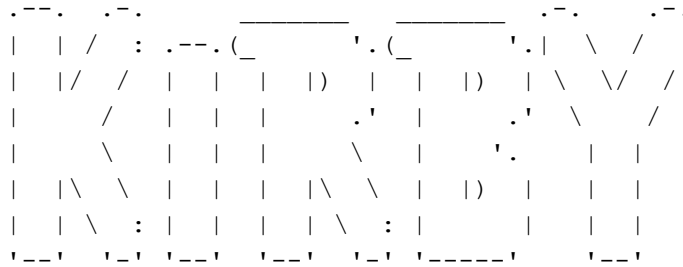


Kirby: Nightmare in Dream Land FAQ/Walkthrough (w/ SayainPrince)

by Relle

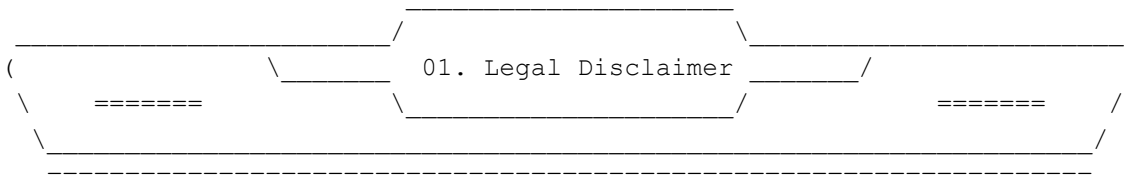
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N I G H T M A R E I N D R E A M L A N D

Table of Contents

01.	Legal Disclaimer
02.	Controls
03.	Story
04.	Walkthrough
04A.	Vegetable Garden
04B.	Ice Cream Island
04C.	Butter Building
04D.	Grape Garden
04E.	Yogurt Yard
04F.	Orange Ocean
04G.	Rainbow Resort
04H.	Fountain of Dreams
05.	Abilities
06.	Boss Strategies
07.	Mini-Boss Strategies
08.	Sub Games
08A.	Quick Draw
08B.	Bomb Rally
09C.	Kirby's Air Grind
09D.	Boss Endurance
09.	Extra Mode
10.	Meta Nightmare
11.	FAQ Version History
12.	Credits




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The peaceful world of Dream Land is in great danger. In Dream Land,
dreams always flowed from the wonderful Fountain of Dreams. The Fountain
of Dreams collected 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 Dream Land 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 broken it into pieces that he
gave to his underlings. Now, Kirby must embark on an adventure... to
restore peaceful nap times to all the residents of Dream Land...
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( _____ | 04. Walkthrough | _____ )
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_____ O=====O
( _____ | 04A. VEGETABLE VALLEY | _____ )
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Bonuses: Bomb Rally
Museum: Sword
Arena: None
Switches: None

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( ( VEGETABLE VALLEY - STAGE 1
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```
O=====O Abilities: Beam + Spark + Fire
| STAGE 1 - SCREEN 1 | Items: None
O=====O
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Walk forward, and swallow the beam enemy, to get his ability. Use it to
defeat the few enemies ahead, until you reach the Spark. I think the Spark
is a better ability, but keep whichever one you want, and go right some
more. Jump over a few more hills, and you'll see a Fire enemy, just in
front of the door to the next screen.

```
O=====O Abilities: Spark + Fire
| STAGE 1 - SCREEN 2 | Items: None
O=====O
```

Walk under - Or fly over - the first three ledges in the air, and go up the
hill. You can get a Spark ability. Then, jump over the stone blocks, and
possibly swallow the Fire enemy. From there, hover over the waterfall, to
the next platform - Be careful of the flying enemies.

SIDE SCREEN

Past the waterfall, is another spark on a hill. Defeat it, and continue to
the right. At the bottom of the hill, is another door, that will bring you
to the third screen.

****SIDE SCREEN**** Under the first block in the waterfall, is a dark shade of water. It's actually a hidden door leading to the side screen.

O=====O Abilities: U.F.O.
| STAGE 1 - SIDE SCREEN | Items: None
O=====O

There's nothing to do in this area, except get the U.F.O. ability though. You really should get it though, it's definitely one of the best abilities in the game. After getting it, go through the door, and continue heading along Screen two.

O=====O Abilities: Fire + Beam
| STAGE 1 - SCREEN 3 | Items: Maximum Tomato
O=====O

Near where you enter, on a wooden ledge, is a Fire enemy. You may want it, if you don't already have an ability. Go up the hill, watching out for the Poppy Bro and Waddle Dee. At the top, you can also get the Beam ability. When you reach the water, avoid the flying enemy, and jump in, to get the Maximum tomato from the bottom. There are a few more ground and flying enemies to the right, and at the bottom of the hill, on a wooden ledge, is the exit door.

((VEGETABLE VALLEY - STAGE 2
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O=====O Abilities: Beam + Cutter
| STAGE 2 - SCREEN 1 | Items: None
O=====O

Jump over the first star block, and spiked enemy, and move to the right, where you can grab the Beam from the enemy. Just over the next ledge, is a cannon. Walk under the ledge it's on, and jump up to the next platform. There is a Cutter enemy here. I usually avoid this ability, but you can get it if you want. Jump over the next spike, and use the Warpstar to reach the second screen.

O=====O Abilities: Crash
| STAGE 2 - SCREEN 2 | Items: None
O=====O

Defeat, or avoid the first three flying enemies on the hill, and head right. You'll have to fight your first Mini-boss here the Poppy Bro SR. He'll be jumping back and forth, so stay out of his reach, and hit him with whatever ability you have, when he jumps near you. If you have none, wait for him to throw a bomb, and throw it back at him. If you have an ability, avoid the bombs. After you defeat him, I recommend dropping your current ability, and swallowing him to get the Crash ability. Then, just avoid the three flying enemies on the right, and head through the door.

O=====O Abilities: Fire + Beam + Spark
| STAGE 2 - SCREEN 3 | Items: Maximum Tomato
O=====O

If you have the Crash, you shouldn't waste it yet, as you can only use it once. So, slide kick past the first enemies - Or switch Crash for Fire if you want. You'll then reach some water. Swim across, and jump to the next

platform, where there's a Beam enemy. Avoid the spike, and walk under the wooden platforms. There's a spark, and some star blocks here. If you need the health, get the Spark ability, and destroy the blocks, to get a maximum tomato. Then, head to the top part of the platform, and take the door, to get to screen number four.

O=====O Abilities: Sword
| STAGE 2 - SCREEN 4 | Items: None
O=====O

Jump across the spikes at the beginning, and defeat the enemy with a broom. From here, climb up the ladder, defeat the mushroom, and head to the top platform. Just in front of the exit door, is the Sword. The sword is always a cool ability, so take it if you want, then finish the level.

((VEGETABLE VALLEY - STAGE 3
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O=====O Abilities: Beam
| STAGE 3 - SCREEN 1 | Items: None
O=====O

Walk forward, and beat the mushroom, then jump over the cannon. There are three more cannons after that to the right, but just destroy the star blocks they're resting on, and they'll fall down the pits. There's a hill after the third one. As you cross over it, watch out for the Beam enemy. Continue walking, or flying, right, and you'll reach the door, with a strange enemy jumping around it. Just swallow/destroy him, and go through the door.

O=====O Abilities: Burning + Spark
| STAGE 3 - SCREEN 2 | Items: None
O=====O

This screen is pretty straight-forward. You can get the Burning ability from the two flaming enemies at the beginning, then just burn through this area. While burning, you don't have to worry about getting hit by the flying enemies over the waterfalls, so that's good, too. You should probably lose the Burning ability and switch it for the Spark, before going on to the next screen.

O=====O Abilities: Fire
| STAGE 3 - SCREEN 3 | Items: None
O=====O

There's a fire ability at the beginning. Take it, or leave it, and then drop below, and defeat the snail. Drop below once more, and you'll land in some water. Spit at the enemies in the water - you'll learn that some abilities work in the water, and some don't, and that the ones that don't result in Kirby spitting - to defeat the enemies, and jump out on the other side. Go through the door, to reach the next screen.

O=====O Abilities: Fire + Burning + Spark
| STAGE 3 - SCREEN 4 | Items: Maximum Tomato
O=====O

Walk under the wooden platforms, and get the fire from the enemy near where you start, if you want it. Keep going to the right, and you'll find, first, a Burning, and then a Spark. Keep one of the abilities, and continue to the

right. There are three rows of wooden platforms here - Walk over the top one, to the other side. From here, backtrack under the bottom one, and defeat the Fire enemy, to reach a Maximum Tomato, or head right, to reach the exit door, blocked by another Fire enemy.

((VEGETABLE VALLEY - STAGE 4

O=====O Abilities: Fire
| STAGE 4 - SCREEN 1 | Items: None
O=====O

Take either the Spark or the cutter - either of them work good enough in this case - and climb up the ladder, and jump up through the ledge. You'll have to face another mini-boss here! He basically does three things: Throws ice, runs, or stands still. When he's standing still, hit him with your ability, and when he charges, jump over him - and also hit him with it. Avoid the ice - although, if you have no ability, you must throw it at him. When you defeat him, you can swallow him, to get the Freeze ability - I recommend it - then go through the door.

O=====O Abilities: Beam
| STAGE 4 - SCREEN 2 | Items: Medicine
O=====O

Freeze the mushroom enemy at the start, and head right. There are a bunch of non-ability enemies ahead, so just freeze them. When you reach a ladder, you can climb it, to reach some medicine, then head to the right again. A little ways ahead, there's a Beam enemy, you can swallow if you don't want the Ice ability, and then you can head through the door.

O=====O Abilities: Needle + Beam
| STAGE 4 - SCREEN 3 | Items: None
O=====O

On the platform above where you enter, there's a Spike enemy. You can eat it if you like - Although, if you have Freeze or Spark, they work better well for this area. Just jump up through the tree, defeating the enemies, until you near the top. You can get a Beam here, if you want. When you're ready, break the two star blocks, and go through the door.

O=====O Abilities: Spark + Sword
| STAGE 4 - SCREEN 4 | Items: Hyper Candy + 1 Up
O=====O

Walk forward, and grab the Hyper Candy. This will make you invulnerable for a little while! Just run past the enemies, destroying them, until you reach two cannons. Fly between them to get a 1 Up, then keep going. You'll pass a Sword and a Spark enemy, but just avoid them, these abilities are common enough. On the right-hand side of the screen, is the exit of this stage. You should be able to reach it, before you even run out of your invincibility.

((VEGETABLE VALLEY - BOSS - WHISPY WOODS

O=====O
| EASY WAY |
O=====O

If you enter with almost any ability - Especially, Needle, Spark, or Freeze, you can just stand in front of the tree's trunk, and keep attacking. While he's being attacked, he can't attack you, so don't worry about losing any health. Also, since he can't move, he'll just take hits for a few seconds, until you defeat him. Note: If your ability isn't one of the mentioned ones, you may still have to jump over some apples, but the wind won't hit you.

O=====O
| NO-ABILITY WAY |
O=====O

Whispy has two attacks - Causing sets of three apples to fall from his branches, or spitting air at you. Just dock to avoid the air - Or just keep your distance. When he drops apples, catch them, and toss them at his trunk, where his face is located. Soon, you'll defeat him.

=====O=====O
| ICE CREAM ISLAND |
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Bonuses: Kirby's Air Grind + Bomb Rally
Museum: Laser + Fire
Arena: Mr. Freeze
Switches: None

((ICE CREAM ISLAND - STAGE 1
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O=====O Abilities: Fire
| STAGE 1 - SCREEN 1 | Items: None
O=====O

Walk forward, and jump over the first ledge, to reach some trees. Suck in the first coconut, and keep going, avoiding getting hit by the second two coconuts. A little farther to the right, is a ledge, with a door under it, and a path leading over it.

****SIDE SCREEN****

Walk across the ledge, to the other side. Jump down, avoiding the coconut, and you'll be faced by a fire enemy walking by. If you don't have an ability, get it, and continue. Jump to the next platform, and defeat the snail, then to the next one, to defeat the flying orange thing - Note: you can't suck these in, and flying will make them go berserk - and go through the door.

****SIDE SCREEN**** Take the door below the platform, to reach a side screen.

O=====O Abilities: Parasol
| STAGE 1 - SIDE SCREEN | Items: Medicine
O=====O

Drop down, and suck through the star blocks, to get some medicine. On the right, an enemy with an umbrella, or a parasol, rather, will be floating downward. If you want his ability, swallow him. Then, take the ladder on the right side of the room upward, and go through the door, continuing along the first screen.

```
O=====O Abilities: Sword + Parasol + Crash  
| STAGE 1 - SCREEN 2 | Items: None  
O=====O
```

The first thing you see, is a Sword enemy - Grab his sword, and head forward. Climb over the pyramid-like hill, slicing up the enemies, and jump down on the other side. There are a couple enemies with Parasols here, as well as a Crash enemy - Don't worry about the parasol enemies, but hit that Crash enemy before he explodes! You may also want to steal his ability. Afterwards, jump forward, to the door.

```
O=====O Abilities: Tornado + Parasol + Beam  
| STAGE 1 - SCREEN 3 | Items: None  
O=====O
```

Head forward, and eat the first Tornado enemy. The tornado ability is great for this area. Spin forward, in tornado form, bursting through the enemies, until you reach the exit door. Oh, and there are Parasol enemies, and one Beam enemy along the way, if you'd rather lose the Tornado.

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( ( ICE CREAM ISLAND - STAGE 2  
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O=====O Abilities: None  
| STAGE 2 - SCREEN 1 | Items: None  
O=====O
```

They don't get much simpler than this. Just jump to the platform above you, watch out for the two enemies, and go through the door to the next screen.

```
O=====O Abilities: Needle  
| STAGE 2 - SCREEN 2 | Items: None  
O=====O
```

This is another short screen. Just go forward, and slide into the bomb block, to break down the stone wall. Swallow the Needle enemy on the other side, if you don't have a better ability, and go through the next door.

