

Kirby: Nightmare in Dream Land Boss Endurance Guide

by CtrlAltDestroy

Updated to v1.00 on Nov 12, 2003

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KIRBY: NIGHTMARE IN DREAM LAND                                v1.00
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/ 1. Introduction \

Hi. I'm CtrlAltDestroy, and this is my first FAQ so please don't laugh.

I'm a long-time softcore VB programmer, MIDI-sequencer and Video Game player. That's pretty much my background.

I have not played many video games at all. Instead of playing every game on the shelf, I prefer to play a few games very thoroughly. Games I've played and thoroughly beaten include Rayman, Zelda: A Link to the Past, Metroid Prime, Boulderdash (GREAT NES game!), Doom II, and Kirby: Nightmare in Dream Land. I also own about 10 other games.

Overall, I consider this game to be very easy to beat thoroughly compared to others. It's also my first Kirby game. I bought it because the store was out of copies of Rayman Advance ;) However, I was not disappointed because this game is very fun and unique compared to the other games I've played.

If you want to talk to me about anything, E-mail me at SubrosianDude3@AOL.com I reply to all E-mails I receive. Feel free to ask questions about music, video games, Visual Basic, or anything else I know well.

Now, on with the guide.

/ 2. What is Boss Endurance? \

Boss Endurance is a Mini-game. You can unlock it by defeating King DeDeDe for the first time in a Normal game. Once unlocked, you can get to it from the Sub-games menu.

The object of this game is to defeat all of the end-of-level bosses, one at a time. The catch is: you only get 6 hit points. That's right. You can only get hit 5 times and live; 6 strikes and you're out. The bosses you must defeat, in order, are:

1. Whispy Woods
2. Paint Roller

3. Shine & Bright
4. Kracko
5. Heavy Mole
6. Meta-Knight
7. King DeDeDe
8. The Nightmare Bubble
9. The Nightmare

(Note that the description for the game states that you must defeat all 8 bosses at once. This is misleading, because there are actually 9 battles to fight.)

Obviously, this is not an easy task. In fact, HAL suggests that this game only be used for Multi-player and not single player. (Notice how "Boss Endurance" on the menu has a little "M" by it, but not a "1"?)

The guide for Boss Endurance is different from the Boss FAQs for a couple of reasons:

- You can only have 6 hit points for all 9 battles.
- You are not free to choose your power for each battle.
- Whatever power you have at the end of a battle is carried over to the next.
- Your time is recorded.

Therefore, a different strategy must be used. The main idea here is to try to beat each boss WITHOUT GETTING HIT ONCE. True, you do have 6 hit points, but let's try not to use any of them. Getting hit is reserved for an ACCIDENT, meaning you shouldn't plan on it. Don't worry, because I'll outline the attacks for most bosses and what to do in the important situations.

What do you get when you beat Boss Endurance? Nothing but a cool little picture of Kirby holding a trophy, and your final time. The clock stops when you deliver the final blow on the Nightmare in battle #9, and your best time is kept in memory. But for now, try not to rush; just try to beat this thing for the first try.

ONWARD!!!!

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/ 3. How to beat Boss Endurance on 1-P mode \

I have no idea what this would be like on multiplayer mode, simply because I do not have anyone to play with, and I don't have the hardware. So here's everything I know about how to win all by yourself.

Now when I speak of Difficulty, I'm talking about how hard it is to beat the boss without getting hit once. So here we go.

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BATTLE 1: WHISPY WOODS
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Description: It's the famous tree from the Kirby Games!
Difficulty: Easy
Hit Points: 6

This thing only has three attacks.

-Drop 3 apples on you

-Spit 2 clouds

-Spit 4 clouds

The clouds will always follow the same path, allowing you to easily float over them or stand under them. The apples will appear up in the tree at random places, one after another, then they will fall in the same order. Once an apple hits the ground, it will bounce in your direction; when it hits the ground again it will roll quickly in your direction.

He will never drop apples more than two times in a row, so be prepared for clouds after that. If he spits 2 clouds, then 4, apples will come next so be prepared. He will never spit 2 clouds two times in a row, and he will never spit 4 clouds two times in a row.

