, but after it's debut at Space World 2001, it seemed to disappear from all gaming news.

4) You can see the news of this game at:

<http://cube.ign.com/articles/136/136902p1.html>

5) Ending rating:

We will never know, game was never completed.

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-= Game Boy Color -=  
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-= Game Boy Color -=  
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Kirby's Dreamland 2 DX [ Usa - Game Boy Color ]  
Hoshi No Kirby 2 DX [ Japan - Game Boy Color ]  
\*\*Not Announced\*\* [ Europe - Game Boy Color ]  
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1)Number of endings:

We will never know, game was never completed.

2)How to get it:

We will never know, game was never completed.

3)Why it wasn't released:

I have no idea what happened, this was one of the first GBC games announced and it never got released.

4)You can see the news of this game at:

None yet.

5)Ending rating:

We will never know, game was never completed.

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-= Game Boy Advance -=  
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-= Game Boy Advance -=  
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Kirby's Tilt 'n' Tumble Advance [ Usa - Game Boy Advance ]  
Koro Koro Kirby Advance [ Japan - Game Boy Advance ]  
\*\*Not Announced\*\* [ Europe - Game Boy Advance ]  
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1)Number of endings:

We will never know, game was never completed.

2)How to get it:

We will never know, game was never completed.

3)Why it wasn't released:

It is unclear why this game was cancelled, it was announced alongside the Gamecube version and it got quietly canceled.

4) You can see the news of this game at:

<http://gameboy.ign.com/objects/016/016906.html>

5) Ending rating:

We will never know, game was never completed.

\_//\_/\_/\_/ 6 - Conclusion \_/

If you are going to steal this guide, at least give credit to where it's due. Other than that, anyone is free to do whatever they want with this guide.

Email me at \*\* reyvgn at hotmail dot com \*\* for questions or for submissions or whatever else.

Don't forget to pay a visit to The Video Games Museum at [www.vgmuseum.com](http://www.vgmuseum.com) and <http://reyvgn.lup.com>

\_//\_/\_/\_/ 7 - Versions \_/

Version 0.1

Started this ending FAQ.

Version 0.2

Added more info.

Version 0.3

Added the Game Boy Advance Kirby & The Magic Mirror endings.

Version 0.4

Added the Gamecube and GBA Kirby Tilt 'n' Tumble canceled games.

\_//\_/\_/\_/ 8 - Thanks \_/

-- Websites ==

The Video Games Museum for the screenshots.

<http://www.vgmuseum.com>

Kirby's Rainbow Resort.

<http://classicgaming.com/kirby>

The World of Nintendo for some of the descriptions.

<http://www.world-of-nintendo.com/>

-- People ==

Thanks to This\_Side\_Down, Jeff the super ultra monkey.

\_//\_/\_/\_/ 9 - More Endings \_/

-- Would you like to have your ending faq featured here? Email me the faq link. ==

Nes games ending faq by Adam Lamontagne:

[http://db.gamefaqs.com/console/nes/file/nes\\_game\\_endings.txt](http://db.gamefaqs.com/console/nes/file/nes_game_endings.txt)

Mega Man series ending faq by Jelly Soup:

[http://db.gamefaqs.com/console/nes/file/mega\\_man\\_endings.txt](http://db.gamefaqs.com/console/nes/file/mega_man_endings.txt)

Mario ending series faq by Jelly Soup:

[http://db.gamefaqs.com/console/nes/file/mario\\_series\\_ending.txt](http://db.gamefaqs.com/console/nes/file/mario_series_ending.txt)

Castlevania series ending faq by me:

[http://db.gamefaqs.com/portable/gbadvance/file/castlevania\\_story.txt](http://db.gamefaqs.com/portable/gbadvance/file/castlevania_story.txt)

Metroid series ending faq by me:

[http://db.gamefaqs.com/console/nes/file/metroid\\_ending.txt](http://db.gamefaqs.com/console/nes/file/metroid_ending.txt)

Zelda series ending faq by me:

[http://db.gamefaqs.com/console/snes/file/zelda\\_ending.txt](http://db.gamefaqs.com/console/snes/file/zelda_ending.txt)

Kirby series ending faq by me:

[http://db.gamefaqs.com/console/snes/file/kirby\\_ending.txt](http://db.gamefaqs.com/console/snes/file/kirby_ending.txt)

Mega Man series ending faq by me:

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Contra series ending faq by me:

[http://db.gamefaqs.com/console/psx/file/contra\\_ending.txt](http://db.gamefaqs.com/console/psx/file/contra_ending.txt)

Sonic The Hedgehog series ending faq by DJ Tigresa:

[http://db.gamefaqs.com/console/genesis/file/sonic\\_endings.txt](http://db.gamefaqs.com/console/genesis/file/sonic_endings.txt)

Dozens of ending faqs by Basel:

<http://www.gamefaqs.com/features/recognition/23848.html>











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