

Kirby: Nightmare in Dream Land FAQ/Walkthrough

by mario kart toad

Updated to v1.10 on Jul 24, 2003

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Kirby: Nightmare in Dreamland (Gameboy Advance)
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Kirby: Nightmare in Dreamland FAQ/Walkthrough

Version 1.10 - I've fixed up the Walkthrough to make it easier to follow. Some other things I've fixed up and added some notes here and there. When you decide to email me, put Kirby: Nightmare in Dreamland in the subject or I won't know what is junk mail and what isn't. Also, after checking my email, I found Tom's email about the hidden UFO in the first stage which I haven't added yet. So, it's added now! ^_^

Version 1.09 - Sorry! I was busy with lots of school work. There's no point with the sites that are able to have this FAQ on their site so you can just have it on your site but just make sure you DO NOT CHANGE THIS FAQ IN ANY WAY SHAPE OR FORM ok? I'll try to reword this FAQ as best as possible as well.

Version 1.08 - I just went through my FAQ again and found some other things that didn't quite make sense in the FAQ. Also, I really don't know about the multiplayer function so if anyone would be so kind to explain it to me drop me an email or IM me =D

Version 1.07 - Nothing much here. Krathen just added another suggestion to beat Paint Roller. :)

Version 1.06 - A few people saw that I didn't write up a strategy for Mr. Tick Tock Clock. So I added it in ;)

Version 1.05 - I just went through the FAQ and updated some minor errors ;)

Version 1.04 - Thanks to lotsa people for gicing me info that it's a Peppy Tonic, not a Oxygen bottle.

Version 1.03 - Iggy Koopa gave me another strategy on beating Poppy Bro Sr., the real name of the Ice boss Mr. Freezie and also an alternate route in the stage 7-2. Go there to find out more!

Version 1.02b - So many people want this FAQ on their site! ^.^ I'm so happy. I hope everyone else likes this too! I just added another site that can use

the FAQ.

Version 1.01a - Wolf4knowledge corrected himself as Fire could not break through the grey blocks. That's the only change so far.

Version 1.01 - Thank you to Wolf4knowledge for giving me that Fire and Stone can also destroy grey blocks. ^.^

Version 1.00 - The FAQ/Walkthrough is finally finished! I didn't quite do a complete walkthrough on the Metaknightmare because there's no points basically since it's almost the same thing so nyah! =P Anyway, I've fixed many errors in this FAQ that I didn't find before. If you want to contribute something to this I'd be more than glad to add it in here! Other than that, that's all folks!

Version 0.9a - Thank you toad314 for giving me the names for the Metaknight minions in the game. ^.^ I've also fixed some minor things.

Version 0.9 - I've nearly finished the whole thing. Maybe fix some things in this FAQ to make it more understandable, I will work on the Walkthrough on Metaknightmare when I have time.

Start: December 16 2002 Finished: December 18 2002

Last Updated: December 25 2002

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E-Mail: mario_kart_toad@hotmail.com

Best at 600x800 pixels

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I. Introduction
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This is my very first submission to GFAQS so I hope you like it! This game is about a pinkpuff marshmellow looking fellow called Kirby. He lives on the planet Popstar in a place called Dreamland. (Hence the title of the name) This game is a remake of the old NES version Kirby's Adventure. The goal of the game is to find recover the Star Rod which has been broken into pieces by arch-rival King DeDeDe.

If you want to go straight to a certain section of the FAQ, hit Ctrl+F and a window should pop up. Copy+Paste the section you want to go to in the window and it should take you there.

Don't you just hate it when you're reading through the FAQ and it says, "Please refer to the Bosses info on how to defeat this boss." Well, I do too. So I will include the bosses info into the walkthrough and a detailed description about the bosses attacks into the Bosses Walkthrough. ;D

Also, excuse my spelling because I'm from Australia. We spell differently here.

You may use this Walkthrough only for private use only.

Do NOT sell this FAQ to other people.

You may put this on your site without consent but please keep up to date when a newer version has come out. Also, you may not change this FAQ in any way, shape, or form.

Please, when you email me about the game, make sure you put in the subject Kirby Nightmare in Dreamland or something to that extent so I can identify what is junkmail and what is important

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II. Controls/Kirby Info
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Control Pad - Right = Walk/Swim right (Tap right once then hold to run)
- Left = Walk/Swim left (Tap left once then hold to run)
- Down = Duck/Swim/Swallow enemy
- Up = Fly/Swim/Enter a door

A Button - Jump

- Fly (Jump then press the A button again to fly higher)
- Swim faster
- Confirm selection

B Button - Inhale

- Exhale (After an enemy has been inhaled)
- Use power (After swallowing an enemy with a power)
- Attack in water
- Air attack (When flying)
- Cancel selection

L Shoulder Button - Fly

R Shoulder Button - Nothing

Start - Pause the game

Select - Discard power

Down+B - Slide attack

Kirby can take up to 6 hits before he loses a life. To recharge your health there are two items that can do that. One of them is the Peppy Tonic. (I think it is) It heals two health. The other one is a Maximum Tomato. This is Kirby's favourite food. It heals all of his health.

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III. Types of Doors
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There's many types of doors when you are selecting a stage. This section is about just that.

Stage - The most common door. This is represented by a number on top.

Museum - This door is useful. It's like free candy only with powers to use. It is represented by a little Kirby picture on top.

Warp Star Station - This is a good thing to have as well. This is used for travelling from one world to another without walking there and it is represented with a Warp Star on top. NOTE: You can only visit other worlds you have been to AND you are able to access the actual station from that world.

Battle Arena - This is a place where you fight a mini boss to get a Maximum Tomato and/or a power to use. (The Mini-boss of course) It is recognised as two axes which cross each other in a X shape. (Like the skull and cross bones)

Boss/Previous/Next - This is where you fight the boss to get a piece of the Star Rod or going to the next or previous world. A boss door is represented by a picture of King DeDeDe. Next and Previous doors are obvious to recognise.

Minigame - This is useful to getting extra lives on the tougher levels. There are three types of minigames. Quickdraw, (Represented by two swords) Bomb Rally (represented by a bomb) and Air Grind (Represented by a checkered flag)

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IV. Story
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The peaceful world of Dreamland is in great danger! In Dreamland, dreams always flow ed from the wonderful Fountain of Dreams. The Fountain of Dreams collected the hopes and dreams of all living things. It was also responsible for the sweet dreams and rest that come from deep sleep. But one day, everyone in Dreamland lost the ability to dream! King DeDeDe was bathing in the Fountain of Dreams! He had even taken the Star Rod-the source of the fountain's power-and broke it into pieces that he gave to his underlings. Now Kirby must embark on an adventure...to restore the peaceful nap times to all the residents of Dreamland.

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V. Walkthrough
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NOTE: I'll be using this method. 1-1 means World 1 Stage 1.

World 1: Vegetable Valley

1-1

- The first stage. Go forward and swallow the first enemy you see. (Waddle Doo)
- You will now have the Beam Ability. Destroy all the enemies you see.
- Once you reach the door at the end, go in.
- Continue onwards destroying enemies but being careful not to get hit yourself.

NOTE:Someone emailed me a LONG while ago but luckily, I still have his email. There's a UFO in this area. There's a small waterfall in this area with four bricks spaced apart. If you look at the first brick to the left, there's a darker spot right UNDER it. This is a hidden door. Once you get in, there's the UFO right there! Although this isn't necessary to get, it IS fun playing around with the UFO. Thanks Tom ^_^

- Go in the door at the end.
- Here keep going forward. Grab the Maximum Tomato in the water if necessary. Now go through the door to exit the level.

1-2

- Once you enter this area, you'll see spiked enemies here called Gordos. These things can't be destroyed so keep that in mind. Now use your Beam power to break the blocks to let the Gordos fly off screen.
- Avoid the cannons (Shotzo) and discard the Beam power. Now get Cutter. (Sir Kibble)
- Ride the Warp Star you'll find at the end of the screen to another area.
- You will encounter the Mini-Boss; Poppy Bro Sr.
- Use your Cutter to defeat it quickly. If you don't have a power, inhale the bombs it throws at you and send it back to damage it.
- After it is defeated, Discard and swallow Poppy Bro Sr. to get the Crash Ability.
- Run all the way to the right and stay right beside the wall until the two Bronto Burts fly off. Now use the slide attack to destroy the third one and enter the door.
- Fall to the right and use your Crash Ability once you hit the ground. Continue forward avoiding the Gordo.
- Once you reach a fork, the bottom one takes you to a Maximum Tomato while the other one leads you to the next door.
- Once you enter the door, jump over the spikes and avoid the enemies. Now there should be a cave in the background once you reach the top of the ladder. Press Up on the cave there. Kill the Bronto Burt and take the 1-UP.
- Go back out and get Blade Knight's power. (Sword)
- Now enter through the final door of the stage.