```
O=====O Abilities: Spark + Fire + Sword + Wheel  
| STAGE 2 - SCREEN 3 | Items: None  
O=====O
```

Ok, this time, you have something to do. First, jump on the warp star, and when you land, walk forward, up the stairs. Stuck in the stairs, are a Fire, a Spark, and a Sword enemy. Take your pick - Spark works best here - and climb over the top of the stairs. Here, you'll have to face another mini-boss, Wheelie. Wait for him to flip on his side, after rolling, and jump down next to him. Let your Spark fly, and he'll be gone. Afterwards, take his ability (Wheel) and roll forward, to the door.

O=====O Abilities: Wheel + Parasol + Sword
| STAGE 2 - SCREEN 4 | Items: Medicine(2) + 1 UP
O=====O

When you enter, just roll forward, using the Wheel ability, until you hit a wall, that's fairly far away. You may look like you'll die - especially, while riding over pits - but you actually won't. In fact, you'll even pick up a Medicine! Go to the top of where you hit the wall - getting one of the Sword abilities if you want - and head right. Break the bomb block, and drop down to reach the exit - Before you leave though, drop down the pit left of the exit. There's actually ground down there, along with a 1 UP.

((ICE CREAM ISLAND - STAGE 3

O=====O Abilities: Parasol
| STAGE 3 - SCREEN 1 | Items: None
O=====O

Just get the Parasol ability (if you want it) and fly over to the right side of the screen, crossing the large gap. There's a door here. Enter it, to go to the second screen.

O=====O Abilities: Sword
| STAGE 3 - SCREEN 2 | Items: None
O=====O

Jump out of the water you start in, and avoid - or eat - the flying enemy. Break the bomb block from here, and head down the ladder. You can get the Sword from an enemy on the right, here - Do so.

****SIDE ROOM****

You can then head through the door just below, and to the right. Make sure to watch out for the spikes though.

****SIDE ROOM*** Using the sword ability, slash a bomb block on the left, by using your aerial spin, and go through the door that you can reach.

O=====O Abilities: U.F.O.
| STAGE 3 - SIDE SCREEN | Items: Maximum
O=====O

The only thing to do here, is pick up the Maximum Tomato to restore some health, and swallow the U.F.O. enemy when it comes by, to get the power it contains. You can then go back through the door, and continue with Screen two.

O=====O Abilities: None
| STAGE 3 - SCREEN 3 | Items: None
O=====O

You'll start in some water. Just go through it, avoiding, or defeating the fish until you reach the other side. There's a spike here, but it's not moving much, so you should be able to avoid it. Jump up onto the platform, and go through the door.

O=====O Abilities: None

| STAGE 3 - SCREEN 4 | Items: 1 Up

O=====O

Start, by heading to the top of the room, avoiding the flying enemy, and destroy the bomb block. You can head left, and into some water from here. Swim to the bottom, and you can find a 1 Up on a ledge! Once you have it, head back to the first ladder you went up, and take a left. Move up, past the wooden platform, and blow up a bomb block. Continue moving up, and blow the one on the right, near the mushroom enemy, and you'll reach the door.

O=====O Abilities: None

| STAGE 3 - SCREEN 5 | Items: None

O=====O

Here, you'll be greeted by Meta-Knight. He won't fight though. Instead, he'll have his crew fight you. Although this is a rare case, the best way to fight them, is to lose whatever ability you have, and just swallow all of them. This is because, most attacks take two hits ,but you can swallow them easily. As far as their pattern goes, they regenerate as you defeat them, and defeating each one causes their health to go down a little. Some have axes, and some have morning stars - Just don't get in front of these guys. Watch out for the ones with forks - They'll try to throw their weapon at you. Finally, take out ones with spears first, as they get a little out of control. After you defeat enough, they stop regenerating. When they're finished, head through the door that appears.

O=====O Abilities: None

| STAGE 3 - SCREEN 6 | Items: Medicine

O=====O

Head right, up the stair-like platforms. At the top, is a drop, into some water. If you need health, you can drop down into the water, to find some medicine, but be careful of the two fish in there. When you're done, back at the top of the water, head right. The exit door is waiting for you on a platform.

((ICE CREAM ISLAND - STAGE 4

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O=====O Abilities: Fire + Spark

| STAGE 4 - SCREEN 1 | Items: Maximum Tomato

O=====O

In this area, you'll be on cloud platforms. Walk forward, and jump across the first couple of gaps, watching out for the flying enemies, and jump over the two pillars.

SIDE SCEEN

Just after the pillars, are two clouds, followed by some star blocks at the top of the screen. Pick up the fire ability - if you want it - from the top cloud, and smash through the star blocks, to reach the Maximum Tomato. On the "main cloud" below, is a Spark enemy. I recommend getting it, then just taking the last few jumps to reach the next door.

SIDE SCREEN There's a door between the two pillars.

O=====O Abilities: None

| STAGE 4 - SIDE SCREEN | Items: 1 UP

O=====O

Just drop down the ledges on the side you enter, until you reach the bottom, where you'll find a 1 Up waiting. Fly back up on the right side, avoiding the flying pig-like creatures, until you reach another door. It leads back to screen one, where you can continue going right.

O=====O Abilities: Fire + Stone + Mike

| STAGE 4 - SCREEN 2 | Items: None

O=====O

In this area, you'll start near some stairs, with Fire and Stone enemies stuck. This should tell you that you'll be facing a mini-boss. If you have the Spark, just keep that, and head forward, until the mini-boss, Mr. Tick Tock. Just wait for him to stop running, and Spark him to death. If you lose your ability, wait for him to throw some musical notes at you - He throws them in sets of four, two in each direction. Catch one, or two at a time, and send them flying back. When you defeat him, swallow him, to get the Mike ability, and go through the door on the right.

O=====O Abilities: None

| STAGE 4 - SCREEN 3 | Items: None

O=====O

Drop down on the cloud blow, from where you start, so you can see some of the orange/pink flying enemies. Use your first Mike to take them all out, then go through the door on the right, on the bottom cloud.

O=====O Abilities: Laser + Spark

| STAGE 4 - SCREEN 4 | Items: Medicine(3) + 1 UP

O=====O

Start, by eating the Laser enemy stuck in the block from where you start. If you shoot the laser on the hills, the beam will blast up to the ceiling, blowing up the bomb blocks! Two enemies will all, but so will some medicine. Head to the right, while keeping the Laser, and you can get two more medicines, some Sparks, and finally a 1 Up, from more bomb blocks in the ceiling. All the way to the right, is another door.

O=====O Abilities: Laser

| STAGE 4 - SCREEN 5 | Items: None

O=====O

There's a Laser enemy at the start. Defeat, or avoid him, and head right, past the first cannon, which will rotate, to face you. Climb over the first hill, and jump across the gap, to the next platform.

SIDE SCREEN

There's a Laser enemy waiting for you on the other side. Defeat it, and jump over the cannon, which always shoots straight upwards. Climb up the ledges, and you'll pass a Spark enemy, you can get. Drop down, and you'll land next to a Beam enemy, as well as the exit.

SIDE SCEEN Jump down, between the two platforms. On the ground is a door, leading to another side screen.

O=====O Abilities: Beam + Spark + Laser

| STAGE 4 - SIDE SCREEN | Items: Medicine

O=====O

On the floor you fall on, there are two enemies. One has no ability, but the other has beam, I suggest taking it. A little to the right, is a ladder. Climb the ladder, and defeat the two enemies, and you'll be able to get a Medicine. Take it, and leave the same way you entered.

((ICE CREAM ISLAND - STAGE 5

O=====O Abilities: Parasol
| STAGE 5 - SCREEN 1 | Items: Medicine
O=====O

Head right, up to the first cannon, when you start. Here, an enemy will come down on a Parasol. You may not want it for this area though, since you'll be doing a lot of jumping, and the parasol tends to mess up jumps, many times. Continue to head right, and another cannon will come down on a parasol. Just head forward, before it lands. Next, two cannons are pointing at each other. Time a careful jump past them, and keep going. One more enemy, and cannon, brings you to the door - Before entering, though, head past it to find a Medicine.

O=====O Abilities: Wheel + Laser + Sleep
| STAGE 5 - SCREEN 2 | Items: None
O=====O

Walk forward, to a gap, shaped like a half-pipe (evidently, the Wheel enemies inside it, viewed it as a half-pipe too...). You can swallow one Wheel, to get the Wheel ability. This is also a good time to get both at once, and play ability roulette, although, Wheel will help more. Just roll down the curved path, until you reach a gap.

SIDE SCREEN

If you cross the top path, you can reach the door to the next area on the right.

SIDE SCREEN Drop down the gap, and head to the right, sliding into, or rolling into the Sleep enemies, and the bomb blocks. The door's on the right. Note: You can get the Sleep ability, but it's actually only in the game to hurt you.

O=====O Abilities: None
| STAGE 5 - SIDE SCREEN | Items: Medicine
O=====O

Just swim down to the bottom of the water you're dropped in, avoiding the Spikes. Pick up the medicine, and leave through the door you came in.

O=====O Abilities: Sword + Beam + Parasol + Cutter
| STAGE 5 - SCREEN 3 | Items: 1 Up(3)
O=====O

The first thing to do, is head right, to the platform where there are two orange enemies. Around this time, an enemy will also come down from the sky, on a Parasol.

SIDE DOOR

Keep going right, and jump to the next platform. Defeat the enemy with a Sword - Possibly take his ability, and keep going right. A few more Parasols to worry about, and you'll reach the door, guarded by two spiked

enemies. Avoid them, and move on, to the next screen. Note: There's also a Cutter in this area.

****SIDE SCREEN**** Drop down below, and head left from where the Sword enemy is. Jump across the platforms to the left, until you find another Sword enemy. Defeat him, and hit the bomb block near him, to reveal a door. Go through it, to reach the side screen.

O=====O Abilities: Burning
| STAGE 5 - SIDE SCREEN | Items: None
O=====O

What?! Only two Burning enemies?! Yes. But wait, there's more. When you get the Burning ability, and leave, head right, on the bottom of screen 3. There are two sets metal blocks you can break to reveal 1 Ups, using the Burning ability. To the right of the second set, you can use Burning to burst past the spike enemy, and get a third 1 UP.

O=====O Abilities: Crash + Hi-Jump
| STAGE 5 - SCREEN 4 | Items: Medicine
O=====O

See those two walking enemies? Those will give you the Hi-Jump ability. Swallow one of them, and boost upwards, through all the star blocks. About three-fourths of the way through though, there are some Crash enemies. You know enough to keep your distance from them by now. There's a Medicine on the left, in the middle of the blocks, and a door to the next screen at the top.

O=====O Abilities: None
| STAGE 5 - SCREEN 4 | Items: Maximum Tomato
O=====O

If you drop whatever ability you have at the beginning, you'll be able to get a Maximum Tomato by eating the Poppy Bro that rolls by on a tomato. Afterwards, jump from cloud to cloud, avoiding the few rolling Poppy Bros and the flying enemies, to reach the exit door.

((ICE CREAM ISLAND - BOSS - PAINT ROLLER
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O=====O
| EASY WAY |
O=====O

If you enter the battle with Needle, Spark, or Freeze, you're basically all set. Stay in a corner, safe from attacks, until he begins painting. Stand under the easel he decides to paint at, and just let your ability rip apart his health.

O=====O
| NO-ABILITY WAY |
O=====O

Ok, so you don't have the ability. No problem. He's going to run/jump from platform to platform - stay away from the one he's on, until he draws something. If he draws a baseball, a car, a waddle dee (the enemy) or a

Parasol, inhale them, and throw them back. Cars, Baseballs, and Parasols give you abilities, but they aren't efficient in this battle. If he draws a Mike or a Bomb, swallow them, and unleash Mike/Crash on him, to do big damage. If he draws a thunder cloud, it's your lucky day! Swallow it, and proceed as stated in the "Easy Way" strategy.

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( _____ | BUTTER BUILDING | _____ )
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Bonuses: Quick Draw + Kirby's Air Grind
Museum: Hi-Jump
Arena: Wheelie
Switches: Stage 1 + Stage 6

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_____  
( ( BUTTER BUILDING - STAGE 1  
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O=====O Abilities: Sword + Parasol + Crash  
| STAGE 1 - SCREEN 1 | Items: None  
O=====O
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Just walk forward, until you reach the first gray platform. There's a Sword enemy sitting on it, and just after him, an array of Parasol enemies will come down from the sky. The door is in the middle of the screen, but to the right of it, is a Crash enemy. Take your pick of the abilities, and go through the door.

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O=====O Abilities: Stone  
| STAGE 1 - SCREEN 2 | Items: None  
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This is a short room. Just hit the bomb block on the right, and jump back, before the Stone enemies and the Waddle Dees fall on you. Take the Stone ability if you want it, and then fly to the top of the screen and go through the door.

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O=====O Abilities: Mike  
| STAGE 1 - SCREEN 3 | Items: None  
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Here, you're going to have to face Mr. Tick Tock again. You've faced him before, and should know the drill. After defeating him, take his Mike ability and go through the door that appears on the right side of the room.

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O=====O Abilities: Burning + Laser  
| STAGE 1 - SCREEN 4 | Items: None  
O=====O
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All you have to do here, is head to the right. You'll face a few Burning enemies, and a Laser enemy, as well as a bunch of flying enemies, but if you have that Mike from the fight with Mr. Tick Tock, you'll be able to wipe them out easily. The door is on the right side of the screen.

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O=====O Abilities: None  
| STAGE 1 - SCREEN 5 | Items: Medicine
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O=====O

Jump over the first two gaps on the floor, and pick up the medicine.

**SIDE SCREEN*

From here, climb the ladder, to the higher platform, and from there, move left, and drop down off of the platform. The door will be there waiting for you.

SIDE SCREEN Jump down into the second gap, and swallow the two star blocks. You'll reveal a door, leading to the side screen.

O=====O Abilities: None

| STAGE 1 - SIDE SCREEN | Items: None

O=====O

Just slide into the bomb block, to take out all the stone blocks in the room, revealing another door. Go through it, to come out right near the first switch in the game. Jump on it, and go through the door, to move ahead, to screen 6.

O=====O Abilities: Burning + Laser

| STAGE 1 - SCREEN 6 | Items: None

O=====O

This is the same area, as screen 4, except now you're on the top platform. Head to the left, again, dealing with the Laser and Burning enemies, if necessary, and avoiding or swallowing the flying enemies. On the left, is the exit door.

((BUTTER BUILDING - STAGE 2

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O=====O Abilities: Fire

| STAGE 2 - SCREEN 1 | Items: Maximum Tomato

O=====O

Just to the right from where you start, is a Fire enemy walking forward. Swallow him, and climb up the ladder, burning the three enemies there. Next, head to the top platform, where there's a Poppy Bro. rolling on a tomato. Defeat him and take it, if you need to, and go through the door that's there.

O=====O Abilities: Beam + Cutter

| STAGE 2 - SCREEN 2 | Items: Medicine

O=====O

Start, by jumping straight up, from where you enter, past the two platforms above you - don't worry, those birds won't hit you. From here, go left, and up the stairs, swallowing, or destroying the Waddle Dee. You then reach a flying pig-like creature again, on the left. Defeat it, and drop down, to get a Maximum Tomato, then continue up the tower. There's a Beam enemy on the next set of stairs, and a Cutter enemy on the ledge above that. Take your pick, and keep climbing the stairs, until you reach the door on top.

O=====O Abilities: Stone + Spark + Needle + Sword

| STAGE 2 - SCREEN 3 | Items: None

O=====O

Try to fly upwards, away from the walls, when you start, because in a few seconds some Stone enemies will fall on those platforms. Near the top, you will get a chance to get the Spark ability as well. From here, head left, and continue up some more platforms, where you're threats are a few more Stone enemies, and a Needle enemy. After that set, just head left, take out the one Sword enemy, and proceed through the door.

O=====O Abilities: Sword + Wheel
| STAGE 2 - SCREEN 4 | Items: None
O=====O

****SIDE SCREEN****

Pay a visit to the side screen, to get the Wheel ability, then just blast to the right, until you hit a wall. From there, roll to the right - Don't worry about the enemies or spikes, you won't hit them. When you bounce off the next wall, go back to the right - again, don't worry. The door's on the right side of the room.

****SIDE SCREEN**** As soon as you enter, hit the bomb blocks on your left, and go through the door.

O=====O Abilities: Wheel
| STAGE 3 - SIDE SCREEN | Items: None
O=====O

Nothing to do here, except face Wheeler again, for the Wheel ability, which will be useful back on screen 4. You've faced him before, and should know the strategy.

O=====O Abilities: Ice
| STAGE 2 - SCREEN 5 | Items: Maximum Tomato + 1 UP
O=====O

As soon as you enter, quickly float straight upward, to avoid the two Ice enemies falling on you. Take one of their abilities if you want. If you hit a bomb block on either the left or right side, you can drop down to grab the items (a Maximum Tomato is on the left, and a 1 UP is on the right) before they fall. After getting - or failing to get - the items, head through the door in the middle of the room.

O=====O Abilities: Backdrop
| STAGE 2 - SCREEN 6 | Items: None
O=====O