The apples will sometimes appear in inconvenient places, so it's quite understandable if you get hit. If you do, simply press START-A-B-SELECT to reset the Kirby: Nightmare in Dream Land so you can start over.

The idea is to spit 6 apples at him. This is quite easy if he drops the apples in good places. I usually like to stand right next to him, and let all of the apples roll toward me as I suck them up and spit them out one at a time. Sometimes, however, I will not have time to turn around and suck up the next apple rolling at me, and I get hit. Be quick about your spitting out and turning around so you have time to get the next apple. If that next apple is going to hit you, just jump over it if you can.

There is really no point to sucking up two apples at once, then spitting a super star at him- unless you can do it more than once. Otherwise, his HP ratio will stay the same. I consider it quite risky to ATTEMPT to suck up two at once. Remember, we're trying to not get hit A SINGLE TIME. So if you think you're good, go for it! Otherwise, try to be careful, please?

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BATTLE 2: PAINT ROLLER  
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Description: An orange artist on roller skates.

Difficulty: Medium

Hit Points: 6

This guy will skate around to one of his 4 easels and draw something which will come to life and attack you. Most of them give you powers if you eat them. Here is a list of everything he draws.

Waddle Dee

Kirby

Umbrella (Gives Parasol Power)

Baseball (Gives Ball Power)

Cloud (Gives Spark Power)

Microphone (Gives Mike Power)

Car (Gives Wheel Power)

Bomb (Gives Crash Power)

Obviously, one of these should stand out above all the rest. No, it's not

Crash. It's not Mike either. It's SPARK! Spark is the key to beating this guy, and to beating Bright & Shine afterwards. So the strategy here is to wait for a cloud and eat it. You can spit up to 5 stars at him while you're waiting for the cloud, but make sure the only way you kill him is with the spark power.

The tough part is staying alive while you're waiting. After his drawing runs away, he will skate to one of the other three easels. The ways he gets to them are rather unpredictable and a bit dangerous. So how do you know what easel he's going to so you can get out of his way?

You don't. I find that the safest place during his transition is directly ABOVE one of the easels. Just float above one of the easels and he won't hit you while he's skating around. But as soon as you know where he's going next, it's best to move because his drawings can still hit you.

Sometimes he'll be an idiot and he'll move BEFORE his drawing has a chance to run away. Watch out for this, especially if you're trying to eat the drawing. If you get ambushed in this way, panic and get above the closest easel. THEN, after he's settled down, you can eat the last drawing if it's still available.

If you've hit him 5 times and you're still waiting for a spark, do your best to dodge his drawings. The hardest to dodge is the umbrella, which will float right for you. The fix? spit an air puff on it to destroy it. Otherwise just avoid them all, or suck them up and spit them away.

Once you have spark, simply stand right next to him (not TOO close though) and hold B. He'll get electrocuted and you'll win!

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BATTLE 3: BRIGHT & SHINE  
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Description: Sun and Moon.
Difficulty: EASY
Hit Points: 3 each.

If you've got the spark ability from the last round, simply stand right next to Mr. Moon and use it. If Mr. Moon jumps into the sky, very calmly walk over and do it to Mr. Sun. Instant victory within about 10 seconds. 5 hits with the spark ability will kill either of the heavenly bodies. Before you're transported to the next boss, eject your spark power.

METHOD 0

I call this method 0 because it's obsolete after I discovered the spark trick. I'll put it in here because this is turning into a sort of Boss FAQ as well as a Boss Endurance Guide.

Bright and Shine (Or Mr. Sun and Mr. Moon as I like to call them) will take turns battling you while the other hangs out in the sky, annoying you in some other way.

If you float at the top of the screen, you'll avoid all danger whatsoever. Remember that. There is one exception, though: If Mr. Sun or Mr. Moon has just jumped back into the sky, they'll be much higher than normal. Don't try

to float over them.

On the ground, Mr. Sun has 3 attacks.

-Giant Leap

-Fireball

-Roll

He'll hop slowly in your direction. Sometimes, he'll randomly do one of his attacks. Either he'll leap into the air, ram you, or shoot a fireball at you. If he puts his hands together, he's about to shoot a fireball. If he flashes and jumps backwards, he's about to ram.