1-3

- Now, watch out for the Shotzo while you're running through this area.
- Enter the door at the end and discard your power.
- Now swallow the nearby enemy to get the Burning ability. Run through and use your power to kill the enemies you see. Go through the door at the end.
- Use your ability to get your path to the bottom of the area easily and go

through the door that you'll see at the end of the area.

-Continue forward through the area. Be careful of the two Fire enemies near the end because they could burn you. Take the Maximum Tomato if necessary. Enter the final door of the 3rd stage.

1-4

-Ok, swallow the green enemy to give you the Spark power.

Use it against the Mini-boss; Mr. Freeze on top of the level.

-After defeating it, discard and acquire the Freeze power. Now enter the door that appears.

Destroy any enemies that get in your way and get the Peppy Tonic if necessary.

-Go through the door at the end and discard your power. Now swallow the first enemy you see to get the Needle power.

-Make your way to the top and destroy the two star blocks there to reveal a door. Enter the door.

-Go forward a little and you'll see a Hyper Candy. Take it and you'll become invincible! Now run through the level and take the 1-UP if you can which is between the two Shotzo.

-Now go through the last door of the level.

BOSS-Whispy Woods

This is the easiest boss you will encounter. Make your way down and go right next to the boss. If you have the Needle, it will be over in about 10 seconds. Hold Down B if you have Needle and that's it really. If you don't have Needle, use any other power you have. If you don't have any power at all, use the apples that fall down. Inhale them and spit them at the tree. Once you beat it, collect the first piece of the Star Rod! Hoorah!

World 2: Ice Cream Islands

2-1

-Discard whatever power you have and keep running until you see a door. Go in and go downwards.

-Swallow the enemy to get the Parasol and the Peppy Tonic if needed. Now go up and enter the door.

-Run to the right. don't worry about the coconuts that fall down since the Parasol will protect you. Destroy any enemies you see. Enter the door.

-Keep going through this area being careful of a black coloured enemy which is the Crash ability. Stay far away from it if possible since it explodes when it falls from a certain height. Now enter the door at the end of the area.

-Discard the Parasol and swallow the first enemy you see and take the Tornado.

-Use it to get through the hoard of enemies here.

-Now enter the door to exit this level.

2-2

-Go and enter the door that is on the screen

-Destroy the bomb block using the slide attack and kill the Needle enemy.

-Enter the door.

-Go on the Warp Star and prepare for another Mini-Boss; a huge wheel!

-Use your Tornado power you got in the previous level and hit it. Once the Wheel flashes, (Signifying damage dealt) try to keep yourself within range of your Tornado for another hit! This is called a multi-hit which means hitting it multiple times with one attack. If you don't have Tornado, use the Sword power which can be gotten before the Mini-boss.

-Once you destroy the wheel, discard and swallow the wheel.

-Go right and enter the door you see.

-Now, use the Wheel again (Going right) until you bump into a wall.

Go up and destroy the enemies with the wheel and go to the left of the Door you will see to get a 1-UP.

-Now enter the door to get to the next stage.

2-3

-Discard any power you may have and fly across the chasm to the door and enter.

-Make your way down the ladder. Grab the Sword power and go left and destroy the bomb block by jumping and then Press B. Discard the Sword power and enter the door.

-Get the UFO enemy that appears and get the Maxim Tomato if you want.

Experiment with the UFO before continuing if you want.

-Go out of the door and go right avoiding the spikes and enter the door.

-Destroy the water creatures and make your way to the next door.

-Go up and destroy Bronto Burt before it crashes into you.

-Now, go up to destroy the bomb block and get the 1-UP.

- Go back where you came from and head right.

-Destroy the bomb blocks and enter the door.

-You will now encounter a Metaknight Mini-Boss as I will call it. This has numerous enemies which will try and destroy you. This is how I usually do it. First of all, take out the guys with the huge Spike ball (Meta-Mace). You can inhale them to spit at another enemy. Then take out the fork throwing enemies. (Meta-Lance) Then the guy with an axe. (Meta-Axe)

-Enter the door that appears once you get rid of all of the enemies.

-Go forward and get the Peppy Tonic if you wish then go right to get out of the level.

NOTE: You will automatically lose your UFO power when you exit the level. =(

2-4

-Go through the level until you reach a door. Enter it and make your way down to a 1-UP while avoiding enemies.

-Now make your way up again through the door.

-Keep going forward and grab the Maxim Tomato if needed.

-Now, keep going and enter the door.

-Swallow the Stone power and get ready for a Mini-boss! This time it's Mr. Tick Tock Clock. Use the stone when you're above it to score a hit. Untransform when it is safe. Rinse and repeat until it is defeated. If you do lose your stone power, use the notes it throws out to spit it back in its face.

-Discard and swallow the power which is Mike! You only can use it three times though.

-Now fly over the wall and go through the door. Make your way down using Mike as you see enemies.

-Now enter the door you see. Discard and swallow the enemy that looks like a hamburger.

-Use the Laser power on the slopes to hit the bomb blocks containing the goodies! Also, watch out for those pesky Laser enemies that will follow you.

-Enter the door at the end.

-More pesky Laser enemies are here so watch out! Keep going right avoiding enemies until you see a door. Enter it and destroy the enemies via the slope and grab the Peppy Tonic if needed.

-Go back out and head right to the door that exits the level.

2-5

-Discard any power you may have and go right.

-Swallow the Parasol and run over the Shotzo to get past it.

-Now watch out for the Shotzo on a Parasol because once it lands, the Parasol

will chase you.

- Now jump over the Shotzo and avoid the next two.
- If you go to the path under the door you'll see a Peppy Tonic.
- Now enter the door.
- Discard your power and swallow a Wheel.
- Make your way to the right.
- Now fall down the cliff and use the Wheel to get past the Gordos.
- Go in the door and grab the Peppy Tonic if you want.
- Now enter the door on top.
- Discard Wheel and press and hold down on the grey platforms.
- Go left and break the bomb block behind the sword guy. Now swallow an enemy there to get Burning. Go back out.
- Go right and break the grey blocks to get a 1-UP.
- Keep going getting 1-UPs as you go.
- When you see Gordo, use Burning to get through it to get the 1-UP.
- Go up once you reach the end and through the door.
- Now make your way up through the star blocks avoiding enemies.
- Once you're on top discard and swallow a Crash enemy.
- Now enter the door. Make your way to the end without using Crash.
- Enter the last door.

BOSS - Paint Roller

This battle is more difficult than the last one obviously but it should be easy if you have followed the walkthrough and gotten the Crash ability. Now, use it once Paintroller has actually moved somewhere. This should have taken half health. Now watch as Paint Roller draws something. Get whatever it paints except two things. A cloud and a parasol because you will most likely to get hit by Paint Roller before you will get it. Otherwise the other enemies are just fine. If it paints a bomb, swallow it! It's another Crash. If you get a microphone, it is a Mike which will also work. A car will give you Wheel and a Baseball will give you the Ball ability. Use whatever you want. After you defeat it, that's Star Rod piece number 2!

World 3: Butter Building

3-1

- Run forward, grab a Parasol and enter the door.
- Use the parasol to break the bomb block and the Parasol should protect you if the stone enemy comes crashing on top of you.
- Discard and grab a Stone power. Now enter the door and fight Mr. Tick Tock Clock again. Use the Stone to destroy it and grab Mike.
- Run forward and use Mike when an enemy gets to close and use sliding attacks.
- Enter the door when you see it.
- Grab the Peppy Tonic if you want and go down the right of the small gaps.
- Use a sliding attack to break the star blocks to reveal a door.
- Break the bomb block and enter the top door.
- Enter and hit the switch.
- Now go through the door and use the Mike when necessary. Enter the final door to exit this stage.