Now, you get to face a new type of mini-boss, Bugzzy! If you have any kind of ability, that's useful, such as Sword, Fire, Ice - or basically, anything except things like Light, or Sleep - fly above him whenever possible, and when he lands, jump down next to him, attack once or twice, and take to the air again. If you don't have an ability, wait until you see him releasing bugs at you, and suck them in, and toss them back. Note: He'll make these bugs while on the ground. As you wait for him to create the bugs though, watch out, for his flying-dash attack, and make sure not to touch him - he's got a few attacks, and most are painful. After you beat him, swallow him to get the awesome Backdrop ability, and leave.

O=====O Abilities: Cutter
| STAGE 2 - SCREEN 7 | Items: None
O=====O

This screen is pretty fun to play, due to the way the enemies and platforms are set up. Head forward, beating up the Cutter enemies, and the flying enemies, taking advantage of the fact that this is a great place to practice your Backdrop ability as well. Some of the ledges, and enemy positions seem actually set up to be used with the Backdrop! On the right side of the screen - Just after a set of enemies you can combo with Backdrop.

((BUTTER BUILDING - STAGE 3

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O=====O Abilities: Sword + Hi-Jump
| STAGE 3 - SCREEN 1 | Items: None
O=====O

There's a ladder near you from the start. Take it to the top, and swallow the sword enemy that's waiting for you. From here, walk to the right, until you see all the flying enemies below, leave, then climb down the second ladder. There's a Hi-Jump enemy at the bottom. Take it or leave it, and fly up to the door on the right.

O=====O Abilities: Burning
| STAGE 3 - SCREEN 2 | Items: None
O=====O

There's a Burning enemy moving around the screen, and you can get it if you want, but that's all you have to do. Just wait a few seconds and the door will appear.

O=====O Abilities: Sword + Fire
| STAGE 3 - SCREEN 3 | Items: None
O=====O

This area has lots of doors, leading back and forth from screen 4 (which looks similar, and also has lots of doors.) This is made to be a maze, but is actually quite simple. Fly to the fourth door up, taking your pick of Sword, Needle, or Ice, and go to screen 4.

O=====O Abilities: Sword + Fire
| STAGE 3 - SCREEN 4 | Items: None
O=====O

Just jump over the Sword enemy, and go through the star blocks, heading through the door that was just beyond them. If you want it, there's a fire enemy at the bottom of the area.

O=====O Abilities: None
| STAGE 3 - SCREEN 5 | Items: None
O=====O

This screen is just a part of the third screen that you couldn't reach before. Short and simple: Just head through the door on your immediate left, to reach the exit.

((BUTTER BUILDING - STAGE 4

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O=====O Abilities: None
| STAGE 4 - SCREEN 1 | Items: None
O=====O

Jump on the warp star, and watch Kirby fly up the tower, in spirals. When you land, at the top, you'll be dropped next to a door. Obviously, you'll enter it.

O=====O Abilities: None
| STAGE 4 - SCREEN 2 | Items: None
O=====O

It's time for a re-match with the Meta-Knight team! This is another mini-boss that you've faced before, and should know how to handle. After the fight, the door will appear on the left.

O=====O Abilities: Parasol + Sword
| STAGE 4 - SCREEN 3 | Items: None
O=====O

This is another short room. Just jump two platforms up, avoiding the enemies, and go through the door on the right. If you want them, there's a Sword enemy, and a Parasol enemy in the room.

O=====O Abilities: None
| STAGE 4 - SCREEN 4 | Items: 1 UP + Maximum Tomato + Medicine
O=====O

When you first enter, you should notice that there's wind blowing upwards. Inflate Kirby with air, and he'll begin gloating upwards. Avoid the cannons and spiked enemies along the way, and you'll reach the exit door at the top. Also, along the way, are a few items - A 1 UP, a Maximum Tomato, and a Medicine.

((BUTTER BUILDING - STAGE 5

O=====O Abilities: Sword + Spark
| STAGE 5 - SCREEN 1 | Items: Hyper Candy
O=====O

In this room, there are two platforms. On one, a Spark enemy, on the other, a Sword enemy. Take your pick, and grab the Hyper Candy from the lower right corner of the room, and go through the door, to the next screen.

O=====O Abilities: Laser + Cutter + Crash
| STAGE 5 - SCREEN 2 | Items: Medicine
O=====O

This screen has a bunch of enemies, but you'll still be invulnerable from the Hyper Candy, so it should be easy. Just fly upwards, crashing through all of the enemies, until you reach the door at the top of the tower. Note: Along the right hand side, is a Medicine behind a wall. You can't directly reach it, but you can suck it in through the wall.

O=====O Abilities: Freeze + Sword
| STAGE 5 - SCREEN 3 | Items: None
O=====O

From the start, jump to the left, and swallow the snowman to get the Freeze ability. Next, jump over the approaching hoard of Waddle Dees, and you'll reach a Sword enemy. Switch your Freeze ability with him, if you want, and drop down to the door, avoiding the spiked enemy that's moving back and forth.

O=====O Abilities: Hammer
| STAGE 5 - SCREEN 4 | Items: None
O=====O

This is where you'll be facing a new type of mini-boss. If you have the sword ability, wait until he's not moving, than hit him with it a few times. If not, you'll have to wait for him to throw coconuts, so you can catch them, and throw them back at him. The best way to do this, is to fly over him, and wait for him to jump at you. He shouldn't actually be able to hit you, but when he lands, get in front of him. This will usually result in him throwing the coconuts at you. After defeating him, swallow him to get the Hammer ability, and go through the door that appears.

O=====O Abilities: None
| STAGE 5 - SCREEN 5 | Items: 1 UP + Maximum Tomato
O=====O

Just hump up through the wooden platform to the left. If you bothered to get Bonkers' Hammer ability, you can smash a peg here, to reach a 1 UP and a Maximum Tomato. The exit door is on the left, regardless, though.

((BUTTER BUILDING - STAGE 6
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O=====O Abilities: Laser
| STAGE 6 - SCREEN 1 | Items: None
O=====O

The door is on your right, in plain sight. Before you leave though, you may want to swallow the Laser enemy that's trapped in the middle of the room, if you don't have a better ability from a previous stage.

O=====O Abilities: Crash
| STAGE 6 - SCREEN 2 | Items: Medicine
O=====O

You'll have to move right quickly when you start, because there's a spiked enemy following behind you. Be careful though, because there's a Crash enemy just after the first hill - get him before he explodes! A little further to the right, is another Crash enemy, and a bomb block covering a Medicine. Slide into it, to grab the Medicine, and keep going right, until you reach one more Crash enemy, followed by two star blocks, which cover the door.

O=====O Abilities: Fire + Sword
| STAGE 6 - SCREEN 3 | Items: Maximum Tomato
O=====O

Jump over the first block to your right, to reach where a Fire enemy is. Next, climb the ladder, avoiding cannon fire, to the next platform, where there's a Sword enemy waiting. Pick up the Maximum Tomato, and keep climbing. After a cannon, a spiked enemy, and a frog on the next platform, you'll reach the door.

O=====O Abilities: None
| STAGE 6 - SCREEN 4 | Items: Medicine
O=====O

On the right, past the cannon, there's a Medicine. After you get it, just wait a few seconds, and the door will appear above the cannon. Wait for the cannon to stop firing, and quickly enter the door.

O=====O Abilities: Sword + Ice + Stone
| STAGE 6 - SCREEN 5 | Items: None
O=====O

Jump up, to the left, to a platform where there's a Sword enemy. From here, fly upwards, avoiding the Waddle Dees that will be falling from above.

SIDE SCREEN

After you pass more Waddle Dees, and Ice enemy, and two Stone enemies, you'll reach the top. Defeat the Sword enemy that's guarding the door, and head onward to the next screen.

SIDE SCREEN When you reach a platform with four star blocks on the right, destroy them all to reveal a door.

O=====O Abilities: None
| STAGE 6 - SIDE SCREEN | Items: Medicine
O=====O

Hit the bomb block, and quickly jump to the right, where the Medicine is, before your path is blocked by blocks that will start appearing. Go through the door here, to be brought to a switch. Jump on it, and go through the next door, and you'll go back to the fifth screen.

O=====O Abilities: Cutter + Light + Sword
| STAGE 6 - SCREEN 6 | Items: 1 UP
O=====O

This room will be a little different than the previous ones. Why? Because it's dark, and things are hard to see. From the start, jump to the right, over the Waddle Dee. You'll find a cutter here, but I just destroy him. After him, is a Light enemy floating through the air. Swallow it, and use its ability to light up the room! With the light, you'll see a 1 Up on a platform in the air, so get it, and keep going to the right. After a few platforms with Sword and Cutter enemies, you'll reach the door.

O=====O Abilities: Hi-Jump + Cutter
| STAGE 6 - SCREEN 7 | Items: Medicine + Maximum Tomato + 1 UP
O=====O

The best way to go through this, is to take swallow the Hi-Jump enemy from the start, and keep boosting upward, until you reach the first junction. Take the right, to get a Medicine, and continue boosting upward, dodging the enemies. At the next junction, take the left for a Maximum Tomato, or the right for a 1 UP, and you'll reach the exit door on top.

((BUTTER BUILDING - BOSS - MR. SHINE + MR. BRIGHT

O=====O
| EASY WAY |
O=====O

Use Spark. Right from the beginning, one will jump into the sky, and one will stay on the ground. Jump right next to the grounded one, and Spark him to death. Then, they'll switch spots. Do it to the second one as well, and the fight will be over.

O=====O
| NO-ABILITY WAY |
O=====O

If the sun goes into the sky first, dodge the moon's dashes, as you wait for the sun to create a beam. Dodge the beam, but catch one of the stars that the beam creates, and toss it at the moon. While the moon is in the sky, dodge the sun's dashes and fire balls, while you wait for the stars to rain down on you. There will be a lot more chances to hit the sun, but you have to remember that before you swallow the stars, they're dangerous to you too. Repeat this pattern, as they switch positions, until both are destroyed.

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(| GRAPE GARDEN |)
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Bonuses: Quick Draw + Bomb Rally
Museum: Ball + Sleep
Arena: Buggzy
Switches: Stage 1 + Stage 6

((GRAPE GARDEN - STAGE 1

O=====O Abilities: Fire + Spark + Laser
| STAGE 1 - SCREEN 1 | Items: None
O=====O

At the start, run right, and jump on to the next cloud, where you can get a Fire ability from the enemy. Next, jump over the spiked enemy, dodge the normal enemy, and jump down to the next platform, where you can get the Spark ability. The last part of the screen, is made up by a series of jumps, with a Laser enemy floating around. Just fly to the door.

O=====O Abilities: Parasol + Beam + Sword
| STAGE 1 - SCREEN 2 | Items: None
O=====O

This is another one of the simple screens. Just jump upwards, from platform

to platform, stopping to choose your ability, and enter the door at the top.

O=====O Abilities: U.F.O.

| STAGE 1 - SCREEN 3 | Items: None

O=====O

As you walk right, along the cloud, a U.F.O. enemy will approach. It's almost always a good idea to get this ability, so do so, and fly to the right defeating the second U.F.O. The door is just beyond that.

O=====O Abilities: Ball + Sleep + Beam

| STAGE 1 - SCREEN 4 | Items: None

O=====O

As soon as you begin walking forward, a ball enemy will drop from the sky. If you still have the U.F.O. ability, just keep that, and fly to the right, destroying the star blocks or enemies, when necessary. Soon, you'll reach an area that's checkered with star blocks.

SIDE SCREEN

Break through all the star blocks, and you'll reach the door, which is on the ground, on the right side of the blocks.

SIDE SCREEN Break the blocks that form a cross, and you'll reveal a red dot in the background. There's an invisible door, just over where it is.

O=====O Abilities: None

| STAGE 1 - SIDE SCREEN | Items: None

O=====O

All you can door here, is hit a switch, so do it, and go through the door, and you'll be put right next to the door of the fourth screen.

O=====O Abilities: Tornado + Sword + Sleep + Beam + Cutter

| STAGE 1 - SCREEN 5 | Items: None

O=====O

Destroy, or suck in the Tornado (although, I don't recommend swallowing it and obtaining the ability, for this screen) and jump up to the next platform with the Sword enemy. From here, drop down, and defeat the last few enemies, and move to the right, where the exit door is.

((GRAPE GARDEN - STAGE 2

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O=====O Abilities: Spark + Fire

| STAGE 2 - SCREEN 1 | Items: None

O=====O

Walk to the right, and jump to the second platform. From here, fly upward, and over the building tower, and you'll see both a Fire and a Spark enemy. I recommend taking Spark. After you take an ability, drop down below the tower that the Fire enemy was walking across, and you'll reach a bomb block. Hit it, to explode the pile of stone blocks, and head past where they were to reach the door.

O=====O Abilities: None

| STAGE 2 - SCREEN 2 | Items: None

O=====O

Just climb up the ladder when you enter, and you won't get hit by the falling Poppy Bros. The door is at the top of the ladder.

O=====O Abilities: None
| STAGE 2 - SCREEN 3 | Items: None
O=====O

Run forward, and break through the first set of star blocks, and drop to the platform below. From here, jump into the water on the left, avoiding the Poppy Bro., swim to the right-hand side of the room, and jump back up, breaking through the star blocks.

SIDE SCREEN

Keep heading upward, a few platforms, past one more Poppy Bro., and you will find the door to the fourth screen.

SIDE SCREEN Break both of the star blocks on the platform above the water, to reveal a hidden door, leading to the side screen.

O=====O Abilities: None
| STAGE 2 - SIDE SCREEN | Items: Maximum Tomato
O=====O

Just run across the bridge, to the right, to get a Maximum Tomato, and then leave through the door you entered from. Be careful of the squids trying to poke you with spears from below the bridge, though.

O=====O Abilities: Spark + Parasol
| STAGE 2 - SCREEN 4 | Items: None
O=====O

Go forward, and head under or over the first platform - both sides contain a Poppy Bro. on an apple. Do this for the next few platforms - except, they have different enemies - and avoid the spikes on the ceiling, and you'll reach the door.

O=====O Abilities: Spark + Parasol
| STAGE 2 - SCREEN 5 | Items: None
O=====O

This is just another fight, with the Poppy Bros. SR, but this time, there are two of them! Try to stay towards the middle of the platform, and duck down when they start jumping around. Try to focus on one at a time, and when they're both gone, the exit door will appear. Note: If you have an ability from the previous screen, this fight will be a lot easier.

((GRAPE GARDEN - STAGE 3
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O=====O Abilities: Fire
| STAGE 3 - SCREEN 1 | Items: None
O=====O

To the right of where you start, there's a Fire enemy, stuck in the rocks. If you want to go to the side screen, swallow the Fire enemy. After that, head right, until you reach a cannon fuse.

****SIDE SCREEN****

A little farther to the right, back on the ground, past the cannon, is a door.

****SIDE SCREEN**** Burn the fuse with your Fire ability, and quickly jump into the cannon, to be fired into a side screen.

O=====O Abilities: None
| STAGE 3 - SIDE SCREEN | Items: 1 UP
O=====O

Just pick up the 1 UP that drops from the sky, and head through the door on the right, to be brought back to the first screen. Head to the right, and go through the door.

O=====O Abilities: Cutter
| STAGE 3 - SCREEN 2 | Items: None
O=====O

Jump to the, and onto the second blimp, where you can find a Cutter enemy. If you fly farther to the right here, past the spiked enemy, you'll reach an area with purple background. After two platforms with cutters, you'll reach a door.

****SIDE SCREEN A****

After the door, if you jump over the cannon, and fly farther to the right, until you reach the next purple area, you'll find the door.

****SIDE SCREEN B****

****SIDE SCREEN A**** Just go through the door.

****SIDE SCREEN B**** If you fly past the door, and head farther down the platform, you'll find a second door.

O=====O Abilities: None
| STAGE 3 - SIDE SCREEN A | Items: None
O=====O

There's just one enemy here, and there really isn't any reason that you should be here, since he doesn't even have an ability, so just leave.

O=====O Abilities: None
| STAGE 3 - SIDE SCREEN B | Items: None
O=====O

This area has a switch in it. Jump on the switch, to reveal a museum on the map screen, then leave through the door you came in, and go through the door that you just passed.

O=====O Abilities: Sword + Hi-Jump + Parasol + Crash + Laser
| STAGE 3 - SCREEN 3 | Items: Medicine
O=====O

First, go right, and swallow the Sword enemy. Jump over the cannon, and slice up the two flying enemies, then move forward, where you'll see a Hi-Jump enemy, where you can switch your Sword ability, if you want. Bust through the star blocks, and head right again. Be ready to attack or eat the Crash enemy fast, just beyond the Parasol enemy, or you'll take damage. Take the Medicine from the next platform, dodging more enemies, then take the warp star. When you land, just climb up the stairway of clouds, and take out a few enemies - Possibly get the Laser ability, and go through

the exit door at the top.

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O=====O Abilities: Sword + Ball
| STAGE 4 - SCREEN 1 | Items: None
O=====O

On the platform where you start, there will be a Ball enemy bouncing around. I recommend just running past him, and dropping to the second platform, where you can pick up a Sword enemy. Run through the area, using your aerial sword attacks, to defeat the orange enemies, and the flying enemies, until you reach the door on the right.

O=====O Abilities: None
| STAGE 4 - SCREEN 2 | Items: None
O=====O

Jump across the wooden platforms, and use the sword on the yellow chickens if you still have it - If not, avoid them. Keep going to the right, where you'll find more chickens, and other no-ability enemies, and you'll find the next door.

O=====O Abilities: Wheel + Sword
| STAGE 4 - SCREEN 3 | Items: 1 UP
O=====O

Grab the record from the right, at the top, and begin blasting down the trails. On the second platform, you'll hit a bomb block. This will cause a fuse to be lit. If you can beat it to the bottom, you'll get a 1 UP, but if not, don't worry about it. Just go through the door at the bottom.

O=====O Abilities: Beam + Spark + Throw
| STAGE 4 - SCREEN 4 | Items: None
O=====O