Meanwhile, Mr. Moon will be floating in the sky. He's invincible now, so don't attack him. He'll flash, and then 8 stars will drop out of the sky on you. These stars will give you the Cutter power if eaten, but spitting stars at Mr. Sun is a lot faster. If you're quick, you can suck up 2 of the stars and hit Mr. Moon with them, maybe even 3. If 3, Mr. Sun is done for. After Mr. Sun has done about 5 moves (including small-hopping), he'll hop back into the sky and it'll be Mr. Moon's turn.

On the ground, Mr. Moon has 3 attacks as well.

-Giant Leap

-Cutter

-Roll

He's similar to Mr. Sun. He'll slowly walk towards you, and sometimes he will randomly attack. Roll is easy to dodge because he also flashes and jumps backward. Giant leap will almost never get you. Cutter, however, is hard to predict and it's quite dangerous. Watch carefully for when he puts his hand back.

Mr. Sun will be floating around in the air. Soon, he will flash, record your position and float right above it. Then he will shoot a pillar of fire down to earth, slowly moving in your direction. The pillar will create 2 stars, one on either side, and then 2 more stars. These stars will give you the Fire power if swallowed. Eat the first one and spit it at Mr. Moon, and then swallow another one and spit fire at Mr. Moon until it dies.

Once both of the bosses receive 3 stars, they'll crash and burn and you'll be on your way.

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BATTLE 4: KRACKO

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Description: A One-eyed Cloud

Difficulty: Medium & Easy

Hit Points: 6

The First part of this boss is medium because it's an instant death situation. The second part (The actual battle part) is insanely easy, though.

Once you appear, eat the flying pig on your right to get the High Jump power. Kracko will spin madly and destroy the floor, so use your High-jump power to jump to the next cloud. You'll need to make 17 jumps to get the actual boss fight. If you mess up and fall, you die and you lose Boss Endurance.

Note that you can change the direction of the High Jump while you're doing it. Use this to knock the other flying pigs out of the way as you're jumping. NEVER try to land right NEXT to a pig. Just jump into it- it'll die. If you

get hit and you lose your star, keep going up until you come to another pig and eat it. Also, change direction in order to land on the next cloud, don't just jump straight up if there is no cloud for you to land on.

When you get to the boss fight, wait for it to turn into a cloud. It has 4 moves:

-Lightning Bolt: He'll get close to the floor, create a lightning bolt, and move to the other side of the screen with it.

-Swoop: He'll swoop across the screen, touching the middle bottom.

-Move: He'll simply float from one side to the other.

-Spit Pig: He'll quickly shake and spit out a flying pig.

He will always start with the same 2 moves: Lightning then Swoop. The strategy is to use High Jump to kill him. Just keep high-jumping into him, watching out for his lightning bolt or other moves. Also, never hit him on his side and then fall towards his middle, because you aren't invincible when you're falling back down.

6 High-jumps and he's dead.

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BATTLE 5: HEAVY MOLE  
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Description: One-eyed Digging machine.

Difficulty: Medium

Hit points: 6

Here's another instant-death situation. If you get crushed or if you fall off the bottom, you die. So watch it.

Immediately when the battle begins, eject your high-jump and spit the star at him.

The Mole actually has very few moves. the environment is a dirt tunnel being created by the mole itself. Whatever dirt touches the mole or its' spinning blades will be destroyed. It will spin a blade quickly before waving it around in one of about 4 random patterns, then the blade will settle down again. Sometimes it will spit out a bullet from its' behind. The Mole never moves a pixel; it's the screen that moves around it.

This guy has a very interesting and essential secret that I didn't discover until recently: If you eat one of his bullets, 75% of the time you will get the Hammer! Make sure you have a smooth terrain ahead of you when you swallow the bullet, because the other 25% of the time you will be put to sleep. Make sure there is nowhere to get crushed before you swallow the bullet.

Use the hammer spin to kill it. Using the hammer while standing on the floor is a bit slow and dangerous. Just jump near it, hit B while you're in the air to spin the hammer, and fall away from it. 6 hammer hits and it's dead.

Keep a close eye on the blade that's closest to you (Usually the bottom one.) If it starts to spin, give it some room for a moment because it's about to go crazy. Wait till it stops again before continuing to hit the thing with the hammer.