3-2

- Discard the power you have and make your way to the top.
- Now swallow the guy riding a Maxim Tomato and grab it if you need to.
- Now enter the door.
- Make your way to the top and grab Beam power to assist you with this task.
- Go enter the door and jump to the first platform on the right. Be careful now since there are Stone enemies about.

- Once the platform, jump a little bit and you'll see what I mean. Jump to the next platform on the left and another Stone should drop down.
- Kill the first one with the Beam and jump to that platform and kill the other one.
- Jump to that one quickly.
- Now fly up.
- Becareful and jump up under the enemy with a Needle power on it.
- You'll see more Stone enemies falling down.
- Make your way up and enter the door.
- Don't bother with the bomb block there because it's a waste of time. (It contains the Wheelie boss)
- Go right and make your way past the enemies until you reach some star blocks.
- Discard your power and destroy the blocks. Swollow the Wheel (This is what I meant by the time wasting bit) and go up.
- Use the wheel and enter the door you'll see.
- This is the dangerous bit, discard the power and swallow one of the Ice enemies. If you swallow your Wheel power as well, spit it out against a wall.
- Now fly up before the Ice enemy falls down and swallow it.
- To get the 1-UP and the Maxim Tomato, use a Sliding attack and fly up before you fall down the chasm.
- Now go enter the door. Mini-boss time! It's one of the toughest in my opinion. It's Buggzy. Don't touch it AT ALL unless you have a power like Tornado otherwise you'll be thrown around. Using your Ice ability, hit it a few times. If it starts flashing and you're not hitting hit, get ready to jump cause it'll try to grab ya. Now when Buggzy shoots out little bugs, use the Ice ability to freeze them and using the blocks to kick it in Buggzy's face. Once you defeat it, swallow Buggzy to get the Suplex power!
- Now, use the Suplex to get past the enemies while going forward.
- Enter the door at the end to exit the level.

3-3

- Go up the ladder to the top.
- Destroy the Sword guy and go down the ladder as quick as possible. Watch out for an enemy that's flying around.
- Go up and enter the door.
- Destroy the enemy you'll see. (preferably, takes it's power)
- Go through the door that will appear.
- Now there are many doors here.
- Go up the ladder and jump up to the left and enter that door.
- Destroy the bomb block and try to keep in the middle or you'll be hit by spikes. Take the 1-UP.
- Enter the door on the right.
- If you need it, destroy the bomb block and enter that door to get a Maxim Tomato.
- Get to the top and destroy the star blocks. and enter the top door.
- Go to the left door and exit!

3-4

- Take the Warp Star.
- Enter the door to fight another Metaknight Mini-Boss.
- A new enemy will appear in this battle. It's Meta-Driod and it will jump around hurling a huge stick or using it to propell itself upwards. Otherwise, watch out for Meta-Lance. If you happen to have the Burning ability, watch out for the Axe guys because they can stop the attack with one slice. Defeat them all and enter the door.
- Discard any power you have and get the Parasol.
- Now, enter the door.
- The parasol will help you in this windy area to get the Maxim Tomato and the

1-UP. Just watch out for the Shotzo and the Gordos.
-Go to the top and enter the door to finish this level.

3-5

-Grab the Hyper Candy to become invincible and enter the door.
-Now get to the top of the area and enter that door.
-Swallow the Freeze enemy and go left.
-Watch out for the Gordo guarding the door.
-Once you enter the door, a new Mini-boss: Bonkers! Watch out for his Hammer whack. Use Freeze to attack him for a few hits and then run back. Once he readies his hammer and charges at you, run back a little more; Freeze the star and send it in his face. Also, the coconut he throws would be good to use as ammo for your Freeze ability.
-Once you beat him, Swallow him to get the Hammer ability.
-Go in the door.
Break the star blocks and hit the peg with your hammer.
-Grab the Maxim Tomato and the 1-UP and exit the level via the door.

3-6

-Discard the Hammer and swallow the Laser enemy.
-Once you get through the door, quickly run to the right and use the laser on the slope ahead to destroy the Crash enemy.
-Follow the path and shoot a laser to destroy another Crash enemy.
-Grab the Peppy Tonic if you wish.
-Now go right again.
-Shoot another laser to destroy another enemy and break the star blocks to reveal a door.
-Discard the Laser and make your way to the top.
-Grab the Maxim Tomato if your health is low and go through the door avoiding the Shotzo.
-Fly on top of the platform and kill Scarfy by using a sliding attack. (Trust me don't swallow Scarfy, it won't work) Grab the Peppy Tonic if you want.
-Now go through the door that appears.
-Fly up until you see some Star blocks.
-Destroy them and go through the door you'll see.
-Fly up, use the air puff to destroy the Bomb block and hold right to get past the wall of blocks that will appear.
-Enter the door and hit the switch.
-Swallow the Ice enemy and fly to the top.
-Watch out for the stone enemies! Now go through the door.
-It's a dark room. but you'll still see outlines of stuff.
-Get the 1-UP and go through the door at the end of the area.
-Make your way to the top avoiding the enemies.
-When you reach the fork, take the right.
-Once you reach a 3-way fork, take the right for a 1-UP or take the left for a Maxim Tomato.
-Now enter the door to exit this place.

BOSS: Mr. Shine and Mr. Bright

You actually have to fight two bosses! Fortunately, you fight one at a time and are twice as easy to kill ;D You should have the Ice power here. Just use it in their faces and it'll be over. By the way, don't get too close because they DO move. When either of them jump back, be prepared to jump. If you lose your Ice power, use the stars that fall down or swallow them to get a power. Once you beat them, you'll have Star Rod pice number 3!
You're nearly halfway there!

World 4: Grape Gardens

4-1

- Discard any power you have and go right avoiding any Gordos and enemies.
- Go through the door you'll see.
- Now, go up and up until you get to another door.
- Get ready cause a UFO will be heading your way! Get it and have fun!
- Go very low and head right.
- You'll see another UFO attempting to crash into you.
- Enter the door at the end of the area. Be careful here since the Ball enemies fall from above, birds chasing you and Gordos moving around, get to the place where there are many star blocks in a checkered pattern.
- You should see a Star block that is not following the pattern. Smash that block and you'll see a red dot.
- Press up and you'll see a hidden switch! Hit it and go back out.
- Now enter the door.
- Since you will lose your UFO power, discard it and nab a Toranado.
- Watch out because there's another one and when it is attacking, it's hard to see where it is.
- Head to the right and get to the door there and exit.

4-2

- Run forward and use the Tornado to bust through the enemies and go on top of roofs to get to the right.
- Destroy the bomb block there and enter the door.
- Up the ladder and enter the door.
- Follow the path around until you get into the water.
- Go right and destroy the star blocks you'll see.
- You'll see a huge tower of star blocks.
- Destroy the bottom blocks to reveal a door.
- Grab the Maxim tomato then enter the door again.
- Now, go up and right to the door and go through it.
- Now, don't use the Tornado AT ALL! Go right until you reach a fork, take the bottom path since one Peppy Tonic isn't worth the hassle of getting there.
- Now take the top path once you reach the next fork then enter the door.
- Mini-boss time! Now it's 2 Poppy Bros. Use your Tornado to take one out. Then take out the other one.
- Go enter the door to exit.

4-3

- Swallow the Fire enemy and light the fuse.
- Now jump into the cannon.
- Once it launches you, take the 1-UP and enter the door.
- Now go enter the other door.
- Discard the Fire power and stay on the top heading right.
- Swallow the Parasol power once you see it and keep heading right using the Parasol to make the travelling easier.
- Once you reach the end, go down and you'll see a door in mid air.
- Go in and hit the switch.
- Now, go back through the door and head left.
- Go enter the first door you'll see.
- Go right destroying the enemies you see.
- Grab the Peppy Tonic if you need to.
- Ride the Warp Star you'll find at the end.
- Start flying up and head to the door and exit this level.