When you enter, you'll see a Beam and a Spark enemy stuck in the wall. Take the Beam enemy, and jump over the wall. You'll encounter a new type of mini-boss here, Ellefant. What you'll want to do, is land next to him at the start, and try to hit him a few times, then fly over his head, near the ceiling. Wait until he stops moving, then land, and hit him again. Just keep this up until he's down. His ability is awesome, so make sure to pick it up, then head right and go through the door.

O=====O Abilities: Beam
| STAGE 4 - SCREEN 5 | Items: None
O=====O

This screen consists of pretty much one long corridor, with some enemies and star blocks in it. It will give you a great opportunity to test out your Throw ability though, so have fun, and go through the exit door on the right, when you reach it.

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( ( GRAPE GARDEN - STAGE 5  
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O=====O Abilities: Sword + Freeze
| STAGE 5 - SCREEN 1 | Items: Hyper Candy + Maximum Tomato
O=====O

First, jump to the platform on the right, and pick up the Hyper Candy. While you're invincible, until you reach a bomb block. Destroy it, and float down to find a Maximum Tomato. The hyper candy should run out about here, so fly back up to the main platforms, and go to the right. After passing a few Sword enemies, and an Ice enemy, you'll reach a door.

O=====O Abilities: Sword
| STAGE 5 - SCREEN 2 | Items: None
O=====O

This is a really small screen. Just jump over the enemy with a broom on the right. There will be two platforms. On the bottom, is the door, and on the top is a Sword enemy. Get the Sword ability if you want, and go through the door, to reach the next screen.

O=====O Abilities: None
| STAGE 5 - SCREEN 3 | Items: None
O=====O

You remember the Meta-Knight crew, of course? Well, here they are again. Use what you used the previous times you fought them, to take them out a third time. When they're all defeated, go through the door that appears.

O=====O Abilities: Burning + Spark
| STAGE 5 - SCREEN 4 | Items: None
O=====O

Walk forward, and swallow the burning ability, if you don't have any other abilities. Break through the bomb block on the right, to destroy a wall, and keep going right from there. Don't fly though! There are flying enemies that will come from the top of the screen, and they might hit you. On the far right side of the area, there's a Spark enemy, and a door.

O=====O Abilities: Burning
| STAGE 5 - SCREEN 5 | Items: 1 UP(2)+ Medicine
O=====O

Start, by swallowing the Burning enemy at the start - I know it's bad, but in this area it will help you out. Use it to boost past the spiked enemy, and reach a 1 UP - Make sure to avoid the spikes on the walls and ceilings though. Fly upward, and to the right, to reach a Medicine. If you fly up, and farther to the right, avoiding another spiked enemy, you'll get another 1 UP, but just head right, and drop down, to reach the exit door.

((GRAPE GARDEN - STAGE 6

O=====O Abilities: Sword
| STAGE 6 - SCREEN 1 | Items: Medicine
O=====O

Slide through the first bomb block - Both breaking the wall down, and killing the orange enemy on the other side. Slide-kick the next block as well, and drop to the next platform, swallowing the frog. Head to the left, and jump in the water. Swim around to the right, spitting at the enemies, to defeat them. When you reach two bomb blocks, break the one on the right, to get a Medicine, and break the one on the left, to reveal a Sword enemy. Swallow him for the ability, if you want it, then jump to the next platform. There's a Fire enemy, and a door.

O=====O Abilities: Mike
| STAGE 6 - SCREEN 2 | Items: None
O=====O

Guess what? It's time for another Mini-boss! You'll be facing Mr. Tick Tock again. Use the same strategy as the last fight with him, and when he's gone, pick up his Mike ability, and go through the door that appears in the corner.

O=====O Abilities: Sword + Beam + Light + Cutter
| STAGE 6 - SCREEN 3 | Items: None
O=====O

****SIDE SCREEN****

You'll notice this is another dark room - Be careful of the enemies, as it's kind of hard to see. Jump over the first platform, and cross the gap, to reach a Sword enemy, followed by a Beam enemy coming down the stairs. Don't bother with either, instead, go past both, and pick up the Light ability. It will make the whole room lighter, and easier to get past. Just continue past the last few platforms, watching out for the Beam and Cutter enemies, and you'll reach the door on the right.

****SIDE SCREEN**** You won't be able to see it, unless you backtrack after getting a light ability, but there's a door, just to the right of the first raised platform, on the ground.

O=====O Abilities: None
| STAGE 6 - SIDE SCREEN | Items: None
O=====O

Just jump on the switch. After it's pressed, feel free to leave, and keep moving to the right, in the third screen.

O=====O Abilities: None
| STAGE 6 - SCREEN 4 | Items: None
O=====O

This one is simple. Just slide past the bomb block, to clear a path to the door. Jump over the one enemy in the area, and go through the door, after the wall goes down.

O=====O Abilities: Stone
| STAGE 6 - SCREEN 5 | Items: 1 UP
O=====O

Jump over the peg on your right, and swallow the Stone enemy. Now, hit the first peg, then the third peg, and finally the second peg. This will cause the 1 Up that was stuck in the wall, to come out, so you can get it. After you pick it up, go through the door in the corner.

O=====O Abilities: Cutter + Hi-Jump + Parasol

| STAGE 6 - SCREEN 6 | Items: Medicine

O=====O

Just begin climbing the ladder. On your way to the top, you'll pass a Cutter enemy, a Hi-jump enemy, and a Parasol enemy. Try not to get hit, and take your pick of the ability, and when you reach the top of the room, take the Medicine from the wooden ledge, and go through the exit door.

((GRAPE GARDEN - BOSS - KRACKO))

O=====O

| EASY WAY |

O=====O

Drop any ability you have, and pick up the Hi-Jump enemy from the right. Next, boost up through the platforms - 17 in all - as fast as you can, before the boss destroys them - You can't hit him yet, so don't try. When you reach the top, he'll take the form of a cloud. Now, you can hit him! Stay on the ground, until he moves in a circle. Jump through him when he does this, and move to the side, to land safely. You should also try to hit him, when he moves left or right, to do his electric attack. Soon, he'll go down.

O=====O

| NO-ABILITY WAY |

O=====O

Just like in the "Easy Way" strategy, you have to pick up the Hi-Jump enemy at the start, and jump through the clouds, until the boss transforms. You'll already have a Hi-Jump ability, so just use it - And if you lose it, you should know, that every so often, Kraken will drop more Hi-Jump enemies. So it's pretty much pointless to not use the strategy listed above.

=====
((YOGURT YARD))
=====

- Bonuses: Quick Draw + Kirby's Air Grind + Bomb Rally
Museum: Stone + Tornado
Arena: Wheelie
Switches: Stage 1 + Stage 4 + Stage 6

((YOGURT YARD - STAGE 1))

O=====O Abilities: Parasol + Sword + Crash

| STAGE 1 - SCREEN 1 | Items:

O=====O

Jump across the first two gaps, to land on a cloud with two Waddle Dees on it. One has a Parasol which you can take if you want. Continue to the right, passing three cannons, to reach another cloud.

****SIDE SCREEN****

You'll reach a Sword enemy. I recommend keeping this one, then continuing to the right. Drop off the edge of the cloud, avoid the cannon, and exit the screen through the door.

****SIDE SCREEN**** Instead of jumping up to the next cloud, float under it, near the bottom of the screen. Carefully fly past the cannon, and enter the door that's there.

O=====O Abilities: Stone
| STAGE 1 - SIDE SCREEN | Items: 1 Up
O=====O

There are two Stone enemies for the taking to the left, and a 1 Up to the right. Take it/them, and leave. You'll automatically be sent to Screen 2.

O=====O Abilities: Parasol + Beam + Light + Hi-Jump
| STAGE 1 - SCREEN 2 | Items: None
O=====O

You start the screen in a free fall. Either fall, or hover, until you reach the bottom. BE careful though, there are lots of enemies on the way. They consist of Parasol, Beam, Light, and Hi-Jump. At the bottom, the exit door will be on the left.

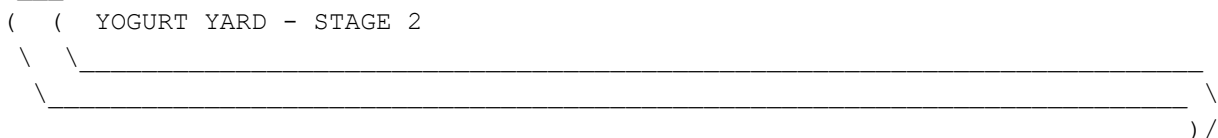
****SIDE SCREEN**** If you collect a Beam ability, destroy the blocks near the exit door, to fall to another set of blocks. Destroy some on the left, to uncover a door to the Side Screen.

O=====O Abilities: None
| STAGE 1 - SIDE SCREEN | Items: Medicine
O=====O

Jump in the water, to press the switch, then jump out, and to the right, to get the Medicine. After getting it, go through the door, to be brought to the third screen.

O=====O Abilities: Freeze + Needle + Ice
| STAGE 1 - SCREEN 3 | Items: None
O=====O

Start, by jumping to the platform on the right. Keep going, until you meet a Freeze enemy. Either take it, or the Needle enemy on the platform after it, and keep flying to the right. There will be a bunch of "layers" to go through here. Choose the one near the top, and continue through, until you are blocked by an Ice enemy. Just jump through the planks, to a path above, and keep going. On the right, past a flying enemy, is the exit door.



O=====O Abilities: None
| STAGE 2 - SCREEN 1 | Items: None
O=====O

This is a very short screen. Just climb down the ladder on the right, and go through the door, to reach the second screen. Think you can handle it?

O=====O Abilities: Sword + Ball
| STAGE 2 - SCREEN 2 | Items: None
O=====O

Go right and take the Sword if you want. Swim right then climb up the ladder and kill the two enemies. Drop into the pool and swim down, then up through the narrow passage, then just jump out and go through the door at stage right.

O=====O Abilities: None
| STAGE 2 - SCREEN 3 | Items: None
O=====O

Just go left. There are coconuts on the ceiling and a couple creatures blocking your path.

O=====O Abilities: Spark + Sword
| STAGE 2 - SCREEN 4 | Items: None
O=====O

Go left. Take the Spark power if you want, and the Sword power is further left, as is the door.

O=====O Abilities: None
| STAGE 2 - SCREEN 2 | Items: None
O=====O

This is the closed-off area you saw before. Jump over the cannon and take the left door. Simple.

O=====O Abilities: Spark + Burning
| STAGE 2 - SCREEN 5 | Items: None
O=====O

Jump or fly up the ledges. Go right at the top, avoiding or killing the Burning, then just fall down to the door.

O=====O Abilities: None
| STAGE 2 - SCREEN 4 | Items: None
O=====O

Enter the door on the right.

O=====O Abilities: None
| STAGE 2 - SCREEN 6 | Items: None
O=====O

Go left and climb up the ladder to the door.

O=====O Abilities: Hammer
| STAGE 2 - SCREEN 7 | Items: None
O=====O

You'll face off against Bonkers here. Follow the boss strategy to kill him, though I prefer just whacking him with the Sword. If you have an ability, sacrifice it for the hammer.

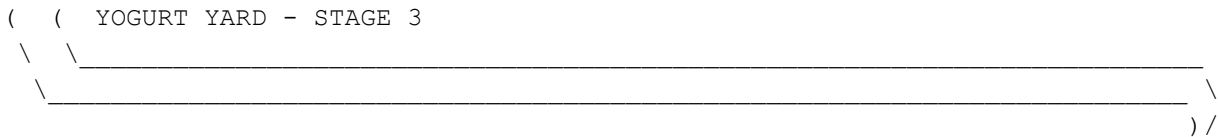
O=====O Abilities: None
| STAGE 2 - SCREEN 3 | Items: None

O=====O

This is the bottom half of screen 3. Whack the enemies with the hammer and go right to the door.

O=====O Abilities: None
| STAGE 2 - SCREEN 6 | Items: None
O=====O

You'll be on the outside part of screen 6. The exit door is to the left, past the big hill. Below the door will be a 1-up you'll need to fly to get.



O=====O Abilities: Hi-Jump
| STAGE 3 - SCREEN 1 | Items: None
O=====O

Jump or fly up the ledges here. Blocking your path will be all manner of flying enemies, cannons, and one Hi-Jump monster.

O=====O Abilities: None
| STAGE 3 - SCREEN 2 | Items: None
O=====O

Jump into the updraft and ride it up. Fill yourself with air to rise faster. The door is to the right.

O=====O Abilities: Wheel + Spark + Sword + Fire
| STAGE 3 - SCREEN 3 | Items: None
O=====O

Go right and you'll be assaulted by a wheel. Further on are three ledges and three wheels, all coming toward you. Past those are Swords, Fire enemies, and those apple-riding weirdos, who will roll up and down a series of hills that reach up to the top of the screen, so simply flying past won't be enough. Try to hold onto the hammer, as it will soon become useful. A lone Spark guards the door on the far, far right.

O=====O Abilities: Laser + Fire
| STAGE 3 - SCREEN 4 | Items: None
O=====O

To the right you'll find a checkerboard bridge of star blocks being patrolled by two Lasers. Further right is a Fire enemy and the door.

****Side Screen****

At the end of the star block bridge are two blocks stacked on top of each other. Clear them out to find a door.

O=====O Abilities: Stone
| STAGE 3 - SIDE SCREEN | Items: Maximum Tomato + 1 Up
O=====O

Here you can absorb a Stone, but don't. Your hammer will suffice. Use it

to pound the stumps and get some health and a 1-up.

O=====O Abilities: Parasol
| STAGE 3 - SCREEN 5 | Items: Medicine
O=====O

While I am loathe to give up the Hammer, weaving through the spikes below without a Parasol is close to suicide. Take the Parasol and gently glide down to the bottom, through the spikes, till you reach some Medicine and the exit door.

((YOGURT YARD - STAGE 4
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O=====O Abilities: Burning + Spark
| STAGE 4 - SCREEN 1 | Items: 1 Up
O=====O

Go right and kill or eat the Burning. Further right are a series of three long spike pits. The first only has spikes on the floor, but the second has some on the ceiling, while the third will take some maneuvering in midair to get past unscathed. Past the spike pits is a 1-up that can only be acquired with the Burning power, unless you're willing to take a hit for an extra life. Otherwise, go the higher route and kill/eat the Burning monster there. Right from there is a Spark and another spike pit. The door is just past it.

O=====O Abilities: None
| STAGE 4 - SCREEN 2 | Items: None
O=====O

Here you'll face off against Metaknight's crew again. Give them a pounding.

O=====O Abilities: Ball + Sword + Beam
| STAGE 4 - SCREEN 3 | Items:
O=====O

Climb up the ladder and deal with the Ball. Go right and fly/jump across the platforms with the pretty waterfall in the background. Deal with the Sword and Beam enemy, then continue right. Drop into the water here and follow the current down to the door.

****Side Screen****

Along the second batch of platforms there will be the outline of a door where water is pouring out. Fly into where the rest of the door would be.

O=====O Abilities: None
| STAGE 4 - SCREEN 4 | Items: Medicine
O=====O

Fall into the water here. The current will take you to the left. There's Medicine if you need it. You'll have to dodge two spiky enemies to get to the door at the left.

O=====O Abilities: Spark
| STAGE 4 - SIDE SCREEN A | Items: Maximum Tomato
O=====O

Fly up past the Sparks to the upper door.

****Side Screen****

This one is easy. Go to the lower of the two doors.

O=====O Abilities: None
| STAGE 4 - SIDE SCREEN B | Items: None
O=====O

Pound the switch!

O=====O Abilities: None
| STAGE 4 - SCREEN 5 | Items: None
O=====O

Just fall down, avoiding the enemies along the way. The exit door is in plain sight at the bottom.

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_____  
( ( YOGURT YARD - STAGE 5  
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O=====O Abilities: Parasol + Sword + Cutter
| STAGE 5 - SCREEN 1 | Items: Maximum Tomato
O=====O

Go right past a rapid-fire cannon, Swords, Cutters and Parasols. Dodge the spikes as best you can, but don't despair if you get hit. There's a Maximum Tomato just below the door.

O=====O Abilities: None
| STAGE 5 - SCREEN 2 | Items: None
O=====O

Jump on the Warpstar for a fun ride.

O=====O Abilities: None
| STAGE 5 - SCREEN 3 | Items: None
O=====O

Just go right and enter the door.

O=====O Abilities: Sword + Fire + Burning
| STAGE 5 - SCREEN 4 | Items:
O=====O

There's a Sword and Fire enemy right off the bat. Take care of them one way or another and go right. You'll fight Fire Lion. Check the boss section for strategies. Right past him is an unguarded door.

O=====O Abilities: None
| STAGE 5 - SCREEN 3 | Items: None
O=====O

You'll be on the other side of screen 3. As before, head right and through the door.

O=====O Abilities: Laser + Fire + Burning
| STAGE 5 - SCREEN 5 | Items: None
O=====O

You'll be assaulted by Lasers, a Fire enemy and a Burning one at the end for good measure. The trees in the way ensure you won't be able to simply fly past the danger, so either suck up all the enemies or use whatever weapon you've got to wipe them out. The exit door is being guarded by a Laser and Burning enemy, so watch out.

((YOGURT YARD - STAGE 6
/ \ _____ \
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O=====O Abilities: Wheel
| STAGE 6 - SCREEN 1 | Items: Maximum Tomato
O=====O

You'll be treated to a series of slanted hills and Wheels rolling every which way, so be careful when moving through this area. There's a Maximum Tomato midway through the torrential downpour of enemies, so snag it if you're feeling woozy.

O=====O Abilities: Stone + Sword
| STAGE 6 - SCREEN 2 | Items: None
O=====O

To get past this area unscathed requires a bit of reflex action. Slide against the bomb block and immediately dash right. If you're fast enough, you'll go straight past the falling Stones, over the gaps and all the way to the end. Fly right and either dodge or kill the Sword, but the door you want is farther right.

O=====O Abilities: None
| STAGE 6 - SCREEN 3 | Items: None
O=====O

Go right and dodge the enemy that falls from the sky. Further right is a door you should take only if you have the Hammer ability. Otherwise, go further right for the exit door.

****Side Screen****

To the left of the exit door is another door in plain sight.

O=====O Abilities: None
| STAGE 6 - SIDE SCREEN A | Items: None
O=====O

****Side Screen****

Here, you can swim to the right and enter another side screen for a Maximum Tomato. If you have the Hammer, smash up the iron blocks, then the star blocks below to reach another door that leads to the same side screen.

O=====O Abilities: None
| STAGE 6 - SIDE SCREEN B | Items: Maximum Tomato + 1 Up

O=====O

There are two entrances to this room and one exit. One entrance is from the regular door in side screen A and will give you a Maximum Tomato. The other entrance is hidden by the iron and star blocks, and will drop you off right above the switch. Take the 1-up if you can, then exit back to screen 3 and exit the level.

((YOGURT YARD - BOSS - HEAVY MOLE
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O=====O
| EASY WAY |
O=====O

The Sword or another ability with good range is best. You want to stay out of range of the drills while hitting him from away. The Hammer will have you moving closer than the Sword or other abilities, but it does a lot of damage, especially if you're on the ground as opposed to in the air.

O=====O
| NO-ABILITY WAY |
O=====O

You'll have to follow this guy around as he carves a path through the dirt. He will occasionally spit out enemies which you can suck up and spit back out at him. Be very careful of the drills, and especially of the stage itself. Heavy Mole can cause the stage to move up or down, and because he's cutting through the walls on all sides, you can actually fall through them and die as if falling into a bottomless pit. You can also be killed by getting trapped behind a piece of earth and being squished by the automatic scrolling.

