

Kirby's Air Ride FAQ/Walkthrough

by bes4360

Updated to v1.00 on Apr 13, 2009

```
+=====+
|Kirby's Air Ride|
+=====+
FAQ/Walkthrough by bes4360
```

~~~~~

## Section 1: Table of Contents

|                  |                      |
|------------------|----------------------|
| Section 1.....   | Table of Contents    |
| Section 2.....   | Version History      |
| Section 3.....   | Legal Info           |
| Section 4.....   | Game Info            |
| Section 5.....   | Characters           |
| Section 6.....   | Machines             |
| Section 7.....   | Air Ride Mode        |
| _Section 7a..... | Air Ride Courses     |
| _Section 7b..... | Air Ride Checklist   |
| Section 8.....   | Top Ride Mode        |
| _Section 8a..... | Top Ride Machines    |
| _Section 8b..... | Top Ride Courses     |
| _Section 8c..... | Top Ride Checklist   |
| Section 9.....   | City Trial Mode      |
| _Section 9a..... | City Trial City      |
| _Section 9b..... | City Trial Events    |
| _Section 9c..... | City Trial Stadiums  |
| _Section 9d..... | City Trial Checklist |
| Section 10.....  | The Hydra            |
| Section 11.....  | The Dragoon          |
| Section 12.....  | Unlockables          |
| Section 13.....  | Closing Notes        |
| Section 14.....  | Credits              |

#####

## Section 2: Version History

Oct. 9, 2008  
Version 0.071  
Completed the first section and am continuing to work on more.

Oct. 14, 2008  
Version 0.428  
Completed all the way through the Machines section. Still a lot to get completed.

Oct. 15, 2008  
Version 0.500  
Halfway through the guide! I completed the (VERY LONG) Air Ride section and now I have to start working on the next mode! New updates coming soon!

Oct. 19, 2008

Version 0.571

Added a little more of the FAQ. Working on the Top Ride Checklist.

Oct. 24, 2008

Version 0.571

Did a pre final proofreading. This FAQ will be submitted at Version 1.000. This may take awhile as I am working on a much larger FAQ at the moment as well.

Oct. 24, 2008

Version 0.571

I DID IT! I completed the Top Ride Checklist! (I have to do another one for City Trial though so I still have a lot to do!) Now I have to start on City Trial Mode.

Oct. 25, 2008

Version 0.642

Awesome. City Trial Mode section is done. Now for the a,b,c,and d sections...

Oct. 26, 2008

Version 0.714

AND THATS IT! I have completed the City Trial Section! Almost done!

Oct. 26, 2008

Version 1.000

DONE! Finished version! I have completed my guide!

#####

Section 3:

Legal Info

This FAQ/Walkthrough is copyright Matt Besonen (aka bes4360). Any attempts to use this FAQ for any purpose other than personal and private use is STRICTLY forbidden. The following people and websites are allowed to use this FAQ:

CheatHappens

[www.cheathappens.com](http://www.cheathappens.com)

GameFAQ's

[www.gamefaqs.com](http://www.gamefaqs.com)

Gamers Galaxy

[www.gamersgalaxy.forumotion.net](http://www.gamersgalaxy.forumotion.net)

The following people have been denied permission and/or have not been allowed to use this FAQ:

#####

Section 4:

Game Info

Kirby's Air Ride is a racing/battling/events game that pits Kirby against Kirby against Kirby against Kirby. Sound confusing? It isn't. Each Kirby playing is a different color. There are many colors: Pink, Red, Blue, Yellow, White, Green, Purple etc. Kirby also uses copy abilities. Copy abilities are when Kirby swallows a foe and copies their abilities. The copy abilities are:

\$Fire\$

Press A to shoot Fireballs that land on the course and act as roadblocks.

-Plasma+

Shake the control stick back and forth to charge up a more and more powerful plasma attack. The plasma attacks are:

Plasma Disc

Double Plasma Disc

Triple Plasma Bolt

Plasma Beam

Plasma Blast

\Wing/

Kirby sprouts wings and flies rapidly across the course.

O-Wheel-O

Kirby rolls up into a wheel and tears along the course and smashes obstacles along the way.

|Sword|

Kirby attains a sword and slashes his way through enemies and opponents with reckless abandon

#Noise#

Kirby grabs a microphone and screams into it as loud as he can. The resulting blast of sound smashes everyone in range.

\*Ice\*

Kirby turns into an eskimo and a small blizzard swirls around him and freezes those who he touches.

`o-Bomb-`o

Kirby grabs a huge bomb and hurls it farther as the meter shown charges up. The resulting explosion is an immensley huge blast.

^Needle^

Kirby puts on a spiked hat. If you press A, he extends the spikes to cause massive damage to whoever he hits.

[--Cracker[--

Kirby grabs a cannon and begins to blast extremely powerful firecrackers out of it.

-^-Gordo-^-

Sometimes called Golden Spikes, Gordos are massive blue metal spheres with huge golden spikes (hence the name) protruding from it. These deal MAJOR damage to foes that come in contact with it. This is a much larger version of the Needle copy ability.

Zzz...Sleep...Zzz

Kirby goes to sleep and you lose all control until he wakes up. Are there any benefits? Thats for you to decide.

There are three game modes that are playable. Air Ride, Top Ride, and City Trial. Air Ride is simply a race for the goal using unlocked Warpstars. Top Ride is viewed from far above. The courses are tiny and you have your choice of two machines. City Trial is set in a large city and you try to collect power-up patches and then race in an event once the timer runs out.

#####

Section 5:

## Characters

NOTE: I am unsure on some of the names. If someone could email me the correct names, it would be much appreciated.

Kirby: Your average pink hairless ball of mouth and stomach that plays the main role in the game.

King DeDeDe: A giant duck with huge Warpstars and huge power. He is generally your rival in the Kirby series.

Meta Knight: A brilliant swordsman with a dark aura around him. No one has ever seen his face so his past is shrouded in mystery. His wings are also a point of curiosity.

Tac: A thief who occasionally appears in City Trial and steals items.

Dyna Blade: A mysterious bird with an amazing benefit. Hit him on the head to receive a boost to all of your stats in City Trial. Don't hit him anywhere else though!

Waddle Dee: A little brown guy with a Kirby resemblance. Poses no real threat in races. Copy Ability: None