4-4

- Grab the sword power.
- Run to the right and slice the enemies you'll encounter.
- Go enter the door you'll see.
- Now, run across the platforms killing the bird enemies you'll see.
- Go enter the door at the end.
- Now, discard and power you have and take the Wheel.
- Use the Wheel power and hit the Bomb block.
- Keep going downwards try to not stuff up here but it's not necessary for this to get 100%
- Keep going and once you reach the end, get the 1-UP before it gets blocked off
- Enter the door, discard your Wheel and take the Beam.
- Mini-boss time! This time it's Ellephant. (O.o It was a Turtle in the NES version.)
- Use the Beam to destroy it.
- Like Buggzy, STAY THE HELL AWAY FROM IT! If you see it rolling, get ready to jump.
- Once you destroy it, take the new power, Throw! Mwahahah! So fun this power.
- Now fly over the wall on the right and enter the door.
- Use the Throw to bust your way through enemies and star blocks to get to the end.
- Enter the door to exit the level.

4-5

- Grab the Hyper Candy and get to the right as fast as possible and keep running until you see some spikes.
- After you get past that, fall down the next chasm and destroy the Bomb block there.
- Grab the Max Tomato and fly up again to the right.
- Head right until you reach a door and enter.
- Now head right and grab the Sword power.
- Go through the doors.
- Now you'll encounter another Metaknight Mini-Boss.
- Destroy the enemies and go through the door that appears.
- Swallow the enemy that gives you Burning.
- Now head right busting enemies.
- Enter the door you'll see.
- Go through the maze. Watch out for Gordos!
- You'll eventually reach door that will lead you outta there! (I would give directions but I'm doing this all from memory since I don't have this game anymore ;_;

4-6

- Break the bomb blocks and make your way down into the water.
- Swim around and make your way to the other side.
- Get the Peppy Tonic if you wish.
- Now, grab the Sword power and get to the door on the right.
- Mini-boss time! It's Mr. Tick Tock Clock. Just hit it with the sword at the right time and keep your distance.
- Get the Mike power and enter the door that appears.
- Use Mike staright away when you see three Bronto Burts charging at you. Once you jump over the first wall thingy, stand on the right side of it and press up.
- Hit the switch there and go back out.
- Use Mike again to kill the Bronto Burts.
- Make your way through the dark area.
- Once you reach the door, enter and you'll end up in the first

area again.

Break the bomb block and enter the door.

-Get the Stone power and break the first peg, then the bottom peg, then the middle peg.

-Take the 1-UP and enter the door.

-Discard the Stone power.

-Go up the ladder and take the Hi-Jump power. (Yellow guy that is flying)

-Take the Peppy Tonic if you wish and exit the level.

BOSS: Kracko

There's two choices. If you have taken the Hi-Jump power, it's easy but Kracko will take longer to kill. If you get the Tornado power, it's hard at the start but it's easier to kill Kracko. You decide. At the start, it's like a little race. Start flying up, (Or use Hi-Jump hehe) if you have chosen Tornado, fly up and once Kracko is visible on the screen, use Tornado because you go higher if you hold B and you'll not get hit by Kracko. Anyway, Once you get to the top, Kracko will become his true form. Attack him all the time but watch out when he flies around the screen or goes across the screen firing a constant lightning bolt. If you lose your power and you are fighting Kracko, he drops the Hi-Jump enemies (Don't know what they're called) so use them against him. Once you defeat this foe you'll get the fourth Star Rod piece! It's not time to party yet! Get the last 3 pieces!

World 5: Yoghurt Yard

5-1

-Head to the right avoiding the Shotzo.

-Once you reach the fourth Shotzo, head below the cloud platform and go right until you see a little black arch which signifies a door. Enter it!

-Take the 1-UP and get a Stone power and enter the door.

-Stay near the right hand side and use Stone.

-You'll see a Peppy Tonic. Get it if you want.

-Once you hit some star blocks, and you are under it, untransform.

-Head down and left to see more star blocks.

Destroy the tallest pile of blocks to reveal a door.

-Go in and hit the switch.

-Now, enter the door.

-Run across to the right avoiding all of the Ice enemies.

-Enter the final door to exit the stage.

5-2

NOTE: Before you enter the stage, go right of it and go to the museum. Grab the Tornado then enter the stage.

-Go down the ladder and enter the door.

-Go into the water and head right until you reach a door.

-Enter and head left killing enemies using the Tornado and go enter the door you'll see.

-Left again and go enter the door you'll see.

-Jump over shotzo and enter the door.

-Jump up and up until you reach the top.

-Go down the small gap on the right and use Tornado incase the Burning enemy goes up there.

Enter the door.

-Enter the door on the right.

-Go left into the first door.

- Get the 1-UP and then go back and up the ladder to that door.
- Mini-boss time! It's Bonkers again. Use the Tornado to multi-hit it.
- Get the Hammer ability and out the door.
- Go right and through the door.
- Fly to the left and keep going.
- On the bottom of the mountain on the left there is a 1-UP.
- Get it and go through the door to exit this level.

5-3

- Keep heading up and up and up and up until you reach the door.
- Go in and fly up in this windy area.
- Now, go to the right once you reach the top. Enter that door.
- Run to the right and discard the Hammer.
- Get a Wheel and just go to the right until you bump into a wall.
- Now, use the Wheel but watch out for a spike pit up ahead!
- Now, go through the door at the end.
- Discard the Wheel and run.
- Just keep running until you see a stack of two star blocks.
- Destroy them to reveal a door. Go in.
- Get the Stone and grab the 1-UP and Maxim Tomato by hitting the pegs. Warning, the 1-UP has no floor so you'll go down the chasm if you don't untransform.
- Now, go back keep going right.
- Watch out for the Fire enemy and enter the door there.
- Get the parasol and float down dodging the spikes.
- If you don't have the parasol, it's a pain getting down without getting hit.
- Once you reach the bottom, get the Peppy Tonic if you need it
- Enter the door exit to the level.

5-4

- Go right and get the first Burning enemy you see.
- Keep going right and use the Burning ability to get past the 3 large spike pits.
- Once you get past it, go to the bottom and use Burning to get past the spikes at the bottom and get the 1-UP.
- Use it again to get across.
- Jump over the next small spike pit and through the door.
- You'll encounter another Metaknight Mini-Boss. Once you defeat an enemy here, watch out since another one will pop out straight away!
- Once you beat them all, a door will appear.
- Go in and up the ladder.
- Get a Ball ability.
- Keep going right until you see a waterfall with a black hole.
- Enter the black hole.
- Go enter the first door you see and hit the switch.
- Go up and enter the other door avoiding the enemies.
- Once you enter the door, jump down, activate the Ball and press A.
- You'll go zooming down fast destroying the hoard of enemies.
- Once you reach the bottom, enter the door and get out of the level.

5-5

- Avoid the Shotzo and keep going to the right.
- Fall down the little gap once you see it and go near the bottom of the screen until you see a door. Enter it.
- Grab the Fire ability. Light the fuse. Get the Hi-Jump power. Destroy the star blocks there and get in the cannon. When it launches you, hit the switch there and enter the door.
- Go right, then up a little to get through the small gap where the Sir Kibbles

are.

-Keep going right.

-To get past the spikes, just run past them.

-Keep going right, get the Maxim Tomato and enter the door.

-Ride on the Warp Star and go in the door you see. Get the Sword ability and head right. Mini-boss time! This time it's a Lion. STAY THE HELL AWAY FROM THIS THING! It's got the dangers of Buggzy and it can turn into a Fireball and charge at you. Well, use the force of the Sword to defeat it quickly!

-Once you do get rid of it take the power which is Burning.

-Head right and enter the door.

-Head right again and in the door.

-Run right and use Burning when you get close to an enemy.

-Once you get to the end, in the door to exit the level.

5-6

NOTE: Before going to this area, go to the Battle Arena you just opened and battle Bonkers and get the Hammer ability.

-This is one tough level with all of the wheels going about. Try to not to get hit and lose your Hammer power because you need it.

-Keep going right and enter the door at the end.

-Break the bomb block by using the slide attack and keep running to avoid the Stone enemies. (heh Indiana Jones)

-Head right and enter the door.

-Head right and be careful of the Waddle Dees.

-Keep heading right and into a door on an island.

Swim and break the grey blocks in the middle with your Hammer.

-Break the star blocks to reveal a door.

-Go in and hit the switch. Get the 1-UP and enter the door.

-Head left and enter that door.

Go right over the water and out of the level via the door.