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Bonuses: Quick Draw + Kirby's Air Grind + Bomb Rally
Museum: Wheel
Arena: Fire Lion
Switches: Stage 1 + Stage 2 + Stage 3 + Stage 4 + Stage 5 + Stage 6

((ORANGE OCEAN - STAGE 1
/ / _____ \
/ / _____ \
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O=====O Abilities: None
| STAGE 1 - SCREEN 1 | Items: 1 Up
O=====O

Enter this stage with the Hammer, it will be useful. Swim up and to the right, but ignore the door unless you need the Throw ability, which you don't. Go right and swim down, killing off the enemies, then right and back up again to the door and a 1-up behind some iron blocks. If you don't have the Hammer, ignore it and enter the door.

O=====O Abilities: Spark + Burner + Fire
| STAGE 1 - SCREEN 2 | Items: None
O=====O

You'll have to get past a few Burners, Sparks and Fire monsters. Go right and dodge or kill the enemies till you reach the door. There's quite a lot of Burners, so watch out and stick to the sky as much as possible.

****Side Screen****

Just go right and enter the first door you see.

O=====O Abilities: None
| STAGE 1 - SIDE SCREEN A | Items: Maximum Tomato + 1 Up
O=====O

Here you'll find an easy-to-get Maximum Tomato and a 1-up, right there waiting for you. However, if you have the Hammer...

****Side Screen****

If you took the Hammer into this screen, smash the center iron block to get to the door below.

O=====O Abilities: None
| STAGE 1 - SIDE SCREEN B | Items: None
O=====O

Pound that switch and enter the door. You'll pop out where you exited screen 2.

O=====O Abilities: Sword
| STAGE 1 - SCREEN 3 | Items: None
O=====O

You'll have to go right while avoiding the leaping frogs and various birds that insist on getting in your way. There's a Sword guarding the exit door, but he's easily dispatched.

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_____  
( ( ORANGE OCEAN - STAGE 2  
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O=====O Abilities: Sword
| STAGE 2 - SCREEN 1 | Items: Medicine
O=====O

Go right past the Sword and watch out for an owl to fall out of the sky. You can get the Medicine here by sliding into the bomb block. Past this are a couple more falling owls and the door.

****Side Screen****

Just above the Medicine is a little half-a-door. Fly up there to reach it.

O=====O Abilities: Stone
| STAGE 2 - SIDE SCREEN | Items: 1 Up

O=====O

A Stone will fall just in front of you, along with a 1-up. Get the 1-up and leave.

O=====O Abilities: Beam + Crash + Hi-Jump
| STAGE 2 - SCREEN 2 | Items: None
O=====O

Hop up the clouds past the Beams, but be careful not to go too fast or you'll be hit by an exploding Crash. Jump over the cannon and head downward, then right and back up. Continue this, avoiding the enemies until you reach the door on the far right.

****Side Screen****

As you make your way across the screen, you'll see a door within a little enclosure. Just hop through the thin ledge to reach it.

O=====O Abilities: Spark
| STAGE 2 - SIDE SCREEN A | Items: 1 Up
O=====O

This place is all ice, with a couple Sparks to make things interesting. If you don't have the Hammer or Stone, there's nothing here for you. The door here exits you back one screen.

****Side Screen****

If you have the Hammer or Stone, you can pound the peg here to reach the door below.

O=====O Abilities: None
| STAGE 2 - SIDE SCREEN B | Items: None
O=====O

Hit the switch and exit from either of the two doors. They'll return you to the previous screen.

O=====O Abilities: Tornado + Burner + U.F.O.
| STAGE 2 - SCREEN 3 | Items: None
O=====O

Go right and drop down, then right past the owls. Dodge or suck up the Tornado, then go left and down again. Eventually you'll run into a pair of owls and spiked enemies. Either hit the owls with a weapon or inch your way to a spot in between an owl and a spiky and jump through them. Down below you'll spot a U.F.O. ripe for the taking. If you still have the Hammer, just ignore it, no matter how tempting it may be.

O=====O Abilities: Parasol + Cutter + Crash + Sword
| STAGE 2 - SCREEN 4 | Items: None
O=====O

You can fly past most of this stage, excepting the odd flying enemy that will get in your path. Don't go too fast, because past a green flyer there will be a Crash just about to explode. Keep on flying past a Sword to find the exit door behind a bomb block. Destroy it in any number of ways to complete the stage.

((ORANGE OCEAN - STAGE 3

O=====O Abilities: Spark + Burner
| STAGE 3 - SCREEN | Items: Medicine
O=====O

Walk right and dodge the cannon fire, then continue right and either fly low or climb down the ladder for the Medicine...if needed. The door is further right, protected by a Spark and two Burners, one of which moves swiftly, so be careful.

O=====O Abilities: Hammer + Cutter
| STAGE 3 - SCREEN 2 | Items: Medicine
O=====O

Here you'll face off against Bonkers again. Check the Boss Strategies for info on how to win. Drop whatever ability you have and take his Hammer. It'll be useful soon. Otherwise, go right, climb up the ladder, then kill the couple enemies and go left to the door.

****Side Screen****

You need the Hammer for this. Just right of the top of the ladder here is an iron block. Smash it and fall into the bowels of the ship. Here you'll find a lone Cutter and bomb block. Smash the block, then walk onto the square it used to be and press Up to find a secret door.

O=====O Abilities: Sword
| STAGE 3 - SIDE SCREEN A| Items: 1 Up
O=====O

Here a 1-up will rapidly fall into oblivion. Hold Down as you enter to catch it, but swim up immediately once you hear the tone signaling you've gotten it, or that extra life will go to waste!

****Side Screen B****

This side screen is on the right side, being blocked by a Sword. Take care of it and enter.

****Side Screen C****

This is the door on the left side. Simple.

O=====O Abilities: Laser
| STAGE 3 - SIDE SCREEN B| Items: Maximum Tomato
O=====O

Surrender your hard-won hammer before you enter and swallow the Laser that appears here. Take the Maximum Tomato if needed, then exit through the tiny patch in the ship below your entry point.

O=====O Abilities: Fire
| STAGE 3 - SIDE SCREEN C| Items: None
O=====O

If you don't have the Laser, this will be very tough on your thumbs. You need the Fire or Laser to light the fuse and get into the cannon, but the fuse is short and underwater, doubling your troubles. If you have the Laser, stand as near to the cannon as possible on either of the two ledges (not the thin ledge) then jump and fire at the curved wall. As soon as you fire, scramble for the cannon! If you can make it in time, great. If not, keep trying.

O=====O Abilities: None
| STAGE 3 - SIDE SCREEN D | Items: None
O=====O

Pound the switch! Ahh, I love saying that.

O=====O Abilities: Fire
| STAGE 3 - SCREEN 3 | Items: None
O=====O

There are several enemies and several doors here, but only one of the doors is any good. The other three send you to side screens that have nothing to see, so it's best to just fly up and right to reach the true door. If you just came from side screen D, you'll pop out right above it.

O=====O Abilities: None
| STAGE 3 - SCREEN 4 | Items: None
O=====O

Simply fly up, weaving between the star blocks and various enemies. There's a Warpstar up top that will take you places.

O=====O Abilities: None
| STAGE 3 - SCREEN 5 | Items: None
O=====O

Go right. Owls will fall from the sky, sea anemities will squirt water, and even some exploding coconuts will get into the action! There's a lot of enemies and not a lot of ground to fight them on, so proceed cautiously and carefully. Unless you're going in sans-powers, in which case just suck up everything (except the owls!) and spit them back out. The exit door is past the gauntlet, to the right.

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( ( ORANGE OCEAN - STAGE 4  
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O=====O Abilities: Sword
| STAGE 4 - SCREEN 1 | Items: None
O=====O

There are two ways of going about this stage: the high road or the low road. The low road has various sea creatures and a leaping frog to get past. The high road has a few exploding coconuts, along with a Sword. Either road will get you to the door, which is behind a bomb block and some rocks.

O=====O Abilities: Beam + Cutter + Sword + Crash
| STAGE 4 - SCREEN 2 | Items: 1 Up + Medicine
O=====O

Hit the bomb block to the immediate right, then fall and slash the one in this

little pit. This will free the 1-up below. Go right, then leap over the gaps to find a Cutter protecting some Medicine. Take it if needed, then fall down the hole to your left to find a Beam and another bomb block. Destroy it, then go down and right to meet another Cutter. To the left is a Sword. Go past it and fall into the water. Left and up is that 1-up you freed earlier, along with a cutter. To the right are spikes and spiky's, which you must swim through as best you can. Once you reach the thin ledges, leap onto them and make your way to the top of the screen. You'll have to shred another bomb block and avoid a spiky and a Crash, but there's Medicine waiting for you if you mess up.

****Side Door****

On the right side of the water, below the thin ledges, is a tiny black square that's basically the bottom half of the door. It's hard to spot if you're not looking for it. Just swim down and enter it.

O=====O Abilities: None
| STAGE 4 - SIDE SCREEN | Items: None
O=====O

Get that switch!

O=====O Abilities: Parasol
| STAGE 4 - SCREEN 3 | Items: None
O=====O

Here, just enter the door to your right. Take a Parasol first, unless you're feeling lucky.

O=====O Abilities: None
| STAGE 4 - SCREEN 4 | Items: None
O=====O

All these coconuts...well, you've got to fly up through this mess of exploding coconuts which will fall on you from your blind spot. This is why you need that Parasol. Use it as a shield against wayward coconuts and fly up in perfect safety.

O=====O Abilities: None
| STAGE 4 - SCREEN 5 | Items: None
O=====O

Another use for that Parasol, you'll be assaulted by blue birds and even more coconuts! The exit door is to the right, so just remember: slow and steady doesn't get his head exploded.

((ORANGE OCEAN - STAGE 5
/_____/_____
/_____/_____) /

O=====O Abilities: Freeze + Ice
| STAGE 5 - SCREEN 1 | Items: None
O=====O

Go right and fly over or kill the two Freeze creatures here, then continue right to find the door guarded by a pair of Ice monsters. Take care of them and enter the door.

O=====O Abilities: Needle + Laser + Spark + Crash
| STAGE 5 - SCREEN 2 | Items: Maximum Tomato
O=====O

Enemies will fall on you from above, so be careful. Take the Needle if you want protection from said enemies. A Laser will fly down to attack you, along with a Spark and some enemies riding apples. At the very top is the door, a Maximum Tomato, and a Crash.

O=====O Abilities: Sword
| STAGE 5 - SCREEN 3 | Items: None
O=====O

Swim down here till you reach the bomb block. Blow it, and the rest of the passage will be flooded. Swim down, right and back up, then take care of the remaining Sword to reach the door.

O=====O Abilities: Fire + Beam
| STAGE 5 - SCREEN 4 | Items: 1 Up
O=====O

Just go right. The first bomb block hides a pit with a 1-up, but the second one...well. The exit door is just a short jaunt to the right, past a few nondescript enemies and a Beam.

****Side Screen****

Take the Fire to the right. You'll need it in a moment. Go right till you see a Beam and a bomb block. Destroy the block, then continue right until you find another bomb, which you should destroy as well. Now go back to the first pit with your Fire and light the fuse. Fly out of the pit, over the hill, then fall into the second pit. You should make it in time for the cannon to explode.

O=====O Abilities: None
| STAGE 5 - SIDE SCREEN | Items: None
O=====O

Switch! Kirby kill!

((ORANGE OCEAN - STAGE 6
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O=====O Abilities: Beam + Spark + Ice + Sword
| STAGE 6 - SCREEN 1 | Items:
O=====O

You can either walk right, battling enemies and taking their powers, or you can just fly above them and fall down right at the door when the screen stops scrolling.

****Side Screen****

Enter this stage with the Hammer. Drop through the gaps on either side of the Sword. Fly down and left till you see a door and some iron blocks. You need to hit those blocks with a spin attack, then hit Up in time so that you don't

fall into the pit below. It can be tough, but once you get the timing down you'll be able to do it on command.

O=====O Abilities: None
| STAGE 6 - SIDE SCREEN | Items: None
O=====O

The switch, boss, the switch!

O=====O Abilities: U.F.O.
| STAGE 6 - SCREEN 2 | Items:
O=====O

A U.F.O. will fly into you as you enter, but don't despair if it manages to smack you. There are many, many more in this screen. Take advantage of that and swallow one. Now proceed very carefully, because U.F.O.s can come out of nowhere and knock you for a loop. The door is to the right, and a Maximum Tomato will be on a pedestal that's only accessible through flight of some sort.

O=====O Abilities: None
| STAGE 6 - SCREEN 3 | Items: None
O=====O

Hit the bomb block. Pick a door. The top one leads to screen 4. The bottom to screen 5.

O=====O Abilities: Crash
| STAGE 6 - SCREEN 4 | Items: None
O=====O

You'll face off against two, count 'em, two Poppy Bros. Sr. at the same time. If you have the U.F.O. still, this will be simple. Stay out of the line of fire while charging up a super shot, then swoop down and nail them!

O=====O Abilities: Freeze
| STAGE 6 - SCREEN 5 | Items: None
O=====O

In this room you'll fight two Mr. Freeze, and just like the above, you'll fight them together. Also like the above, just stay near the top of the screen and charge a super shot if you have the U.F.O. Otherwise, just use the regular strategy to beat them.

O=====O Abilities: Sword
| STAGE 6 - SCREEN 6 | Items: None
O=====O

If you still have the U.F.O. or not, fly close to the ceiling to avoid the enemies and go right. You'll spot the door being guarded by a Sword.

O=====O Abilities: None
| STAGE 6 - SCREEN 7 | Items: None
O=====O

There's a door. You should know what to do.

O=====O Abilities: None
| STAGE 6 - SCREEN 8 | Items: None
O=====O

Time to fight the Metaknight crew again! Beat them up through your time-tested techniques. Once you win, the exit door will appear.

((ORANGE OCEAN - BOSS - METAKNIGHT

\ \ _____ \

O=====O
| EASY WAY |
O=====O

There's only one way to do this. You have to pick up the Sword for this fight, as Metaknight won't duel you without it. He can parry your blows, along with doing downward and upward thrusts, a back thrust and a dash attack. It's best to just remember he has more moves than you and to stay away from him until he does a leaping downward thrust. When he lands, he'll be vulnerable. Slash him like there's no tomorrow!

=====

O=====O

(_____ | RAINBOW RESORT | _____)

O=====O

=====

Bonuses: Bomb Rally
Museum: None
Arena: None
Switches: Stage 1 + Stage 6

((RAINBOW RESORT - STAGE 1

\ \ _____ \

O=====O Abilities: Laser + Sleep + Cutter + Sword
| STAGE 1 - SCREEN 1 | Items:
O=====O

Go right and either swallow or ignore the trapped Laser. This entire area is iced, so be careful where you walk. Slipping and hitting an enemy is a very disagreeable activity. To get the Cutter that's waiting after a short drop, either use the Laser to ricochet a shot or the Sword and do a spinning slash as soon as you fall. Ignore all the Sleeps, they're of no threat unless you happen to swallow one.

O=====O Abilities: Fire + Spark + Burner + Beam
| STAGE 1 - SCREEN 2 | Items: Medicine
O=====O

You're treated to a solid wall of star blocks preventing you from an easy run of it. If you have the Sword or Hammer, you'll make short work of this block-ade. Sorry. Anyway, watch out for the Burner, because it'll come at you twice. The door is past several trapped enemies on the far right.

Side Screen

If you have the hammer, you can wallop the iron blocks at the right end of

the stage to reach the top door.

O=====O Abilities: None
| STAGE 1 - SIDE SCREEN | Items: None
O=====O

You'll fall right on the switch. The door is even right where you land.
How's that for convenience?

O=====O Abilities: Stone + Sword + Freeze + Beam
| STAGE 1 - SCREEN 3 | Items:
O=====O

There's a gauntlet of cannons here, but most are on star blocks. All you have to do is pick your power among the many enemies here and smash the blocks to have an easy time of it. Alternatively, you can just suck up the blocks and watch the cannons fall into oblivion. Head right to find the exit door.

((RAINBOW RESORT - STAGE 2
/ \ _____ \
/ \ _____ \

O=====O Abilities: None
| STAGE 2 - SCREEN 1 | Items: None
O=====O

Enter the door.

O=====O Abilities: Crash
| STAGE 2 - SCREEN 2 | Items: None
O=====O

You'll have to fight Poppy Bros. Sr. Check the Boss Strategies if you need advice.

O=====O Abilities: None
| STAGE 2 - SCREEN 3 | Items: None
O=====O

Run up the hill and enter the door above.

O=====O Abilities: Mike
| STAGE 2 - SCREEN 4 | Items: None
O=====O

Here you'll find Mr. Tick Tock. See the Boss Strategies.

O=====O Abilities: None
| STAGE 2 - SCREEN 3 | Items: None
O=====O

You'll be back here again. Just enter the next door that's up and right.

O=====O Abilities: Freeze
| STAGE 2 - SCREEN 5 | Items: None
O=====O

This time it's Mr. Freeze. You should know the trill by now.

O=====O Abilities: None
| STAGE 2 - SCREEN 3 | Items: None
O=====O

Walk and jump up to the next door.

O=====O Abilities: Hammer
| STAGE 2 - SCREEN 6 | Items: None
O=====O

Bonkers! Well, I know he'd like a taste of star power!

O=====O Abilities: None
| STAGE 2 - SCREEN 3 | Items: None
O=====O

Just enter the next door.

O=====O Abilities: Throw
| STAGE 2 - SCREEN 7 | Items: None
O=====O

It's Ellefant! Wipe the smile off his face!

O=====O Abilities: None
| STAGE 2 - SCREEN 3 | Items: None
O=====O

Left 36, right 17, left 12. Oh, and go into the next door.

O=====O Abilities: Backdrop
| STAGE 2 - SCREEN 8 | Items: None
O=====O

Okay, Bugzzy wants his turn! Give him what-for!

O=====O Abilities: None
| STAGE 2 - SCREEN 3 | Items: None
O=====O

The broom speaks backwards. It says ".rood eht retnE"

O=====O Abilities: Burner
| STAGE 2 - SCREEN 9 | Items: None
O=====O

Fire Lion will be your final opponent. Take him down nice and hard.

O=====O Abilities: None
| STAGE 2 - SCREEN 3 | Items: None
O=====O

You're finally at the top of the tower. Just fly up (observe the pretty background) and take a ride on the Warpstar.

O=====O Abilities: Sword
| STAGE 2 - SCREEN 10 | Items: Maximum Tomato
O=====O

Here, go right. There's a Sword blocking something you likely need: a Maximum Tomato. The exit door is just past him on the right.