Wheelie Bike: A little motorunicycle (yep, you read that right) that runs along the route waiting to be swallowed. Copy Ability: Wheel

Bird: A bird that glides along the course with no real threat. Copy Ability: Wing

Knight: A sword wielding, air board riding, slash you if you get too close, little guy. Copy Ability: Sword

Cappy: A small mushroom like thing. Copy Ability: None

Fire Bird: Same thing as a bird except that it breaths fire. Copy Ability: Fire

Electrovolt: An electrical field with eyes. Copy Ability: Plasma

Snowman: A running snowman? Yep. Copy Ability: Ice

Walkey: A microphone that loves singing to himself. Copy Ability: Noise

Little, bird, bug looking thingy: Can't you tell that I forgot his name?  
Copy Ability: None

Snorer: A little sleeping thing. Copy Ability: Sleep

Bombucket: A slow moving torpedo. Copy Ability: Bomb

Needlewing: A flying foe that resembles a pufferfish. Copy Ability: Needle

BigEye: A large yellow thing with a huge eye. Copy Ability: None

Lil' eye: A smaller version of the big eye.

#####

Section 6:  
Machines

Air Ride Machines:

Warpstar

Speed: \*\*\*  
Accel: \*\*\*  
Boost: \*\*\*  
Handling: \*\*\*  
Power: \*\*\*  
Defense: \*\*\*  
Glide: \*\*\*

Your default machine, no real flaws.

Compact Star

Speed: \*\*  
Accel: \*\*\*\*  
Boost: \*\*  
Handling: \*\*\*\*  
Power: \*\*  
Defense: \*\*  
Glide: \*\*\*

Better cornering and handling than the Warpstar but it's a tad slow.

Formula Star

Speed: \*\*\*\*\*  
Accel: \*  
Boost: \*  
Handling: \*\*  
Power: \*\*\*  
Defense: \*\*\*  
Glide: \*\*\*

The highest top speed of all of the stars (excluding The Dragoon). It's trouble is that it takes forever to get up to that speed.

Wagon Star

Speed: \*\*\*\*\*  
Accel: \*\*\*\*\*  
Boost: NONE  
Handling: \*\*\*  
Power: \*\*\*  
Defense: \*\*\*\*\*  
Glide: \*

Can't boost. Still, it's other stats are fairly high. Too bad it takes jumps so poorly.

Winged Star

Speed: \*\*  
Accel: \*\*\*  
Boost: \*\*\*  
Handling: \*\*\*\*  
Power: \*\*\*  
Defense: \*\*\*  
Glide: \*\*\*\*\*

This star has the longest glide time of any star (excluding The Flight Star because the flight star is a specialized star built for flying). It is fairly slow on the ground though.

Turbo Star

Speed: \*\*\*\*\*  
Accel: \*\*\*

Boost: \*  
Handling: \*  
Power: \*\*  
Defense: \*  
Glide: \*\*

This star is pretty fast. Just try and handle it.

Shadow Star

Speed: \*\*\*  
Accel: \*\*\*\*  
Boost: \*\*\*  
Handling: \*\*\*\*  
Power: \*\*\*\*\*  
Defense: \*\*\*\*\*  
Glide: \*\*\*

If you are playing City Trial and set the mode to Destruction Derby. You had better get this star. The best battle star (exluding The Hydra) in the whole game, this star has the highest offensive stats.

Rocket Star

Speed: \*\*\*  
Accel: \*\*  
Boost: \*\*\*\*\*  
Handling: \*\*\*  
Power: \*\*  
Defense: \*\*\*  
Glide: \*\*\*\*

This star, when you charge up the blue sphere on the back of it, can boost so long and fast that it is the best Drag Racer.

Bulk Star

Speed: \*\*  
Accel: \*\*  
Boost: \*\*  
Handling: \*\*\*\*  
Power: \*\*\*\*  
Defense: \*\*\*\*\*  
Glide: \*

The trouble with this one is that in order to keep moving you must keep charging. This fuels it. It's good point? The highest defense.

Wheelie Bike

Speed: \*\*\*\*  
Accel: \*\*\*  
Boost: \*\*  
Handling: \*  
Power: \*  
Defense: \*  
Glide: \*

A simple unimotorcycle. Control is slippery.

Wheelie Scooter

Speed: \*\*\*\*\*  
Accel: \*\*\*  
Boost: \*\*  
Handling: \*\*  
Power: \*  
Defense: \*\*  
Glide: \*\*

Only one real bonus. A massively high jumping ability.

Swerve Star

Speed: \*\*\*\*\*

Accel: \*\*\*\*\*

Boost: NONE

Handling: NONE

Power: \*\*\*

Defense: \*\*\*

Glide: \*\*\*

In order to turn it, you must charge it. It CAN'T turn until it is stopped.  
This star is EXTREMELY fast too.

Slick Star

Speed: \*\*\*\*

Accel: \*\*\*\*

Boost: \*\*\*

Handling: \*

Power: \*\*

Defense: \*\*

Glide: \*\*

A star with controls so slippery that a 1/16" move on the C-Stick (yes, I tried and measured this) will send it moving in that direction.

Jet Star

Speed: \*\*\*

Accel: \*\*

Boost: \*\*

Handling: \*\*

Power: \*\*\*

Defense: \*\*\*

Glide: \*\*\*\*\*

If you get on and are disappointed at the speed, hit a jump.

Rex Wheelie

Speed: \*\*\*\*\*

Accel: \*\*

Boost: \*

Handling: \*

Power: \*\*\*\*

Defense: \*\*\*\*\*

Glide: \*

If you can handle the speed, this is the best bike.

Flight Star

Speed: \*\*\*\*

Accel: \*\*\*

Boost: \*\*\*

Handling: \*\*\*\*

Power: \*

Defense: \*

Glide: UNLIMITED

This star is a specially designed star with built in flying capabilities. If you hit a jump, you can fly as long as you want.

@LEGENDARY AIR RIDE MACHINES@

The Hydra

Speed: \*\*\*

Accel: \*\*\*

Boost: \*\*\*

Handling: \*\*\*  
Power: \*\*\*\*\*  
Defense: \*\*\*\*\*  
Glide: \*\*\*

Built for battling. This star has the highest offense and defense stats in the whole game.

The Dragoon  
Speed: \*\*\*\*\*  
Accel: \*\*\*\*  
Boost: \*\*\*\*  
Handling: \*\*\*\*  
Power: \*\*  
Defense: \*\*  
Glide: \*\*\*\*\*

Built for speed. This star has the highest speed and glide stats in the whole game.

#####

### Section 7: Air Ride Mode

Air Ride Mode is the base mode of the game. Race warpstars along crazy courses while dodging/nabbing enemies and hazards along the way. The controls for Air Ride are ridiculously simple.

Control Stick: Steer  
A Button: Charge booster/drift corners/slow down/use copy ability  
Tilt the control stick left and right rapidly to do a quickspin attack or to charge plasma.  
#####

### Section 7a: Air Ride Courses

Fantasy Meadows ~ Laps: 3  
A grassy wonderland with straightaways and two hairpin turns. Use a machine with good acceleration and speed to maximize your advantage here.

Celestial Valley ~ Laps: 2  
Welcome to the most peaceful place in the world. Celestial Valley has waterfalls and winding roads to keep you calm during the race. Machines that specialize in handling will be best suited for this course.

Sky Sands ~ Laps: 2  
Watch out for the crazy sand traps and strange hazards scattered around this treacherous course. Watch for sand crabs that function as jumps that can be used to access secret places. Use machines with good handling and gliding stats here.