BOSS: Heavy Mole

You should have the Hammer from the previous level. This is a piece of cake since the Hammer has lots of power. Just be careful because Heavy Mole digs through and you gotta keep up with him! Also, he shoots out missiles. In other words, hit Heavy Mole and run! If you do lose your power, use the missiles to damage him. Once you do defeat it, that's the fifth Star Rod piece! Woohoo! 2 more to go!

World 6: Orange Ocean

6-1

NOTE: You need your Hammer to get a hidden switch.

-Swim up and kill the fish.

-Fly across the top of the level until you meet a dead-end.

-Don't worry about the door. Swim down and make your way to the other side.

Get out of the water and get the 1-UP by destroying the grey blocks with the hammer. (If you have it)

-Now, enter the door.

-Head right avoiding the enemies.

-Enter the first door you see and break the grey block with your Hammer that is blocking your way of the door.

-Enter and hit the switch.

-Use the door to get out and continue to the right.

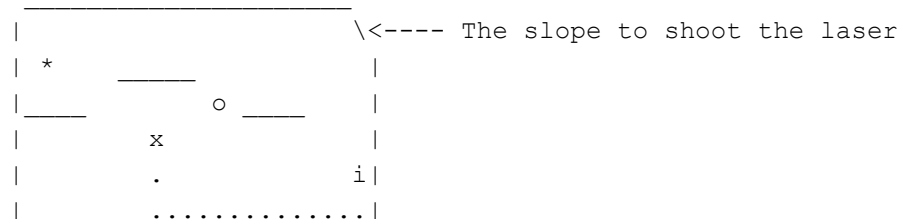
- Go in the door there and keep going to the right.
- There's many enemies here so discard the hammer and dodge any enemies you see.
- Continue and get out of the level once you reach the door.

6-2

- Run forward and destroy any enemies that are in your way.
- Watch out though because there are some Scarfies that will come out of nowhere
- When you reach a bomb block, use the sliding attack and fly up and press up on the black hole there.
- Now, get the Stone which is right next to you. Enter the door.
- Two Scarfies will drop down when you start heading right so slow down here.
- Now, enter the door.
- Start heading up slowly avoiding the Crash enemy nearby.
- Make your way around until you see a door when going up the second time. Go in.
- Break the peg and enter the door.
- Hit the switch and go in either door.
- Now go back to the door on top.
- Now continue making your way to the top right hand corner and enter the door.
- Discard the power and make your way downwards.
- Once you get past the Gordos, get ready because a UFO will be flying around.
- Get it and enter the door.
- Head right destroying enemies, exit the level when you get to the door.

6-3

- Go right avoiding enemies.
- Get the Spark when you see it and enter the door when you get to it.
- Mini-boss time! It's Bonkers again. Destroy it with Spark and get the Hammer ability.
- Go up the ladder on the right and destroy the grey block.
- Follow down and go left when you reach the bottom.
- Destroy the bomb block and press up on where the bomb block used to be.
- You'll enter the hull of the ship. Go to the right where the Sword enemy is and destroy it.
- Discard the Hammer and go in.
- Be quick here; jump and get the Laser power since it is about to shoot at you!
- Once you do, go into the water and press up on the dark area of the water.
- Now, go to the left door. Kill the fire enemy there.
- Now, the tricky part of this. Go into the water and be on the surface of the water between the 2nd and 3rd platform. Now jump up and use the Laser on the slope which will reflect onto the fuse. Now jump into the cannon like so:



- o = Kirby
- i = Fuse
- . = Fuse leading to cannon
- x = Cannon
- * = Door

- Hit the switch then enter the door.
- Now enter the door on your left.
- Make your way to the top right hand corner of the screen to a Warp Star.
- Once you ride it, go to the right.
- Be slow around here because 3 scarvies will come out of nowhere blocking your path.
- Keep going watching out for enemies and go in the door to exit the level.

6-4

- Keep running forward until you reach a fork.
- Take the bottom path and travel to the right to a door.
- Destroy the bomb block and enter the door.
- Destroy the 2 bomb blocks closest to you.
- Now, go all the way to the right and get the Peppy Tonic.
- Go left and down.
- Get the Beam ability.
- Destroy the Bomb block on the left. Then go back up and left again. Go Down and collect the 3 1-UPs.
- Follow the path and destroy the Bomb block there.
- Now get into the water and go left up the platforms.
- Take the 1-UP on top then go back into the water.
- Go right this time and avoid the Gordos.
- You'll see a black square on the right in the water.
- Go there and press up.
- Hit the switch and go back through the door.
- Now go up out of the water.
- Keep going up and avoid the Gordo.
- Fall down the gap and get the Peppy Tonic if you need it.
- Now enter the door.
- Get a Parasol and enter the door.
- Fly up. Don't worry about the coconuts since the Parasol will protect you.
- Once you get to the top, go to the door on the right.
- Run to the right and keep going and exit the level via the door.

6-5

- Fly on top of the screen and get to the door there.
- Once you go in, fly all the way to the top.
- Make sure you destroy those pesky Laser enemies.
- Go right and enter the door there. Go down and break the bomb block below.
- Then go right and up and enter the door.
- Get the Fire ability on the next screen.
- Now break the first bomb block then continue right.
- Now break the second bomb block you see then backtrack to the first one.
- Fall down and get the 1-UP.
- Light the fuse and start flying to the second fuse.
- Once you reach the area of the second bomb block, fall down into the cannon there.
- Hit the switch and go back.
- Fall down right and exit the level via the door.

6-6

- Fly all the way to the right avoiding all enemies on the ground.
- Once you reach the end, fall down and go enter the door and grab a nearby UFO.
- Go back and go down then left under the ground. Fully charge a blast and destroy the grey blocks there. enter the door.
- Hit the switch and enter the nearby door.
- Go right then up entering the door again.

- Head forward watching out for UFOs flying around.
- You'll see a Maxim Tomato near the end.
- Keep going and enter the door at the end.
- Break the bomb block and head to the top door.
- Mini-boss time! 2 Poppy Bros.
- Defeat them and enter the door.
- Grab the hyper candy and enter the door.
- Now, keep going right until you reach a door.
- Get the 1-UP and enter the door.
- Go right and into the door.
- This is the last Metaknight Miniboss!
- Defeat them all and enter the door to exit the level!

BOSS: Metaknight

This is one tough battle! You use Sword against Metaknight. Once you grab it, Metaknight will jump down at you so get ready to move out of the way and make the first hit! A good tactic is that Metaknight can't attack you if you're all the way on the ceiling! So fly up there and when you see an opening, attack him and fly up again. Very annoying battle. Once you beat him, you'll get the 6th Star Rod piece!!! Only 1 more to go! Let's do this!

World 7: Rainbow Resort

7-1

- Discard the Sword power and grab the Laser.
- Start firing everywhere on the slopes while going forward.
- Head right and through the door.
- Discard the Laser and make your way through the star blocks until you get the Beam ability.
- Start using Beam until you reach the burning ability.
- If you fire everywhere, you'll notice some blue blocks are like the star blocks and can be destroyed.
- Keep going until you see a pack of 3 Waddle Dees.
- You see those star blocks the Waddle Dees are walking on? Try to break only one or two of those because you need it to reach the door above.
- Once you defeat the Waddle Dees, stand on top of the star blocks and use the beam to destroy the blocks above you.
- Once you have a clear path to the grey blocks, get the Burning ability and destroy them. Now enter the door.
- Hit the switch and enter the door.
- Use the sliding attack to get to the bottom door.
- Grab a power like Sword and fly to the top of the screen and keep going right until you reach the end of the area.
- Go down and enter the door to leave the level.

7-2

- This is probably the hardest level you'll encounter in the ENTIRE game!
- This is a place which holds most of the minibosses!
- I hope you brought a power and hopefully have full health before entering. =)

Once you enter the first door, there's a barred window on the top of the screen which leads to the harder version of bosses.

I will put a * next to the harder version of each floor.

1st floor

Poppy Bro Sr. - Use whatever power you have or spit the bombs back in it's face to defeat it. Now grab the Crash ability.

*1st floor

Bonkers (Green) - Watch out! This guy is on the attack and keeps on moving! Keep moving as well and attack with any power you have! Preferably use Stone. Once you defeat it, move on.