```
_____  
( ( RAINBOW RESORT - STAGE 2  
 \ \ _____  
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```
O=====O Abilities: Sleep + Sword  
| STAGE 3 - SCREEN 1 | Items: None  
O=====O
```

Just fly past all the Sleeps below and dodge the Sword to reach the door on the right.

```
O=====O Abilities: Cutter  
| STAGE 3 - SCREEN 2 | Items: Maximum Tomato  
O=====O
```

Watch out for the birds and Cutters, and take note of the icy ground all along the narrow (and slanted) ledges. The easiest way is to fly up along the sides and just deal with the birds and Cutters as they come. Flying or jumping up through the middle just invites an attack on both sides. The door is all the way at the top, along with a Maximum Tomato to replenish your health.

```
O=====O Abilities: Beam + Freeze  
| STAGE 3 - SCREEN 3 | Items: Hyper Candy  
O=====O
```

Go right and snag the Hyper Candy, then haul your pink ass all the way right, leaping across platforms and smashing up enemies with your candy power! Just keep on running right till you reach the door.

```
O=====O Abilities:  
| STAGE 3 - SCREEN 4 | Items: Medicine + Maximum Tomato + 1 Up  
O=====O
```

Go right and dodge the sea creatures below, as well as the cannons above. You can destroy the first bomb block to free the cannon and the 1-up, but the second one is harder. It will destroy the ledges blocking the Medicine, Maximum Tomato and 1-up, but will also free the cannons and destroy the blocks beneath those items, so you have to be fast. However, if you don't care either way, just head right for the exit door.