Frozen Hillside ~ Laps: 2  
Even though I would normally advise that you use a machine with slower speed on a course covered in ice, in this case, you may as well use a fast machine with a fair handling stat. The course is extremely slippery and the ice doesn't let you do much in the way of braking



Magma Flow ~ Laps: 2

With lots of confusing forks, twists, and other odd road items, this course is a doozy. Watch out for lots of Plasma and Fire style enemies that you can capture. Focus on acceleration as you will have multiple speed transitions on this course.

Beanstalk Park ~ Laps: 2

This course can be very frustrating if you don't know what you're doing. If you are careful however, this course is really extremely easy. Hitting the grind rails is your key to victory. Max out your gliding and handling abilities to press your advantage here.

Machine Passage ~ Laps: 2

This very long and varied course can easily bewilder you if you don't keep your cool. Watch out for forks in the road and make good use of them. If your machine can glide, you will be able to dodge many of the traps placed here.

Checker Knights ~ Laps: 2

A new course style is introduced here. With a changing style, from Knights and Castles to Techno City, this course has a lot of variation in what you need to win. Balance out your stats. Watch out for oddly colored road tiles as they will change the course around instantly.

Nebula Belt ~ Laps: 2 #LOCKED COURSE#

Two words: Long and Straight. Use the Swerve Star here if you have it. Or use the Turbo or Formula Star. You don't have to worry about steering almost at all here. Only two turns and miles of straightaway. No enemies to get your copy abilities from here, instead allow me to introduce...The Copy Chance Wheel. A floating question mark that, when hit, randomly gives you one of the copy abilities.

Unlock by playing in at least 10 different stadiums in City Trial Mode.

#####

Section 7b:

Air Ride Checklist

FANTASY MEADOWS

- 1 ~ Lap Mode: Finish a 3-lap race within 1'20"00
- 2 ~ Lap Mode: Finish a 3-lap race within 1'03"00
- 3 ~ Time Mode: Run at least 2000m in 3 minutes
- 4 ~ Time Attack: Finish within 1'12"00
- 5 ~ Time Attack: Finish within 1'05"00 using the Slick Star
- 6 ~ Time Attack: Finish within 1'00"00; Prize: Alternate song for Fantasy Meadows (hold X or Y while selecting course)
- 7 ~ Free Run: Get a lap time under 0'24"00
- 8 ~ Free Run: Get a lap time under 0'23"00 with the Wagon Star
- 9 ~ Free Run: Get a lap time under 0'21"00; Prize: Soundtest: Fantasy Meadows
- 10 ~ Run 1 lap without falling below 30 km/h
- 11 ~ Inhale 20 enemies and come in 1st

CELESTIAL VALLEY

- 12 ~ Lap Mode: Finish a 2-lap race within 2'20"00; Prize: White Kirby

- 13 ~ Lap Mode: Finish a 2-lap race within 1'56"00
- 14 ~ Time Mode: Run at least 2000m in 3 minutes.
- 15 ~ Time Attack: Finish within 3'20"00; Prize: New Machine: Bulk Star
- 16 ~ Time Attack: Finish within 2'58"00 using the Jet Star
- 17 ~ Time Attack: Finish within 2'56"00; Prize: Soundtest: Sky Sands
- 18 ~ Free Run: Get a lap time under 1'10"00
- 19 ~ Free Run: Get a lap time under 1'02"00 with Slick Star
- 20 ~ Free Run: Get a lap time under 0'57"00; Prize: Soundtest: Celestial Valley
- 21 ~ In 1 race, ride both the left and right handrails of the suspension bridge  
Prize: Alternate song for Celestial Valley (Hold X or Y while selecting course)
- 22 ~ Use the Copy Chance Wheel on top of the gigantic stump Prize: 1 Free Check

#### SKY SANDS

- 23 ~ Lap Mode: Finish a 2-lap race in under 2'05"00
- 24 ~ Lap Mode: Finish a 2-lap race in under 1'45"00; Prize: New Machine: Sverve Star
- 25 ~ Time mode: Run at least 2000m in 3 minutes.
- 26 ~ Free Run: Get a lap time under 1'05"00 with the Heavy Star; Prize: Brown Kirby (hit X or Y at machine select to change colors)
- 27 ~ Free Run: Get a lap time under 1'05"00
- 28 ~ Free Run: Get a lap rime under 00'53"00
- 29 ~ Time Attack: Finish within 3'10"00
- 30 ~ Time Attack: Finish within 2'40"00 using the Wagon Star
- 31 ~ Time Attack: Finish within 2'40"00
- 32 ~ Break all of the coral yourself (at the end of the course) and then finish in 1st; Prize: 1 Free Check
- 33 ~ Open the entrance to the underground passage 3 times and come in first  
Prize: Alternate song for Sandoola (Hold X or Y while selecting course)
- 34 ~ Drive through the falling sand columns only 3 times and then finish 1st

#### FROZEN HILLSIDE

- 35 ~ Lap Mode: Finish a 2-lap race within 2'20"00
- 36 ~ Lap Mode: Finish a 2-lap race within 1'56"00
- 37 ~ Time Mode: Run 2000m in 3 minutes
- 38 ~ Time Attack: Finish within 3'14"00; Prize: Formula Star
- 39 ~ Time Attack: Finish within 3'10"00 using the Turbo Star
- 40 ~ Time Attack: Finish within 2'50"00
- 41 ~ Free Run: Get a lap time under 1'10"00 with the Formula Star
- 42 ~ Free Run: Get a lap time under 1'10"00
- 43 ~ Free Run: Get a lap time under 0'58"00; Prize: Soundtest: Frozen Hillside
- 44 ~ Crack 20 water floors (the ice panels above the laser section) and finish 1st; Prize: Alternate Song for Frozen Hillside (hold X or Y while selecting course)

#### MAGMA FLOW

- 45 ~ Lap Mode: Finish a 2-lap race in under 2'20"00
- 46 ~ Lap Mode: Finish a 2-lap race in under 2'01"00
- 47 ~ Time Mode: Run at least 2000m in 3 minutes; Prize: Soundtest: Magma Flow
- 48 ~ Time Attack: Finish within 3'20"00
- 49 ~ Time Attack: Finish within 3'15"00 using the Shadow Star
- 50 ~ Time Attack: Finish within 3'04"00; Prize: Alternate Song for Magma Flow (hold X or Y while selecting course)
- 51 ~ Free Run: Get a lap time under 1'10"00
- 52 ~ Free Run: Get a lap time under 1'02"00 using the Turbo Star
- 53 ~ Free Run: Get a lap time under 1'01"00
- 54 ~ Collide with a dragon; Prize: 1 Free Check

- 55 ~ Take all 3 of the volcano rails and finish in 1st place; Prize: New Machine: Turbo Star  
56 ~ Use all of the dash panels and finish in 1st place

#### BEANSTALK PARK

- 57 ~ Lap Mode: Finish a 2-lap race in under 2'18"00 Prize: Purple Kirby (hit X or Y at machine select to change colors)  
58 ~ Lap mode: Finish a 2-lap race in under 1'56"00  
59 ~ Time Mode: Run at least 2000m in 3 minutes  
60 ~ Time Attack: Finish within 3'10"00  
61 ~ Time Attack: Finish within 3'00"00 using the Rocket Sled; Prize: Soundtest: Beanstalk Park  