2nd floor

The Clock Guy (I dunno what it's called) - Use Crash and it should take almost all of it's health. Now, inhale and spit out one of the musical notes and grab Mike ability.

*2nd floor

Ellephant (Green) - This is one tough cookie! It will jump quite far and will attempt to grab you quite often and you won't be able to tell! It will also thwors lots of apples too.

3rd floor

Freezie - Use Mike 3 times. It should be a goner. Now grab Freeze.

*3rd floor

Buggzy (Red) - Whoa! Watch out as she sends the flying bugs at you! It goes alot faster. Dodge all of Buggzy's grabs when you can. Attack when she crashes into a wall and is stunned for a bit.

4th floor

Bonkers - Use Freeze as a multi-hit. Use the stars and coconuts to your advantage by freezing them and kicking em back. Once you beat it, grab the Hammer ability.

*4th floor

Flame Lion (Green) - Watch out now! This is one tough cookie unless you happen to have a multi-hitting power. It jumps quite alot. Just try to finish it off as quickly as possible. ^.^ Now that you finished them all, grab the 1-UPs and continue as normal to get to the Warp Star and out of the level!

5th floor

Elephant - Use the Hammer to defeat this vile thing. Since Hammer doesn't have alot of range, try to hit it when it's stunned or doing nothing. Now, grab Throw if you want. (I'd prefer it if you do)

6th floor

Buggzy - If you have Throw, use the little bugs it send out to throw it back. If you kept the Hammer, well, attack with when it's charging at you by using it in the air. One you defeat it, keep the Hammer or keep the Throw, whichever one you had for this fight.

Final floor

Lion - When it jumps really high, it sends out a star at either end which you use to throw at him. If you have Hammer, don't get too careless. Once it's defeated, grab Burning ability. An easier way to beat it is to grab the star with Throw but the star is touching the Lion. It damages it quite a bit and when it's health is nearly gone, throw it and you defeated it! (Same goes with Buggy)

Now, fly all the way up to find a Warp Star.

-Once you land, only a single Sword enemy blocks a yummy Maxim Tomato.

-Grab it and head right to the exit!

7-3

-Get past all of the enemies that have Sleep.

-You can swallow them if you like but it doesn't do anything. IMO Kirby is SO cute when he gets the Ability! :D

-Anyway, head right and enter the door at the end of the area.

-Bewareful here, the floor is slippery and the Bronto Burts here chase after you so have a power ready like the Sword.

-Head up past the enemies and grab the Maxim Tomato on top, then head to the right and enter the door.

-Run forward and grab the hyper candy.

Now, keep running to the door. Then, enter it of course.

-Now, keep going right. Don't worry about the Bomb Blocks because it's a hassle getting past all of the Shotzo.

-Go to the door at the end and exit this level.

7-4

-Ok, this level is a killer as well. At the start, kill all of the enemies you can that's on the screen.

-Once you see the Tornado, grab it and ZOOM AWAY to the right and enter the door there.

-Once you do, you'll see a door with four enemies. Make way to the the door. You need to do this 4 times.

-After the 4th time, make your way to the right avoiding the Gordos as you go along.

-Go in the door at the end.

-Now, destroy the bomb block in front of you and go up.

-Then go all the way to the right. Make your way down.

-Destroy the bomb blocks as you go.

One of them open up a passage to the "wind tunnel" which carries you to the exit door!

7-5

-There are MANY MANY Crash enemies here, so take your time and fly above all of them.

Get to the end of the mind field and go in the door but make sure you get one Crash ability.

-Mini-boss! Destroy the Wheelie with the Crash ability...and spit one wheel back at it to destroy it. Get the Wheel and enter the door.

-Make your way to the right and take notice of the wind going up and down.

Get to the end of the area and enter the door.

-Keep going right and get the Burning Ability.

-This is the most annoying part of the game but you need to do it if you want 100%. (I think)

-Now, once there are no enemies on sight, jump and use the Burning Ability to light the fuse but to the right of the fuse so the back of the Fireball lights the fuse.

-Once you hit the first wall use Burning again and hit the next wall.
Once you reach the right side of the small zigzag gaps, run towards the cannon.
-If you do this right, you'll barely make it into the cannon.
-Collect the 1-UPs and go through the door. Now go to the right and exit the level.

7-6

-This my favourite level because it's a remake of the level on Gameboy and the music is catchy! Now, run forward bashing all the enemies you can.
-Enter the door you'll see at the end of the area.
-Keep going right in this area until you reach another door.
-Once you go in, there will be Bronto Burts flying from the sky into you so be careful here!
-Keep going and you'll reach another door.
-Here, jump over the Shotzo and get the 1-UP and the Maxim Tomato.
-Go enter the door here.
-Go right being careful when going over the water because Squishies will jump out of the background.
-Head right and enter the next door.
- Make your way to the right and enter the door there.
-Keep going right avoiding the Scarvies that come out of nowhere.
-Enter the door!
-Now, go down then right then up to the star blocks.
-Break through and fly up.
-Don't exit the level yet. Instead, fly up a little higher until you see a moon
-Press up on the moon until you enter a different screen.
-Hit the switch you'll see and through the door.
-Now you can exit the level!

BOSS: King DeDeDe

This is one tough enemy unless you know what to do. Before you do fight him, go to Butter Building Museum and get the Hi-Jump. Now, you can fight. Charge into DeDeDe and use the Hi-Jump. Once you clearly are out of danger of touching DeDeDe, press B again. This stops the Jumping from going any higher. Now, watch out when DeDeDe tries to suck you in. Once you beat him, you beat the game! Or did you? >=)

World 8: Fountain of Dreams

Nightmare Wizard/N.M.E (Part 1)

This is more of the last boss level. First off, you fight a ball or sorts. You now have the power of the Star Rod. It shoots stars out when you press A or B. You defeat this ball, shoot at it with the Star Rod but beware, this ball can also attack with stars! All of this ball's attacks have a specific pattern. Try to remember these and you have to hurry before you crash into the ground! Once you do beat it, grab the Warp Star it leaves and you'll chase after the ball!

Nightmare Wizard/N.M.E (Part 2)

This is the final boss of the game! Now, to damage it with the Star Rod, you must hit this swirly thingy that is hidden in his cape. It'll show up when he's attacking or for some weird reason, he turns upside down and does it. Anyway, keep at it and you'll eventually beat it! Once you do, you beat the game!
Woohoo!

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VI. Mini-Games
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End Level Bonus

This is not quite a Mini-game but I didn't know where to put it. =P To play this game, press A when the platform goes at it's lowest point. Here's what you get depending on how successful you are.

- 1 - 1-UP
- 2 - 5000 points
- 3 - 2000 points
- 4 - 800 points
- 5 - 300 points
- 6 - 100 points
- 7 - Press A!

Quick Draw

This game is about reaction. Press A once you see the "!" sign. My record is 00 seconds hehehe. Yes it is possible but it doesn't mean I'm one of the people with the reflex of a cat. I pressed it by accident and it happened to be right when the "!" appeared. Anyway, here's a table of each level and character's time. Careful though, if you hit the A button too early you'll get a foul and the opponent has a free chance to hit you.

Level 1

Characters	Time
Waddle Doo	82
Wheelie	50
Chef Kawasaki	24
King DeDeDe	17
Metaknight	14

Level 2

Characters	Time
Waddle Doo	63
Wheelie	41
Chef Kawasaki	17
King DeDeDe	13
Metaknight	11

Level 3

Characters	Time
Waddle Doo	18
Wheelie	14
Chef Kawasaki	12
King DeDeDe	11
Metaknight	10

This game is about timing AND reaction. Press A when the bomb gets near you to hit the bomb. To pass it to the opposite direction; press A before the bomb even gets to you then hit it as normal. If you hit it JUST as it is about to explode on you, it's a smash hit as I say. It goes at a low angle and goes fast while hitting it just too early but on the edge of the pan is a high hit which slow and high. Once someone is out, they are replaced by a Blue thingy. This is an automatic kind of thing, it never misses a hit and it usually hits what the last person hits. In other words, if the last character smashed it to the bot, the bot smashes it to the next player. Last one standing is the winner.