```
_____  
( ( RAINBOW RESORT - STAGE 4  
 \ \ _____  
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```
O=====O Abilities: Ball + Laser + Sleep + Tornado + Cutter  
| STAGE 4 - SCREEN 1 | Items: None  
O=====O
```

Go right and be careful of the birds. There will be a Ball, Laser, a few Sleeps, a Tornado and a pair of Cutters preventing you from just strolling to the door. Keep heading right and take care of the enemies the best way you can.

O=====O Abilities: Ball
| STAGE 4 - SCREEN 2 | Items: None
O=====O

Go down, destroy the star blocks, then fly up and enter the door.

O=====O Abilities: None
| STAGE 4 - SCREEN 3 | Items: None
O=====O

Just avoid the enemies as you fly up, then blast the star blocks and go down to the next door.

O=====O Abilities: None
| STAGE 4 - SCREEN 4 | Items: None
O=====O

In this screen you'll be able to meet some nice flying enemies as you work your way to the door.

O=====O Abilities: Burner
| STAGE 4 - SCREEN 5 | Items: None
O=====O

Just like the previous screens, except you have to deal with Burners.

O=====O Abilities: Spark + Fire
| STAGE 4 - SCREEN 6 | Items: None
O=====O

Here you'll need to go right while destroying bomb blocks which will free enemies and a cannon. The one trapping a cannon can be passed safely by sliding through it. The door is past one more bomb block on the right.

O=====O Abilities: Crash
| STAGE 4 - SCREEN 7 | Items: 1 Up
O=====O

Smash the bomb block to have the Crash above self-destruct. Leap up the narrow ledges, and stay left. Don't try to go for the 1-up yet, it's suicide. Instead, keep going up till you're able to hit another bomb block. This will make the 1-up much easier to grab. Go up and right, then back down taking out the bomb blocks and avoiding the spiky's as you go. All the way down on the right side you'll find one last bomb block. Destroy it and go into the updraft, then just fly up to the exit door.

((RAINBOW RESORT - STAGE 5

_____) /

O=====O Abilities: Crash
| STAGE 5 - SCREEN 1 | Items: None
O=====O

Walk softly and carry a big stick. Actually, just walk softly. Crash bombs litter this level, and will fall from high platforms to explode and possibly injure/kill you. Just walk right and go slowly so you aren't hurt.

O=====O Abilities: Wheel
| STAGE 5 - SCREEN 2 | Items: None
O=====O

You'll face off against Wheeler. You should know his pattern by now.

O=====O Abilities: Spark + Burner
| STAGE 5 - SCREEN 3 | Items:
O=====O

Move right and jump through the updrafts. The downdrafts will suck you into the bottomless pits, so enter them high and exit as soon as possible. Flying at the top of the screen will keep you from falling to an instant death, but the Burners will make things difficult along the way to the door.

O=====O Abilities: Fire + Laser + Burner
| STAGE 5 - SCREEN 4 | Items: Medicine
O=====O

Head right past all the enemies and the cannon to find the exit door.

****Side Screen****

The only way to reach this cannon is to use the Burner. You'll have to leap and use the power so you fly into the narrow passage and light the fuse at the same time. In my opinion, it's not worth the bloody thumbs.

O=====O Abilities: None
| STAGE 5 - SIDE SCREEN | Items: 1 Up
O=====O

No switch here. Just five 1-ups.

```
_____  
( ( RAINBOW RESORT - STAGE 6  
 \ _____ \
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```

O=====O Abilities: None
| STAGE 6 - SCREEN 1 | Items: None
O=====O

This level is a recreation of the first stage in the original Gameboy Kirby. As with it, the door is to the right.

O=====O Abilities: None
| STAGE 6 - SCREEN 2 | Items: None
O=====O

Head right and bust through the enemy lines for the door.

O=====O Abilities: None
| STAGE 6 - SCREEN 3 | Items: None
O=====O

Enemies will fall from the sky here, but otherwise just run for the door.

O=====O Abilities: None

| STAGE 6 - SCREEN 4 | Items: Maximum Tomato+ 1 Up

O=====O

A pair of cannons stand in your way, but little else. Enjoy the items placed for easy access, then just go through the door.

O=====O Abilities: None

| STAGE 6 - SCREEN 5 | Items: None

O=====O

Leaping squids and exploding coconuts litter this stage, but all in all it's tame compared to other levels. Head right to the door.

O=====O Abilities: None

| STAGE 6 - SCREEN 6 | Items: Medicine + Maximum Tomato

O=====O

Go through the enemies here, and if you don't have the Parasol, just step underneath the coconut and move away to have it explode harmlessly. The door is past some star blocks and a spiky to the right, along with a Maximum Tomato to restore your health.

O=====O Abilities:

| STAGE 6 - SCREEN 7 | Items:

O=====O

Clouds now! Go right and watch for falling owls to get in your way. The door is, as always, to the right.

O=====O Abilities: Parasol + Cutter

| STAGE 6 - SCREEN 8 | Items: None

O=====O

This is the only screen with an ability. Follow the two enemies down, then fly up and slide through the star blocks. Just fly up after that to reach the final exit door.

Side Screen

Rather than going through the door, fly up to the moon and press Up there, as if it were a door. Turns out, it is.

O=====O Abilities: None

| STAGE 1 - SIDE SCREEN | Items: Maximum Tomato + 1 Up

O=====O

You'll fall straight toward the switch. Take the Tomato and 1-up, then leave.

((RAINBOW RESORT - BOSS - KING DEDEDE

\ \ _____ \
 \ _____ \
)/

O=====O

| EASY WAY |

O=====O

Hard-hitting abilities like the Sword, Hammer or Parasol work best here. My personal favorite is the Sword, since you can make several quick slashes,

but the Parasol will damage Dedede just by being there. In particular, if he sucks up air and starts bouncing around, you can walk under him and cause damage from the Parasol top. Otherwise, just bring your best ability and use it when he's stunned from one of his many attacks detailed below.

```
O=====O
| NO-ABILITY WAY |
O=====O
```

King Dedede will do a flying hammer slam that will pop a star out of the ground. Some attacks to watch out for are the above-mentioned hammer slam, and his tendency to fill himself with air like Kirby. Instead of floating, though, he will bounce around for a while before exhaling. He will also do a stomp attack that will cause stars to appear on either side of him, and a slide attack that just damages you. Finally, he'll sometimes follow you back and forth across the screen, then take a simple swing at you with his hammer. This will also pop out a star. Just keep spitting stars back at him till he croaks.

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_____O=====O_____
( _____| FOUNTAIN OF DREAMS | _____ )
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```
____
( ( FOUNTAIN OF DREAMS - BOSS - NIGHTMARE 1
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```

```
O=====O
| EASY WAY |
O=====O
```

Just like the fight against Metaknight, your only weapon is the powerful Star Rod. You can fling an unlimited number of stars, and you'll have to do so in order to beat this boss. You're under a time limit, you see. The screen is slowly scrolling down to earth, and if you don't take this uppity orb down before then, you'll crash and burn. Watch the stars he will toss at you, and fly through their formations. Don't be shy about using the Star Rod, just keep tossing stars as fast as you can.

The orb will fire stars at you, either in formation or in a line, rush you by moving from the right side of the screen to the left, and even fire blue energy waves at you, but these are easy to avoid. The biggest challenge is winning this fight before time runs out, but you can do it! If/when the orb finally croaks, grab the Warpstar to be sent...to the moon!

```
____
( ( MOON - BOSS - NIGHTMARE 2
 \ \ _____
 \ \ _____ )/
```

```
O=====O
| EASY WAY |
O=====O
```

Like before, your one and only weapon is the Star Rod. This time, however, you'll be on the ground. Jumping causes an automatic spin slash ala the Sword, but it's not as powerful as flinging out a star. This boss will only be vulnerable when his cloak is open and the swirling vortex of darkness is visible. Ironically, he also only attacks when his cloak is at least partially open.

His attacks are rather numerous: he will fling open his cloak and toss stars out at you in a diagonal pattern. He will fly across the screen and throw more stars at you horizontally, and in a similar version, only half his cloak will be parted. When this happens he'll shoot a rapid-fire star barrage at you. At times he'll toss open his cloak and just follow you around the screen ala Dedede, but that's an open invitation for a star thumping. One really annoying thing is he will fly low across the screen, and the only way to avoid it is to duck, and because many of his attacks start out similarly, it's hard to tell when you need to get low. Remember to throw stars at him rather than hit him with the spinning attack, and don't go flying around, or he might hit you as he comes out of a teleport. Perservere, and you'll succeed!

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05. Abilities
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Here are the abilities you can get in this game, along with what they do, and the rating I give them from 1 to 5. Note: These are only my opinions, and you may feel differently about some of them. Still, the descriptions are accurate (hopefully). Here we go:

ABILITY	RATING	DESCRIPTION
Backdrop	5.0	Definitely my favorite. You grab an enemy, and flip them, or even hurl them into other enemies with the directional pad.
Ball	2.5	Fun, but useless. You can form into a ball, and roll/bounce around, hurting enemies.
Beam	4.0	Creates a beam of energy, and whips it down.
Burning	2.5	Boost forward, in a ball of flames.
Crash	3.0	Blows up all enemies on screen, but can only be used once.
Cutter	3.0	Tosses a blade out in front of you. Like a boomerang, the blade returns.
Fire	3.0	Shoot out fire in front of you. Can light fuses.
Freeze	4.0	Attack with a coat of ice, that freezes enemies.
Hammer	4.0	Like the sword, but slower, and can be used to flatten pegs, and break certain blocks.