62 ~ Time Attack: Finish within 2'55"00; Prize: Alternate Song for Beanstalk Park (hold X or Y while selecting course)  
63 ~ Free Run: Get a lap time under 1'07"00  
64 ~ Free Run: Get a lap time under 1'00"00 with the Wing Star Prize: Soundtest: Airoon  
65 ~ Free Run: Get a lap time under 0'58"00;  
66 ~ Do 5 laps in a row without riding the ferris wheel  
67 ~ Inhale at least 20 enemies and finish first

#### MACHINE PASSAGE

- 68 ~ Lap mode: Finish a 2-lap race in under 2'10"00  
69 ~ Lap Mode: Finish a 2-lap race in under 1'48"00  
70 ~ Time mode: Run at least 2000m in 3 minutes; Prize: New Machine: Jet Star  
71 ~ Time Attack: Finish within 3'10"00; Prize: Soundtest: Machine Passage  
72 ~ Time Attack: Finish within 2'50"00 using the Rex Wheelie  
73 ~ Time Attack: Finish within 2'48"00  
74 ~ Free Run: Get a lap time under 1'05"00; Prize: New Machine: Rocket Star  
75 ~ Free Run: Get a lap time under 00'57"00 using the Swerve Star  
76 ~ Free Run: Get a lap time under 00'56"00  
77 ~ Come in 1st without touching the wall  
78 ~ Have 3 people get shot from the big cannon at the same time; Prize: Alternate Song for Machine Passage (hold X or Y while selecting course)

#### CHECKER KNIGHTS

- 79 ~ Lap Mode: Finish a 2-lap race in under 3'05"00; Prize: New Machine: Slick Star  
80 ~ Lap Mode: Finish a 2-lap race in under 2'40"00; Prize: Soundtest: Checker Knights  
81 ~ Time Mode: Run at least 2000m in 3 minutes  
82 ~ Time Attack: Finish within 4'30"00  
83 ~ Time Attack: Finish within 4'00"00  
84 ~ Time Attack: Finish within 3'55"00 using the Warpstar  
85 ~ Free Run: Get a lap time under 1'35"00  
86 ~ Free Run: Get a lap time under 1'25"00 using the Rocket Star  
87 ~ Free Run: Get a lap time under 1'20"00  
88 ~ Inhale at least 20 enemies and finish in 1st place  
89 ~ Break two walls and come in first (the walls on the shortcut entrances near the beginning)  
90 ~ Step on at least 7 spin panels and finish in 1st place Prize: Alternate Song for Checkknight (hold X or Y while selecting course)

#### ANY COURSE

- 91 ~ Run 100 laps total on any course; Prize: New Course: Nebula Belt  
92 ~ Run 300 laps total on any course; Prize: Alternate Song for Nebula Belt

(hold X or Y while selecting course)

- 93 ~ Lap Mode: Finish in 1st place while you have the Needle copy ability
- 94 ~ Lap Mode: Finish in 1st place while you have the Sleep copy ability
- 95 ~ Lap Mode: Finish in 1st place while you have the Fire copy ability
- 96 ~ Lap Mode: Finish in 1st place while you have the Wing copy ability
- 97 ~ Lap Mode: Finish in 1st place while taking damage
- 98 ~ Lap Mode: Inhale enemies without copy abilities 5 times in combination with other enemies, then finish first
- 99 ~ Lap Mode: Finish a race in 1st place while flying; Prize: New Machine: Winged Star
- 100 ~ Lap Mode: Finish a race in 1st place while spinning
- 101 ~ Lap Mode or Time Attack: Finish a race 3 times; Prize: New Machine: Wagon Star
- 102 ~ Inhale 3 of the snowman enemy and finish in 1st place
- 103 ~ Inhale 3 of the enemy that holds a sword and finish in 1st place; Prize: Green Kirby (hit X or Y when choosing a machine)
- 104 ~ Inhale 3 of the enemies on motorcycles and finish in 1st place
- 105 ~ Inhale 3 of the glowing enemies in tunnels and finish in 1st place
- 106 ~ Use the Tornado copy ability to kill 20 enemies and finish in 1st place
- 107 ~ Get the Sword Copy Ability during a race, swing the sword only 10 times and finish in 1st place
- 108 ~ Hit a rival player at least 20 times with the Quick Spin maneuver
- 109 ~ In one game, fall off a cliff 3 times; Prize: 1 Free Check
- 110 ~ Do a lap that has the last two digits of the lap time equal to each other (i.e. 00'31"44); Prize: Soundtest: Awards Ceremony Song
- 111 ~ Start the last lap of a race in 4th and win the race; Prize: New machine: Wheelie Scooter
- 112 ~ Play all of the basic courses at least once (not including Nebula Belt) Prize: New machine: Wheelie Bike
- 113 ~ On any course, glide for over 30 minutes total; Prize: Metaknight playable
- 114 ~ On any course glide for over 1 hour total; Prize: Special Movie
- 115 ~ Beat at least 10 enemies total with the Quick Spin maneuver; Prize: New machine: Shadow Star
- 116 ~ Inhale over 200 enemies total; Prize: 1 Free Check
- 117 ~ Beat over 200 enemies total with stars (when you inhale an enemy and spit it out) Prize: New Machine: Rex Wheelie
- 118 ~ Beat over 300 enemies total
- 119 ~ Beat 1000 enemies total; Prize: King Dedede playable
- 120 ~ Clear at least 100 challenges; Prize: Ending Movie (Credits) for Air Ride mode

#####

Section 8:

Top Ride Mode

In top ride mode, you view the action from the top. Turn your star through tiny courses with multiple laps. You can see the whole race at once so sction gets fast and furious!

#####

Section 8a:

Top Ride Machines

There are only two machines you can use in Top Ride Mode.

Free Star

Control Type: Turn control stick in the direction you want to go.

Steer Star

Control Type: Tilt left and right to turn the star.

All speeds are the same.

#####

Section 8b:

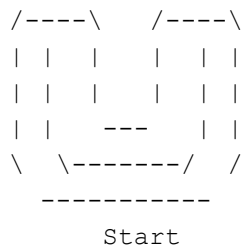
Top Ride Courses

|||Grass|||

Laps: 7

Secondary Theme Song: "Kirby Super Star: The Mountain"

This course is short and fairly straightforward. Here is a map:



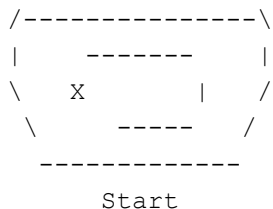
The trees slong the way produce bombs that fall off and explode all over the place. This can make the course tricky.

../--\Sand/--\..

Laps: 7

Secondary Theme Song: "Kirby 64: The Crystal Shards: Rock Star"

This course is slightly more difficult. I think this course has given me more trouble than any other. Map:



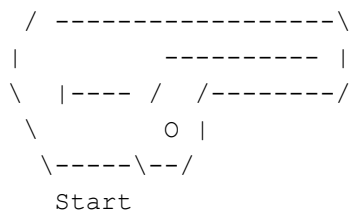
You will find that the giant worm on the X can cause you either heartache or excite.

--Sky--

Laps: 6

Secondary Theme Song: "Kirby Super Star: Revenge of Meta Knight (Map)"

The trick here is to hit all of the jump panels and smash your way through the hazard spin (X on the map). Map:



This course is fairly tricky to do. You may find that the hazard spin is

impassible but it isn't, just keep trying.

\$Fire\$

Laps: 6

Secondary Theme Song: "Kirby Super Star: Versus King Dedede"

This course is hot and rather, well, boring, with nothing REALLY exciting about it, there just isn't much you can do! Map:

```
  /-\  /---\  
| | \-\ | |  
 \ | | | \-----\  
  | ----- |  
  -----/  
      Start
```

With nothing more than a few volcanos, this place isn't really that amazing.

/|\Light/|\

Laps: 6

Secondary Theme Song: "Kirby 64: The Crystal Shards: Mid-boss Room"

This is my personal favorite course. The Top Ride equivalent of Nebula Belt, This place has glowing grind rails that you can use to get a huge advantage.

Map:

```
  /-----\ /-----\  
 /   |  ||  | |  
|   |  \ /  | | Start  
|   \-----/  |  
 \-----/  
      Start
```

&Water&

Laps: 5

Secondary Theme Song: "Kirby: Float Islands"

This place isn't taht bad but it isn't that good either. Not too much action happens here and there is a very small amount of scenery that has action to it.

Map:

```
  /---\ /---\  
  | | | | | |  
 /---/ | \ / | |  
 | |-----| /  
 \-----/  
      Start
```

|-|Metal|-|

Laps: 5

Secondary Theme Song: "Kirby: Shooting"

This place is the most complex and most thought consuming course in the game. With tons of obstacles, this course is strangely easy. Map? You bet!:

```
 /-----\ /-----\  
 |x |  || -o- |  
 | x|  \ / |O |  
 |  x-----o |  
 |      --      |  
 \-----/
```

#####

### Section 8c:

#### Top Ride Checklist

##### GRASS

- 1 ~ Finish 7 laps in 00'43"00
- 2 ~ Time Attack: Finish within 00'33"00; Prize: 1 Free Check
- 3 ~ Time Attack: Finish within 00'28"00
- 4 ~ Free Run: Get a lap time under 00'06"00
- 5 ~ Free Run: Get a lap time under 00'04"50
- 6 ~ Run over 100 laps total in Normal Mode
- 7 ~ Finish in 1st place over 10 times total
- 8 ~ Finish in 1st place against a Level 5 Computer player
- 9 ~ Finish in 1st place with at least a 5 second margin over 2nd place
- 10 ~ Finish in 1st place without using the "push" (without hitting A at all)
- 11 ~ Without turning items off, finish 1st place without getting any items  
Prize: Soundtest: Grass
- 12 ~ Step on a dash panel 5 times and finish in 1st place  
Prize: Secondary Theme Song: Grass (hold X or Y when selecting course)
- 13 ~ In one match, knock down at least 30 bombs from the trees

##### SAND

- 14 ~ Finish 7 laps in 00'52"00
- 15 ~ Time Attack: Finish within 00'35"00
- 16 ~ Time Attack: Finish within 00'29"00;  
Prize: Secondary Theme Song: Sand (hold X or Y when selecting course)
- 17 ~ Free Run: Get a lap time under 00'06"50
- 18 ~ Free Run: Get a lap time under 00'05"00
- 19 ~ Run over 100 laps total in Normal Mode
- 20 ~ Finish in 1st place over 10 times total
- 21 ~ Finish in 1st place against a Level 5 Computer player
- 22 ~ Finish in 1st place with at least a 5 second margin over 2nd place
- 23 ~ Finish in 1st place without using the "push" (without hitting A at all);  
Prize: Soundtest: Sand
- 24 ~ Without turning items off, finish 1st place without getting any items
- 25 ~ Fall into the ant lion over 20 times in one match
- 26 ~ Fall into the ant lion over 50 times total; Prize: 1 Free Check
- 27 ~ Get caught by the sand worm at least 3 times and finish in 1st place

##### SKY

- 28 ~ Finish 6 laps in 01'02"00
- 29 ~ Time Attack: Finish within 00'57"00
- 30 ~ Time Attack: Finish within 00'47"00
- 31 ~ Free Run: Get a lap time under 00'11"00
- 32 ~ Free Run: Get a lap time under 00'09"00; Prize: Secondary Theme Song: Sky  
(hold X or Y when selecting course)
- 33 ~ Run over 100 laps total in Normal Mode
- 34 ~ Finish in 1st place over 10 times total

- 35 ~ Finish in 1st place against a Level 5 Computer player;  
Prize: Brown Kirby (hit X or Y at the Machine Select screen)
- 36 ~ Finish in 1st place with at least a 5 second margin over 2nd place
- 37 ~ Finish in 1st place without using the "push" (without hitting A at all)
- 38 ~ Without turning items off, finish 1st place without getting any items
- 39 ~ Finish in 1st place without using any of the "jump plates"
- 40 ~ Push the switch on the island at least 5 times and finish in 1st place;  
Prize: Soundtest: Sky

#### FIRE

- 41 ~ Finish 6 laps in 00'53"00
- 42 ~ Time Attack: Finish within 00'46"00
- 43 ~ Time Attack: Finish within 00'39"00
- 44 ~ Free Run: Get a lap time under 00'08"00
- 45 ~ Free Run: Get a lap time under 00'06"50
- 46 ~ Run over 100 laps total in Normal Mode
- 47 ~ Finish in 1st place over 10 times total; Prize: Soundtest: Fire
- 48 ~ Finish in 1st place against a Level 5 Computer player
- 49 ~ Finish in 1st place with at least a 5 second margin over 2nd place
- 50 ~ Finish in 1st place without using the "push" (without hitting A at all)
- 51 ~ Without turning items off, finish 1st place without getting any items
- 52 ~ Make volcano to erupt (by smashing into it) over 3 times in one match;  
Prize: 1 Free Check
- 53 ~ Finish in 1st place while you have the Flamethrower item; Prize: Secondary  
Theme Song: Fire (hold X or Y when selecting course)

#### LIGHT

- 54 ~ Finish 6 laps in 00'43"00
- 55 ~ Time Attack: Finish within 00'38"00;
- 56 ~ Time Attack: Finish within 00'33"00;  
Prize: Alternate Song: Hikari (hold X or Y at the Course Select screen)
- 57 ~ Free Run: Get a lap time under 00'07"50;  
Prize: Soundtest: Awards Ceremony Song (from the Results screen you see after each race)
- 58 ~ Free Run: Get a lap time under 00'06"00
- 59 ~ Run over 100 laps total in Normal Mode; Prize: Soundtest: Light
- 60 ~ Finish in 1st place over 10 times total
- 61 ~ Finish in 1st place against a Level 5 Computer player
- 62 ~ Finish in 1st place with at least a 5 second margin over 2nd place
- 63 ~ Finish in 1st place without using the "push" (without hitting A at all)
- 64 ~ Without turning items off, finish 1st place without getting any items
- 65 ~ Ride at least 5 grindrails and finish in 1st place; Prize: 1 Free Check