Air Grind

My favourite game. This requires quick thinking and timing. Hold A to grind on the rail to go faster. If you see a black rail, let go of A when you are about to hit the black rail then press A again once you pass it. If you let go and pressed A really near the black rail, you get a Good! and attain max speed. If you had ABSOLUTE perfect timing as in, RIGHT next to the black rail and pressed A RIGHT AFTER the black rail, you get a GREAT! which is a little faster than max speed. If you kept on getting GREAT! You would dominate the whole course.

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VII. Powers

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There are a total of 24 abilities in this game. (Not including nothing) I have arranged them alphabetically and their description of the power.

Ability	Description of Ability
Back Drop	Whoo-HAAH! Once I grab a foe, throw him with the control pad!
Beam	This Beam's like a whip! Whaa-pssssshh! Beam it!
Burning	Flaming tackle time! Who's gonna stop me?
Crash	Warning! Use only as a last resort!
Cutter	The Cutter Boomerang is coming back right at ya!
Fire	Fire!! Hot! So hot! Too hot to touch!
Freeze	Stop! Come no closer! I'll chill you to the bone!
Hammer	Pound 'em to the ground! Pound pegs and break open new areas.
Hi-Jump	Big jump = BIG TACKLE!
Ice	First I freeze 'em, then I'll kick 'em along! Brrrr!
Laser	Light Amplification by Stimulated Emission of Radiation-and it ricochets off hills, too!
	Brighten those dark corners! *Can only be

Light	used once.
Mike	Uwaaahhh! Oooooo yeahhhh! Un-hunhhh! Baaaaby! Rock On!! *Can only be used three times.
Needle	Hands off! Here: pointy spikes! There: pokey spikes!
Nothing	Swallow your enemies and duck to copy their moves! Experiment by swallowing different kinds of enemies!
Parasol	The sun shines on this Parasol of mine. Where I walk, enemies balk, and I float gently down...
*Sleep	-DO NOT DISTURB- I need my beauty rest.
Spark	BZZT! BRRRRZZZT! BRRRZZPPP! ZZT!
Star Rod	This suddenly appeared at the Fountain of Dreams. Use it in your final battle against the nightmares!
Stone	No one can hurt me! Look out below!
Sword	I can't lose with this sword! If they zig, I cut em'! (If they zag, I cut em' too!)
Throw	Try throwing enemies straight! Press Up or Down to change direction!
Tornado	Spin spin spin spin spin Spinspinspin. Spinspinspin AAAAAUGGHH!
UFO	Wow! I'm so lucky I copied a UFO! I can do four different moves. It all depends on how long you hold B!
Wheel	I ride like the wind! Fast! Too fast!

*I've had some emails that say Sleep doesn't do anything. Because it doesn't!
Sorry for any confusion over this.

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VIII. Items

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There are various items in the game that help Kirby or hinder him.

Peppy Tonic - It heals two health.

Maximum Tomato - It heals all health.

1-UP - Gives an extra life.

Warp Star - Ride it to another area or world.

Pegs - These do various things when they are pounded down with a Hammer or Stone.

Star Blocks - You'll see lots of these. They block ways and are easily destroyed by most abilites, inhaling, exhaling something into it or a slide attack.

Grey Blocks - These are alot stronger than the Star blocks. They can only be destroyed by Hammer, Burning, Throw or a fully charged UFO shot. (I have a feeling this isn't all of it, please contact me if I missed something)
It also can be destroyed by using Stone. ~ Wolf4knowledge

Bomb Blocks - When this is destroyed, it does many things from clear a path of blocks to move a wall of blocks from one place to another.

=====
IX. Tips/Secrets
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Extra Mode - Once you get 100% in the single player game, there will be extra mode. This is a harder version of the game where you only have 3 health instead. Peppy Tonic only heal one health. The bosses can take more hits.

Metaknightmare - This is in the Subgame menu once you beat Extra mode. This is a cool mode where you play as Metaknight! You only have three health though and he can't copy powers. He can light fuses with his sword. He has a normal attack, sliding attack, running attack, jump attack and an attack that hits above himself. The last boss in this game though is King DeDeDe and it's weird when it's Metaknight Vs. Metaknight.

About the doors - If the star on a stage door turns red, that means there's no secret or you have found the hidden switch. (Secret areas like in 1-2 count to you completion of the game I think)

Mix - If you swallow two enemies at once that have powers, you'll enter the stage. It's basically a roulette going through cycling through all of the powers. Press A to stop the roulette and get your power! Also, someone found out that specific enemies always give you the same power if you just let the roulette stop by itself. Check out his mixing roulette FAQ on www.gamefaqs.com

Hidden Switch Bonus - Once you hit a hidden switch, your health is restored. This is certainly useful in the Metaknightmare and the Extra Mode.

Boss Endurance - This is unlocked when you complete the normal game. This is a test of endurance where you fight all of the bosses one by one without and powers and healing items. This is tough!

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X. Mini-Bosses/Bosses Walkthrough
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Meta-Lance

This enemy throws the tridents to hit you from the Meta-knight miniboss. You should be carful of this enemy.

Meta-Droid

This is one VERY annoying enemy. It attacks you by flying around spinning two long lance things on either side; standing on the ground and hits you by jumping over it's own lance which comes behind him as well; using the lances like helicopters and flying about the stage; bumping into you and ACTUALLY throwing the lance! Avoid this enemy as all cost. This is also from the Meta-Knight miniboss battles.

Meta-Mace

This enemy is the stongest HP wise. It takes a little longer to suck in. This guy uses its HUGE square mace and throws it around above and to the left or right. Somtimes, it goes across the stage at high speeds which is annoying so your best bet is actually to suck them in. This enemy is in the Meta-Knight miniboss battle.

Meta-Axe

This enemy is annoying. It swings its axe to hit you. Also, it can through its axe like a Cutter so watch out! Try not to use an attack like Burning from the front since Meta-Axe can block it by chopping ya! Instead, try to attack from behind. This enemy is also from the Meta-Knight miniboss.

Credit goes to toad314 for giving me the names of Meta-Knight's minions.

Poppy Bro Sr.

Kirby: This boss is a pushover. He'll bounce left and right so watch out. Attack him by sucking in the bombs he throws and spit it back in his face! He'll bounce across the screen sometimes so get ready to get out of the way. Use any power you want.

You can also use Parasol when he jumps a long distance and it hits him and Parasol can also protect you from bombs. ~ Submitted by Iggy Koopa

Metaknight: This is one annoying boss. Since he bounce left and right, you'll need to keep your distance. Try to use Metaknight's longer range against it and you'll won't have too much trouble. :D

Mr. Freeze

Kirby: This boss is easy if you have chose a power that multi-hits like Spark, Tornado, Fire or Ice. Just make sure to keep your distance after it kicks an ice block at you. Spit the ice blocks back it neccessary.

Metaknight: This boss is SO easy! Just keep on hitting it and it should be over before it even throw out the first ice block!

Wheelie

Kirby: This is another pushover with it's quick attacks. Tornado works best in my opinion with it's multi-hits and the only thing you need to worry about is trying not to stop when you're touching the boss. Suck in the Mini-Wheelies and spit them back at it if neccessary.

Metaknight: Becareful here and keep your distance. Try to hit it by jumping when it's charging at you and hitting it from behind while in the air. Also, you can hit it if it rams into a wall and is stunned for a while.

Buggzy

Kirby: This is a very dangerous foe indeed. Stay away from the enemy and try to attack it from a distance with a power like Laser or if you are daring enough, use Wheel or Tornado scoring multiple hits. When it flashes get ready to jump! Also, I've found out something cool. If you have Throw or Backdrop and you grab one of the little bugs and hold it, you become invincible from Buggzy's charge and grab attack. Use this to your advantage by using the bug you are holding to damage it and then attack with your power to cause even more damage!

Metaknight: This is the MOST dangerous enemy to Metaknight IMO because of Buggzy's quick movements. Try to only use the normal slashing attack and air attack since his other ones leave him wide open.

Bonkers

Kirby: Just use an attack like Tornado or Freeze to score multiple hits. Watch out when Bonkers readies his hammer! When he's about 3 squares away from you, run back and use this time to attack him. He also throws coconuts. Use them to your advantage if possible.

Metaknight: Fairly dangerous foe. Bonkers moves around fairly randomly. Try not to get careless and out plan him.