Hi-Jump	3.5	Boosts upward fast, hurting enemies.	
-----O	-----O	-----O	-----O
Ice	3.5	Shoot out ice in front of you. Freezes enemies.	
-----O	-----O	-----O	-----O
Laser	3.5	Fire a straight laser that can ricochet off	
		curved walls. Can light fuses.	
-----O	-----O	-----O	-----O
Light	1.0	Lights up a dark room - Can only be used once.	
-----O	-----O	-----O	-----O
Mike	4.0	Hits all the enemies on screen, but can only	
		used three times.	
-----O	-----O	-----O	-----O
Needle	3.0	Attacks with a shield of needles.	
-----O	-----O	-----O	-----O
Parasol	2.0	Lowers fall speed, and can be used to hit with.	
-----O	-----O	-----O	-----O
Sleep	1.0	Easily, the worst ability. You immediately fall	
		asleep, and can't move. When you wake up, you	
		lose the ability - thankfully.	
-----O	-----O	-----O	-----O
Spark	3.5	Attacks with a shield of electricity.	
-----O	-----O	-----O	-----O
Star Rod	5.0	Fire powerful stars. Only available against	
		the final boss.	
-----O	-----O	-----O	-----O
Stone	2.5	You'll turn to a rock, and fall fast, to the	
		ground. You hurt enemies you hit, and can't be	
		hurt yourself, but you can't move either.	
-----O	-----O	-----O	-----O
Sword	4.0	On the ground, you slash, but in the air, you	
		perform an aerial attack, which is effective.	
-----O	-----O	-----O	-----O
Throw	5.0	This is very similar to backdrop, except you	
		suck in the enemies, instead of grabbing them.	
-----O	-----O	-----O	-----O
Tornado	3.0	Spin around the screen, hitting enemies, and	
		bouncing off walls. Hold B to rise.	
-----O	-----O	-----O	-----O
U.F.O.	5.0	Not only does it have Beam, Laser, and a new	
		type of blast, it allows you to fly, without	
		having to keep press A.	
-----O	-----O	-----O	-----O
Wheel	3.0	Roll along the ground at high speeds.	
-----O	-----O	-----O	-----O

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06. Boss Strategies

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=====O
| EASY WAY |
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```

If you enter with almost any ability - Especially, Needle, Spark, or Freeze, you can just stand in front of the tree's trunk, and keep attacking. While he's being attacked, he can't attack you, so don't worry about losing any health. Also, since he can't move, he'll just take hits for a few seconds, until you defeat him. Note: If your ability isn't one of the mentioned ones, you may still have to jump over some apples, but the wind won't hit you.

```
O=====O
| NO-ABILITY WAY      |
O=====O
```

Whispy has two attacks - Causing sets of three apples to fall from his branches, or spitting air at you. Just dock to avoid the air - Or just keep your distance. When he drops apples, catch them, and toss them at his trunk, where his face is located. Soon, you'll defeat him.

```
O=====O
| META-KNIGHTMARE    |
O=====O
```

This is extremely easy. Just stand in front of the base of the tree, and slash away. He shouldn't even have a chance to drop apples, but if he does, just turn and slash them. The wind won't hurt you if you stand here, either, so just keep attacking until he's defeated.

```
____
( ( PAINT ROLLER (The Painter on Rollerskates)
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 \ \_____ )/
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```
O=====O
| EASY WAY           |
O=====O
```

If you enter the battle with Needle, Spark, or Freeze, you're basically all set. Stay in a corner, safe from attacks, until he begins painting. Stand under the easel he decides to paint at, and just let your ability rip apart his health.

```
O=====O
| NO-ABILITY WAY      |
O=====O
```

Ok, so you don't have the ability. No problem. He's going to run/jump from platform to platform - stay away from the one he's on, until he draws something. If he draws a baseball, a car, a waddle dee (the enemy) or a Parasol, inhale them, and throw them back. Cars, Baseballs, and Parasols give you abilities, but they aren't efficient in this battle. If he draws a Mike or a Bomb, swallow them, and unleash Mike/Crash on him, to do big damage. If he draws a thunder cloud, it's your lucky day! Swallow it, and proceed as stated in the "Easy Way" strategy.

```
O=====O
| META-KNIGHTMARE    |
O=====O
```

This can be done in the same way as the "Easy Way" method. Stay in one of the safe spots, until he stops rolling. Jump down next to him, and slash

at him. You should be able to get between half and all of his health in one attack. If he doesn't go down the first time, repeat the method.

```
_____  
( ( MR. SHINE + MR. BRIGHT  
 \ \ _____  
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```

```
O=====O  
| EASY WAY |  
O=====O
```

Use Spark. Right from the beginning, one will jump into the sky, and one will stay on the ground. Jump right next to the grounded one, and Spark him to death. Then, they'll switch spots. Do it to the second one as well, and the fight will be over.

```
O=====O  
| NO-ABILITY WAY |  
O=====O
```

If the sun goes into the sky first, dodge the moon's dashes, as you wait for the sun to create a beam. Dodge the beam, but catch one of the stars that the beam creates, and toss it at the moon. While the moon is in the sky, dodge the sun's dashes and fire balls, while you wait for the stars to rain down on you. There will be a lot more chances to hit the sun, but you have to remember that before you swallow the stars, they're dangerous to you too. Repeat this pattern, as they switch positions, until both are destroyed.

```
O=====O  
| META-KNIGHTMARE |  
O=====O
```

This one is also like the "Easy Way" method. Slash at the one that stays on the ground at the beginning, until he's defeated, and they switch places. When they do this, immediately run to the second one, and slash them, until they're defeated as well.

```
_____  
( ( KRACKO  
 \ \ _____  
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```

```
O=====O  
| EASY WAY |  
O=====O
```

Drop any ability you have, and pick up the Hi-Jump enemy from the right. Next, boost up through the platforms - 17 in all - as fast as you can, before the boss destroys them - You can't hit him yet, so don't try. When you reach the top, he'll take the form of a cloud. Now, you can hit him! Stay on the ground, until he moves in a circle. Jump through him when he does this, and move to the side, to land safely. You should also try to hit him, when he moves left or right, to do his electric attack. Soon, he'll go down.

```
O=====O  
| NO-ABILITY WAY |
```

O=====O

Just like in the "Easy Way" strategy, you have to pick up the Hi-Jump enemy at the start, and jump through the clouds, until the boss transforms. You'll already have a Hi-Jump ability, so just use it - And if you lose it, you should know, that every so often, Kraken will drop more Hi-Jump enemies. So it's pretty much pointless to not use the strategy listed above.

((HEAVY MOLE
\\ \\ _____ \\
\\ \\ _____ \\
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O=====O

| EASY WAY |
O=====O

The Sword or another ability with good range is best. You want to stay out of range of the drills while hitting him from away. The Hammer will have you moving closer than the Sword or other abilities, but it does a lot of damage, especially if you're on the ground as opposed to in the air.

O=====O

| NO-ABILITY WAY |
O=====O

You'll have to follow this guy around as he carves a path through the dirt. He will occasionally spit out enemies which you can suck up and spit back out at him. Be very careful of the drills, and especially of the stage itself. Heavy Mole can cause the stage to move up or down, and because he's cutting through the walls on all sides, you can actually fall through them and die as if falling into a bottomless pit.

O=====O

| META-KNIGHTMARE |
O=====O

Just like the Easy Way, slice at the Mole with your sword, but be very careful not to fall through the stage or get trapped behind a section of the wall and get yourself squished by the automatic scrolling.

((METAKNIGHT
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O=====O

| EASY WAY |
O=====O

There's only one way to do this. You have to pick up the Sword for this fight, as Metaknight won't duel you without it. He can parry your blows, along with doing downward and upward thrusts, a back thrust and a dash attack. It's best to just remember he has more moves than you and to stay away from him until he does a leaping downward thrust. When he lands, he'll be vulnerable. Slash him like there's no tomorrow!

O=====O

| META-KNIGHTMARE |
O=====O

Almost the same as the above method, except you'll have a much easier time of it. Don't use downward thrusts, as the fake Metaknight will counter faster than you. Use the same general strategy as Kirby, which will prove to be simpler since you don't have to get in as close for jumping attacks.

((KING DEDEDE
/ \ _____ \

O=====O
| EASY WAY |
O=====O

Hard-hitting abilities like the Sword, Hammer or Parasol work best here. My personal favorite is the Sword, since you can make several quick slashes, but the Parasol will damage Dedede just by being there. In particular, if he sucks up air and starts bouncing around, you can walk under him and cause damage from the Parasol top. Otherwise, just bring your best ability and use it when he's stunned from one of his many attacks detailed below.

O=====O
| NO-ABILITY WAY |
O=====O

King Dedede will do a flying hammer slam that will pop a star out of the ground. Some attacks to watch out for are the above-mentioned hammer slam, and his tendency to fill himself with air like Kirby. Instead of floating, though, he will bounce around for a while before exhaling. He will also do a stomp attack that will cause stars to appear on either side of him, and a slide attack that just damages you. Finally, he'll sometimes follow you back and forth across the screen, then take a simple swing at you with his hammer. This will also pop out a star. Just keep spitting stars back at him till he croaks.

O=====O
| META-KNIGHTMARE |
O=====O

Just watch out for the attacks mentioned above and slash at him until the king croaks. Using an upward slash when Dedede fills himself with air is both fun and damaging, so have at the big lug!

((NIGHTMARE 1
/ \ _____ \

O=====O
| EASY WAY |
O=====O

Just like the fight against Metaknight, your only weapon is the powerful Star Rod. You can fling an unlimited number of stars, and you'll have to do so in order to beat this boss. You're under a time limit, you see.

The screen is slowly scrolling down to earth, and if you don't take this uppity orb down before then, you'll crash and burn. Watch the stars he will toss at you, and fly through their formations. Don't be shy about using the Star Rod, just keep tossing stars as fast as you can.

The orb will fire stars at you, either in formation or in a line, rush you by moving from the right side of the screen to the left, and even fire blue energy waves at you, but these are easy to avoid. The biggest challenge is winning this fight before time runs out, but you can do it! If/when the orb finally croaks, grab the Warpstar to be sent...to the moon!

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( ( NIGHTMARE 2  
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O=====O  
| EASY WAY |  
O=====O
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Like before, your one and only weapon is the Star Rod. This time, however, you'll be on the ground. Jumping causes an automatic spin slash ala the Sword, but it's not as powerful as flinging out a star. This boss will only be vulnerable when his cloak is open and the swirling vortex of darkness is visible. Ironically, he also only attacks when his cloak is at least partially open.

His attacks are rather numerous: he will fling open his cloak and toss stars out at you in a diagonal pattern, he will fly across the screen and throw more stars at you horizontally, and in a similar version, only half his cloak will be parted. When this happens he'll shoot a rapid-fire star barrage at you. At times he'll toss open his cloak and just follow you around the screen ala Dedede, but that's an open invitation for a star thumping. One really annoying thing is he will fly low across the screen, and the only way to avoid it is to duck. Remember to throw stars at him rather than hit him with the spinning attack, and don't go flying around, or he might hit you as he comes out of a teleport. Perservere, and you'll succeed!

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( ( _____ )  
 \ _____ \ 07. Mini-Boss Strategies /  
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_____  
( ( BONKERS (The Gorilla with a Hammer) Ability: Hammer  
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O=====O  
| EASY WAY |  
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Lots of abilities, such as Sword, or Fire work well here. Wait until he's standing still, then drop next to him, and hit him. If he starts to move, or throws a coconut though, start flying again, until you get another chance to attack him.

If you don't have an ability, try to spend as much time in the air, so that he isn't able to touch you. Only drop down when he does a spin, and launches some apples. Catch them, and throw them back, but then make sure to get back in the air as soon as you can.

((FIRE LION (The Lion) Ability: Burning
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O=====O
| EASY WAY |
O=====O

Use the Sword, Hammer, Spark, or other similar abilities. Wait till he leaps up and tries to land on you, then while he's stunned, unleash whatever power you're using on him. He'll be stunned for a second or two, more than enough time to wipe out his life.

O=====O
| NO-ABILITY WAY |
O=====O

He will blaze across the screen ala the Burning enemy, and also take a swipe at you with his claws. He'll also feint backward, then come at you with either claws or a Burning attack. When he leaps into the air and pounds the ground, he'll create a star for you to use. He'll be stunned long enough for you to suck it up and spit it out at him.

((META KNIGHT CREW (The Team of Enemies with Weapons)
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/ \ _____)/
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O=====O
| EASY WAY |
O=====O

If you happen to have the Sword ability, go after them separately, and just do one (or two, depending on the knight) quick slash. Wait for more to take their place, and just repeat the pattern until they stop coming back. The Throw ability also works well, because you can easily throw one at the other.

O=====O
| NO-ABILITY WAY |
O=====O

Just swallow all of them. As far as their pattern goes, they regenerate as you defeat them, and defeating each one causes their health to go down a little. Some have axes, and some have morning stars - Just don't get in front of these guys. Watch out for the ones with forks - They'll try to throw their weapon at you. Finally, take out ones with spears first, as they get a little out of control. After you defeat enough, they stop regenerating.

((MR. FREEZE (The Walrus) Ability: Freeze
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O=====O
| EASY WAY      |
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Almost any ability can be used efficiently here. Wait until he isn't attacking, stand in front of him, and just let loose your attacking, until he falls to you.

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O=====O
| NO-ABILITY WAY |
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He basically does three things: Throws ice, runs, or stands still. When he's standing still, hit him with your ability, and when he charges, jump over him - and also hit him with it. Avoid the ice - although, if you have no ability, you must throw it at him. When you defeat him, you can swallow him, to get the Freeze ability - I recommend it - then go through the door.

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( ( MR. TICK TOCK (The Clock)           Ability: Mike
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O=====O
| EASY WAY      |
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Almost any ability will work. Wait for him to run, and then stop. If he is using his barrier-type attack, just wait, but if he does his Note-throw attack, stand next to him, and just attack.

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O=====O
| NO-ABILITY WAY |
O=====O

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He likes to start, by running. When he stops, he usually does one of two things: His barrier, or his musical-note throwing. Avoid him, until he throws some musical notes at you -He throws them in sets of four, two in each direction. Catch one, or two at a time, and send them flying back. When you defeat him, swallow him, to get the Mike ability, and go through the door on the right.

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( ( POPPY BRO SR (The Bomber)           Ability: Crash
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O=====O
| EASY WAY      |
O=====O

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Fire, Ice, work best, but Spark and Freeze should also work. Just stay close, and be careful not to get hit by their jumps. When they land, have your ability ready to hit them.

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O=====O

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off of them, but they will have no control anymore. When you lose, or are the last person standing, the game is over.

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O=====O
| KIRBY'S AIR GRIND |
O=====O
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This one is a racing game. You hold A to ride, but you have to let go of the button when you go over spikes, or you'll slow down. If you let go just before touching them, you may get the words "Good" or "Great" which means you timed it nicely. Be the first to finish, to win. After the game ends, you'll see your "Rate". This is the amount of time you held the A button, while not on spikes - The higher it is, the better you did in the race.

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O=====O
| BOSS ENDURANCE |
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In this mode, you'll have to play through all the bosses, in order, without any Maximum Tomatoes, or Medicines between the fights. This is by far the hardest mode in the game. Make good use of the abilities you can get (Items the painter draws, Hi-Jump from Kracko's Stage, etc) and you should be able to win, with some practice.

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This mode plays almost exactly like the original game, so there's no need for another walkthrough. So, what are the differences? Well, now you only have three pieces of health, instead of six. As for unlocking it, get a 100% complete file on the normal game, and on the main menu, select that file, and it will be an option. So, what's the point of this mode? Well, if you get 100% again, you'll unlock the extremely cool Meta-Knightmare mode, under the Sub-Games menu.

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As stated above, you unlock this by getting 100% in Extra mode, and as you may have guessed, you play as Meta-Knight. This plays through the same levels as with Kirby, but you can't save, or use abilities. Then what's the point?! You get to keep his sword, and it's stronger, longer, and more deadly than Kirby's - And you never lose it. Now, remember, the levels are the same, so the walkthrough above will still suffice.

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