- 66 ~ Ride the grindrails over 50 times total in Normal Mode
- 67 ~ Break at least 6 of the cylindrical blocks and finish in 1st place

#### WATER

- 68 ~ Finish 5 laps in 01'02"00; Prize: Soundtest: Water
- 69 ~ Time Attack: Finish within 01'06"00
- 70 ~ Time Attack: Finish within 00'56"00;  
Prize: Additional Rules: Item Set: Attack items
- 71 ~ Free Run: Get a lap time under 00'12"00
- 72 ~ Free Run: Get a lap time under 00'10"50;  
Prize: Additional Rules: Camera Angle: Side angle
- 73 ~ Run over 100 laps total in Normal Mode
- 74 ~ Finish in 1st place over 10 times total



- 75 ~ Finish in 1st place against a Level 5 Computer player
- 76 ~ Finish in 1st place with at least a 5 second margin over 2nd place  
Prize: Secondary Theme Song: Water (hold X or Y at the Course Select screen)
- 77 ~ Finish in 1st place without using the "push" (without hitting A at all)
- 78 ~ Without turning items off, finish 1st place without getting any items
- 79 ~ Go in the waterfall 5 times and finish in 1st place; Prize: Additional Rules: Amount of Tricks

#### METAL

- 80 ~ Finish 5 laps in 00'58"00
- 81 ~ Time Attack: Finish within 00'57"00
- 82 ~ Time Attack: Finish within 00'51"00
- 83 ~ Free Run: Get a lap time under 00'11"50
- 84 ~ Free Run: Get a lap time under 00'9"50
- 85 ~ Run over 100 laps total in Normal Mode
- 86 ~ Finish in 1st place over 10 times total
- 87 ~ Finish in 1st place against a Level 5 Computer player
- 88 ~ Finish in 1st place with at least a 5 second margin over 2nd place;  
Prize: White Kirby (press X or Y at Machine Select screen)
- 89 ~ Finish in 1st place without using the "push" (without hitting A at all);  
Prize: Secondary Theme Song: Metal (hold X or Y at the Course Select screen)
- 90 ~ Without turning items off, finish 1st place without getting any items
- 91 ~ Push a switch over 10 times and finish in 1st place
- 92 ~ Finish in 1st place without breaking any walls on top of the gears
- 93 ~ Break 5 walls on top of the spinning gears and finish in 1st place Prize: Soundtest: Metal

#### ANY COURSE

- 94 ~ Finish in 1st place on every course; Prize: Additional Rules: Camera Angle: Diagonal
- 95 ~ Without turning items off, complete each course at least once without getting any items
- 96 ~ Without turning items off, finish in 1st place on each course at least once without getting any items; Prize: Item: Lantern
- 97 ~ Complete each course at least once without using the "push"; Prize: 1 Free Check
- 98 ~ Finish in 1st place on each course without using the "push"
- 99 ~ Get the Candy item over 20 times total
- 100 ~ Get the Mike item over 20 times total
- 101 ~ Get the Footbus item over 20 times total
- 102 ~ Get the Flamethrower item and burn 3 rivals before it runs out
- 103 ~ Get the Buzzsaw item and hit 3 rivals before it runs out
- 104 ~ Use the Bomb item to hit 3 opponents in one match
- 105 ~ Finish in 1st place while you have the Hammer item
- 106 ~ Get over 18 kinds of items (18 different items) total; Prize: Item: Chickie
- 107 ~ Pick up an item over 500 times total Prize: Item: Paint Bucket
- 108 ~ In one match, get the same item 3 times
- 109 ~ Do the quick spin at least 20 times in one race and finish in 1st place
- 110 ~ Finish in 1st place while spinning (using the Quick Spin maneuver)
- 111 ~ Finish in 1st place without hitting a single wall; Prize: Alternate Rule: Item Set: Good Gracious! Items show up as "?" bags.
- 112 ~ Finish in 1st place with at least a 1-lap margin over 2nd place
- 113 ~ Finish in 1st place with at least a 2-lap margin over 2nd place
- 114 ~ Free Run: Run at least 100 laps total

- 115 ~ Time Attack: Finish a race over 30 times total
- 116 ~ Compete over 10 times
- 117 ~ Compete over 50 times; Prize: Purple Kirby (hit X or Y at Machine Select screen)
- 118 ~ Complete a race over 20 times total Prize: Green Kirby (hit X or Y at the Machine Select screen)
- 119 ~ Run at least 300 laps total in Normal Mode
- 120 ~ Clear at least 100 challenges; Prize: Ending Movie (Credits) for Top Ride mode

#####

Section 9:  
City Trial Mode

In City Trial mode, you start out with the Compact Star and drive throughout The City gathering powerups and avoiding (and sometimes purposely gathering) powerdowns. After that, you play a specialized event featuring a battle, a race, a drag race, or a flight sim. There are many events so keep playing to unlock more and more events. This is also the mode that you can obtain the Dragoon and the Hydra stars. You may also find King DeDeDe by beating a certain goal. Check the City Trial checklist for more info!

#####

Section 9a:  
City Trial City

Welcome to the city. This is where you can play around for a set amount of time and challenge your foes in a stadium after the City. The powerups are: (Gray versions are powerdowns)

- Heart: HP + 1
- Battery: Charge + 1
- Purple Triangles: Boost + 1
- Red Spikes: Offense + 1
- Blue Polygon: Defense + 1
- Brown Box: Weight + 1
- Butterfly: Glide + 1
- Green Circle Arrow: Turn + 1
- Rainbow Circle: All Stats + 1

Now, I have to mention that in flight sim modes, you want to grab as many weight powerDOWNS as possible. This allows you to fly higher and farther.

The city contains many buildings, a volcano, a golf course, and much more. Play around and find all of the secrets in order to complete the checklist. This place is really fun and many odd events happen in the city including fires, meteors, lighthouses, pillars, the castle hall, fog, bouncing items, fake items and more! This makes for a very interesting game!

#####

Section 9b:  
City Trial Events

Many events occur in the City while you play. These can hurt or help you so pay attention to how they all affect you.