IT IS ESSENTIAL that you get the hammer now, because it's the key to beating King DeDeDe later!

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BATTLE 6: META-KNIGHT

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Description: Dark blue Kirby with a cape, sword, and mask.

Difficulty: Hard

Hit Points: 10

Meta-Knight is easily the most difficult part of the journey. To beat him, you'll need to hit him 10 times with the sword. PLEASE DON'T eject the hammer, just pick up the sword.

Hit him once when he hits the ground for the first time. Then get into the air fast.

Meta-Knight has a whole plethora of attacks that I won't list entirely. The moves you're looking for are when he jumps into the air. He won't move for a few seconds after he hits comes back down, so that's your chance to attack him.

When he hits the floor, exhale your puff of air and spin your sword as you fall right next to him. Then, get back into the air. You'll be spending most of your time in the air, because fighting him on the ground is Boss Endurance suicide.

Oh, and if he does hit you, make sure you get 3 extra hits out of him while you're invincible.

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BATTLE 7: KING DEDEDE

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Description: Giant blue penguin with hammer.

Difficulty: Medium

Hit points: 10 stars, 11 Hammer Hits

This is what you got the hammer for. With the hammer, the fight will be much safer and quicker. Hopefully you have enough hit points left.

Here are King DeDeDe's Moves.

-Dive. He'll walk towards you and dive at you. He'll start the battle with this move.

-Hammer pound. He walks toward you, hammer drawn. When he gets to you, he'll jump into the air, extend his hammer, then pound it on you. He'll create a star. Star gives you nothing.

-Hammer hit. He'll walk towards you and hit you with his hammer. Creates a star. Star gives you nothing.

-Inhale. He'll suck you up and spit you out.

-Float. He'll suck up air and float around. 5-alarm danger without your trusty hammer. The air he exhales does not hurt.

-Super Jump. He'll Jump across the screen, creating 2 stars when he crashes down. Stars give you nothing.

Spend all of your idle time at the top of the screen.

Whenever you see that King DeDeDe is vulnerable, fall next to him, hitting him with your spinning hammer once as you fall. Then, quickly get back to the air. Specifically, I'm talking about these situations.

Hit him in the back as he's trying to inhale you.

Hit him after he dives.

Hit him when he's floating after you. He'll fall and you're saved!

Hit him in the back after he does a hammer pound.

NOTE: This is quite an interesting fact. While King DeDeDe is in the air doing a hammer pound, Kirby can overlap completely with his head and not get hurt! Use it to get on the other side of him, but be sure to be at the top of the screen overlapping with his head when he extends his hammer. (because his hammer DOES hurt.) When you've hit him 9 times with the hammer, eject the hammer and spit the star at him. you've won!

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BATTLE 8: NIGHTMARE ROUND 1  
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Description: A bubble that shoots evil stars at you.

Difficulty: Medium

Hit points: 50

This thing has a lot of different attacks.

Throw 3 stars at you in a row.

Throw 3 stars at the same time, they go in a fan formation

Throw 2 stars at the same time, creating a small tunnel.

Create 4 stars that charge you straight or diagonally.

Ram you

Shoot beams

Swoop in a circle

The Ram is tough to predict but easy to dodge. The hardest attack to dodge, in my opinion, are the 3 stars in a row. Just keep firing your star rod and you'll bring him down. Stay on the left side of the screen, and move up and down to avoid his attacks.

Here's a tip. If he shoots the 4 stars at you, you are perfectly safe if you stay in the middle of the left side of the screen. Even if the stars go diagonally, you'll still be safe.

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_____o| <--- When he creates the 4 stars (o's), go to X and you'll  
|         o |         be safe.  
|x         |  
|         o |  
|_____o|
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As I was writing this guide, I noticed something that I have never noticed before. This battle has a time limit!! If you take longer than 65 seconds, the boss will vanish and you will get crushed by the floor! So shoot quickly!

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BATTLE 9: NIGHTMARE ROUND 2  
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Description: Hideous flying tornado.

Difficulty: Easy

Hit Points: 6

This should be a very easy round if you have at least 3 Hit Points left.

Basically, you have to hit this boss in the tornado. He only reveals his