Mr. Tick Tock Clock

Kirby: Stone will take it out in three hits ;/ It'll charge at you and start ringing forming a little barrier around itself so use Stone or any power with some range.

Meta-Knight: Just hit it with your sword like all of the other mini-bosses.

Flame Lion (I dunno what to call it...)

Kirby: Like Buggzy, stay away from it if possible. Use an attack that has some range like Sword or Torndao for multi hits. Watch out, this guy moves quick and he can charge at you with a flaming tackle.

Metaknight: This either can be very quick or fairly dangerous. Run up to it and keep hitting hoping it doesn't move around to much.

Ellephant

Kirby: Just use something like Laser, Beam, Sword etc. that gives you some distance from it. Just like Buggzy, STAY THE HELL AWAY from it if you can.

Metaknight: Just use the same strategy as Buggzy. STAY THE HELL AWAY and try to hit with the tip of the sword.

Whipsy Woods

Kirby: Just follow the walkthrough and use Needle.
If in boss endurance, use apples to damage the tree.

Metaknight: Really easy battle, just keep hitting it!

Paint Roller

Kirby: Use Crash or Tornado in this battle. Look at the things he draws carefully and see if you can use it to your advantage.
In Boss Endurance, use the powers you can get from the paintings to your advantage.

Krathen also sent me in this - the painter can be defeated easily with ball because it doesn't touch the top center or bottom center screen you just wait till he's painting and start to bounce like a made kirby :)

Metaknight: This is fairly tough since Paint Roller moves quick. Hit it about 2-3 times when it's drawing then run. Rinse and repeat. Avoid the enemies it paints as well.

Mr. Shine and Mr. Bright

Kirby: This is not too hard. Use a multi-hit power like Ice, Fire or Wheel. Keep some distance if you use Fire or Ice because they move around a bit. If either of them jump back, get ready to jump cause they'll charge at you! In boss endurance, swallow the stars that come out of Mr. Shine (The sun) and get the Fire ability to quickly finish them.

Metaknight: Try to just hit them with the tip of the sword and try to save your health. Keep hitting them and it should be over.

Kracko

Kirby: In this boss, you must race Kracko to the top. If you have Hi-Jump, it's easier but if you can get up there with a Tornado, that's great! If you do lose your Tornado, just grab the nearest Hi-Jump and use that instead. Once you reach the top, attack with whatever power you have. Tornado can multi-hit but Hi-Jump can get you safely out of harm's way. Watch out when Kracko swoops across the screen. Also, if Kracko goes to either side of the screen in the middle he's gonna go across firing a constant lightning bolt below him! Use Hi-Jump to hit him while dodging it or just use Tornado to hit him! In Boss Endurance, try not to get hit at the start by getting the Hi-Jump and getting to the top as quick as you can!

Metaknight: Metaknight's vertical flying capabilities exceed Kirby's so you shouldn't have trouble getting up the top. Fighting Kracko on the other hand... Try to hit Kracko while he's standing still by using his air attack and try to score many hits while Kracko's doing his lightning bolt attack.

Heavy Mole

Kirby: This fight is easy if you have kept the Hammer from the 6th stage in Yoghurt Yard. Use your Hammer in the air to damage him and it should be over. Once you hit him, run back then run in again just in case if Heavy Mole decides to dig below him self with those spiky red things. In boss Endurance, Suck in the missiles he sends out behind him and spit it back. Don't swallow the red ones! They give you Sleep power.

In Boss Endurance, you should still have the Hi-Jump form fighting Kracko. Use that to destroy him. Try to keep Hi-Jump unless you prefer using Hammer against King DeDeDe. Swallow one of the missiles that Heavy Mole hurls at you but one of the colours contain Sleep! (Sorry, don't know the colours)

Metaknight: This is an easy fight because of Metaknight's long sword range. Use his air attack just barely hitting with the tip of the sword and watch out for the missiles.

Metaknight

Kirby: This can drag out to a long fight or you can make it really fast but risking losing all of your health. You have to use the Sword in normal gameplay and Boss Endurance. First of all, once you grab the Sword, Metaknight will try an aerial attack right on top of you so run out of the way. Once he lands, make

the first hit and fly up. Once you see an opening, go back down and get him again. Rinse and repeat. If you want to do the fast way. Stay on the ground attacking him from behind by jumping over him when he dashes at you. In Boss Endurance, try to take it easy.

Metaknight: This is an interesting fight since you both basically have the same attacks. DO NOT attack him from above because he most likely shove his sword up your rear end. Attack him from behind since he can sometimes block your front attacks. Also, try not to dash attack him since it leaves you open for attack. Use this to your advantage when the other Metaknight uses it. Good luck!

King DeDeDe

Kirby: Use the Hi-Jump like in the walkthrough and this fight should be easy. This guy has many attacks from his Hammer like Bonkers to sucking you in like Kirby to flying around to even a Hi-Jump attack right on top of you! Be brave with Hi-Jump! Dash into him and use it! Remember to press B again once you have cleared him since it makes you recover quicker and doesn't leave you open to attack whilst you land.

In Boss Endurance, you should have the Hi-Jump if you have kept it during the fight against Heavy Mole since you don't keep the Sword power from the Meta-Knight fight. :D

Metaknight: A very dangerous fight indeed. You only have three health max so use what you have got. If he dashes at you, he is either trying to suck you in or diving at you. Either way, jump over him and attack him from behind! Also, if he flies around, it is another good chance to attack him! Use Metaknight's agility to your advantage!

Nightmare Wizard/N.M.E (Part 1)

Kirby: Very long fight. Hit it with the stars from the Star Rod to damage it the most. Try to memorize it's attacks. If it holds four stars out, watch out! It's gonna launch all four of them. To dodge this, stay in the middle gap of stars 2 and 3. If it's health is below half, it'll throw the stars in an X pattern so stay right at the bottom left hand corner of the screen. Other than that, beat it quickly or you'll lose a life! Once you beat it, get on the Warp Star quickly! (Do the same for Boss Endurance)

Nightmare Wizard/N.M.E (Part 2)

Kirby: This is alot easier than the previous one. Stand at the right hand corner of the screen. Keep shooting stars at it's cape since the swirly thingy you see behind the cape is it's weak point. It'll attack by shooting stars at you! For some reason, he reveals his weak point while upside down. You must jump up and hit it. Hitting him while upside down, he takes 2 times the normal damage. Keep it up and you completed the game! (Same goes for Boss Endurance)

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XI. Meta-Knight's Attacks
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- B - Normal hit
- Dash+B - Running Swipe
- Up+B - Upward Stab
- Jump+B - Air strike
- Down+B (On ground) - Sliding Attack
- Down+B (In the air) - Downward Thrust

All of the rest of the controls are the same as Kirby besides the inhaling/

spitting/copying part ;D

=====
XII. MetaKnightmare Walkthrough
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This is not much of a walkthrough since it's basically the same thing. Bare in mind that you only have 3 health, you can't save and the last boss is King DeDeDe. Just follow Kirby's Walkthrough basically but you use Metaknight's sword to light fuses of cannons and that's it really. ;/

Also, you don't get anything for winning this since some people have emailed me about it.

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XIII. Frequently Asked Questions
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Q. Is this game like the NES Version?

A. Yes it is. It's a remake of it with enhanced graphics and colours. Also, they made it a little bit easier by letting the blocks only able to be destroyed by Hammer, Throw or Stone with Burning as well.

Q. Is this game good?

A. Yes it is if you are a fan of Kirby!

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XIV. Special Thanks
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www.gamefaqs.com - For hosting my very first FAQ.

www.classicgaming.com/kirby - For inspring me to make this FAQ and enjoying Kirby more than ever!

Me - For actually making this FAQ.

toad314 - For giving me the names of Meta-knight's minions in the Meta-knight mini-boss battles. ^-^

Wolf4knowledge - For giving me the Stone is able to break the grey blocks!

Iggy Koopa - For giving me the strat on Poppy Bros. Sr and the harder version of bosses in 7-2. ^-^

Krathen - For sending me another way to beat Paint Roller.

Other people - For giving me various info on the Oxygen Bottle is really a Peppy Tonic and about Mr. Tick Tock Clock.

Tom - For the hidden UFO in the first stage

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XV. Copyright Information
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