~~~~~

1. METEORS!

Description: This is an extremley rare event. Three massive meteors rain down on the city and cause huge explosions upon impact!

Damage: Unbelievably high. These things can kill you in one hit.

Effects: The largest meteor contains a ring of powerups that it drops.

~~~~~  
~~~~~  
2. Air Ride Fleet

Description: Warpstars appear and fly over the level.

Damage: No damage

Effects: Hit a jump and slam into one of the flying stars. It will drop and you can drop also and grab it!

~~~~~  
~~~~~  
3. UFO

Description: A huge UFO appears and slides across the City skyline.

Damage: No damage

Effects: Somehow work youy way on top of the UFO. There are TONS of powerups up here!

~~~~~  
~~~~~  
4. The Exalted Dynablade

Description: Everything goes dark and Dynablade lands in the city. (You'll know it's him. He looks like a Ho-Oh.)

Damage: Run into his wings or feet.

Effects: Hit his head to get powerups.

~~~~~  
~~~~~  
5. Boing Boing

Description: Bouncing items.

Damage: None

Effects: Items that fall from the sky bounce.

~~~~~  
~~~~~  
6. Catch that Thief!

Description: Tac appears somewhere in the City

Damage: No damage

Effect: He steals items so quickspin into him to make him drop powerups and food.

~~~~~

~~~~~  
7. Fire at the Stations

Description: All of the rail stations burst into flames.

Damage: Run into the fire.

Effect: If you jump onto a rail before the event starts you will be hit when you get off. If you go to a rail station while the event is in effect, you will get burnt.

~~~~~  
~~~~~

8. Fog of War

Description: City becomes covered in fog.

Damage: No direct damage

Effect: Visibilitiy is very minimal.

~~~~~  
~~~~~

9. The Castle Hall

Description: The Castle Hall opens up.

Damage: No damage

Effect: The colorfully walled off area of the castle opens up and multiple of the same powerup appears.

~~~~~  
~~~~~

10. True or False

Description: Some powerups become fakes!

Damage: Depends on the which fake you get.

Effect: If you see a powerup make sure it looks like normal or don't touch it!
Here are the different fake powerups:

- Glide - Has yellow dots.
 - Top Speed - Tails at the bottom curve outward instead of inward.
 - Boost - Triangles are tilted
 - Attack - Spikes are rounded.
 - Defense - White center
 - Charge - Battery is empty
 - Weight - Looks like a briefcase
 - Turn - Looks like a C
 - HP - No fake
- ~~~~~
~~~~~

11. Supercharged!

Description: You charge meter is maxed!

Damage: No damage

Effect: Like a superbattery for everyone.

~~~~~  
~~~~~

12. Lighthouse

Description: The lighthouse turns on.

Damage: Negative

Effect: Drive into the light to heal up.

~~~~~  
~~~~~

13. Surplus Items

Description: All of the items from boxes are the same

Damage: No damage

Effect: All of the items from the boxes are the same. This could be good or it could be bad.

~~~~~  
~~~~~

14. The Pillar

Description: A large purple pillar appears in the city.

Damage: No direct damage

Effect: When you break the pillar tons and tons of powerups spill out.

~~~~~  
~~~~~

15. Restoration

Description: A circle of light that will heal you if you drive into it

Damage: Negative

Effect: It appears at a random place in a city. It will only heal a certain amount though.

#####

Section 9c:

City Trial Stadiums

These are the stadiums available to play after you powerup in the City.

- 1 Drag Race 1
- 2 Drag Race 2
- 3 Drag Race 3
- 4 Drag Race 4
- 5 Air Gilder
- 6 Target Flight
- 7 High Jump
- 8 Kirby Melee 1
- 9 Kirby Melee 2
- 10 Destruction Derby 1
- 11 Destruction Derby 2
- 12 Destruction Derby 3
- 13 Destruction Derby 4
- 14 Destruction Derby 5
- 15 Single Race 1 Fantasy meadows
- 16 Single Race 2 Magma Flows

- 17 Single Race 3 Sky Sands
- 18 Single Race 4 Frozen Hillside
- 19 Single Race 5 Beanstalk Park
- 20 Single Race 6 Celestial Valley
- 21 Single Race 7 Machine Passage
- 22 Single Race 8 Checker Knights
- 23 Single Race 9 Nebula Belt
- 24 King Dedede

#####

Section 9d:  
City Trial Checklist

TIME AND DISTANCE

- 1 ~ Within 10 seconds from the start, do damage to a rival player
- 2 ~ Within 20 seconds from the start, get at least 10 items
- 3 ~ Let time run out while all players are on grindrails
- 4 ~ Let time run out while all players are not riding vehicles
- 5 ~ Have all participating players get off their machines at the same time
- 6 ~ Drive over 100km total in the City phase; Prize: 1 Free Check
- 7 ~ Drive over 300km total in the City phase

POWERUPS/PANELS

- 8 ~ Get over 30 Hikou/Flying powerups total
- 9 ~ In one match, get at least 10 Acceleration power-ups
- 10 ~ In one match, get at least 10 Top Speed power-ups
- 11 ~ In one match, get at least 10 Turning power-ups
- 12 ~ In one match, get at least 10 Charge power-ups
- 13 ~ In one match, get at least 10 Glide power-ups
- 14 ~ In one match, get at least 10 Weight power-ups
- 15 ~ In one match, get at least 10 Defense power-ups

ITEMS/COPY ABILITIES

- 16 ~ Get at least 100 items total in the City Trial Prize: Soundtest: Item Bounce
- 17 ~ Get at least 500 items total in the City Trial
- 18 ~ Get at least 1000 items total in the City Trial; Prize: Secondary Theme Song: City (press X or Y when starting a game)
- 19 ~ Get at least 3000 items total in the City Trial
- 20 ~ In one match, get at least 50 items; Prize: Pause Screen Powerup Display
- 21 ~ Get the Bomb copy ability from the Copy Chance Wheel
- 22 ~ Get the Sleep copy ability from the Copy Chance Wheel
- 23 ~ Use the Gordo item to defeat at least 3 opponents
- 24 ~ Use the Sensor Bomb (Blue bomb with a clock on it) to defeat an opponent at least 3 times total
- 25 ~ Use the Cracker Launcher to defeat a rival at least 10 times total; Prize: Green Kirby (hit X or Y at Machine Select screen)

FOOD AND DRINK

- 26 ~ In one match, eat noodles and shrimp at least 3 times
- 27 ~ In one match, eat sushi at least 3 times

- 28 ~ In one match, eat at least 2 Maxim Tomatoes
- 29 ~ In one match, drink the Medicine Bottle at least 3 times

#### BREAKING THINGS

- 30 ~ Open up the pitfalls in the forest
- 31 ~ Open all of the rock-covered caves at the foot of the volcano
- 32 ~ In one match, break all of the rocks in the volcano and plains areas
- 33 ~ Knock down all of the trees in the forest
- 34 ~ Break all of the dilapidated houses by the beach; Prize: Hydra Part X
- 35 ~ Break the star on the Star Pole
- 36 ~ Break the star on the Star Pole at least 10 times total Prize: 1 Free Check
- 37 ~ Break over 500 containers total; Prize: Soundtest: "The Fog Is Thick Today" (from the fog event)
- 38 ~ Break over 1000 containers total; Prize: Metaknight playable in Drive mode

#### AGAINST THE CPU

- 39 ~ In the City, break a CPU's machine at least 5 times total; Prize: Purple Kirby (hit X or Y at Machine Select screen)
- 40 ~ Enter a match with 3 CPU opponents, then do damage to each CPU's vehicle while in the City

#### LOCATIONS

- 41 ~ Use the grindrail to enter the volcano crater
- 42 ~ Use a light jump panel to land on the roof of a building at least 5 times total
- 43 ~ In one match, fly through at least 5 of the rings in the sky Prize: Dragoon Part B
- 44 ~ Work your way up to the Sky Garden (Take the rail into the volcano, then take the jump pad up)
- 45 ~ In one match, go in the golf holes on the course at least 3 times
- 46 ~ Ride the water wheel at least 10 times total

#### EVENTS - PILLAR

- 47 ~ When the pillar appears, break it within 40 seconds
- 48 ~ Break the pillar at least 5 times total; Prize: Soundtest: "The Pillar Appears"

#### EVENTS - DYNABLADE

- 49 ~ Give damage to the Dynablade; Prize: Soundtest: "The Exalted Dynablade"
- 50 ~ Get trampled on by Dynablade; Prize: 1 Free Check

#### EVENTS - METEOR SHOWER

- 51 ~ Have the city get attacked by meteors at least 5 times total; Prize: Soundtest: "Meteors Are Falling"

#### EVENTS - OTHER

- 52 ~ At least once, fully use up the Recovery Area that appears
- 53 ~ When the Castle Hall is open, go inside
- 54 ~ Snatch away at least 8 items from Tac; Prize: Soundtest: While Tac Runs Away

#### RIDE ONE MACHINE AND BREAK ANOTHER

- 55 ~ While riding the Warp Star, break the Wheelie Bike
- 56 ~ While riding the Wheelie Bike, break the Swerve Star
- 57 ~ While riding the Swerve Star, break the Warp Star; Prize: Soundtest: "Stay In the Beacon's Light"
- 58 ~ While riding the Compact Star, break the Wheelie Scooter
- 59 ~ While riding the Turbo Star, break the Formula Star
- 60 ~ While riding the Formula Star, break the Slick Star; Prize: Soundtest: "The Station's On Fire"
- 61 ~ While riding the Slick Star, break the Rocket Star
- 62 ~ While riding the Rocket Star, break the Turbo Star

#### HYDRA AND DRAGOON

- 63 ~ Get the Dragon Parts A, B, and C on the Clear Check Grid; Prize: Dragoon vehicle selectable in Drive mode
- 64 ~ Get the Hydra Parts X, Y, and Z on the Clear Check Grid; Prize: Hydra vehicle selectable in Drive mode
- 65 ~ In one match, complete both the Dragoon and the Hydra vehicles; Prize: White Kirby (hit X or Y at the Machine Select screen)

#### STADIUMS

- 66 ~ Unlock at least 10 playable games in the Stadium; Prize: Stadium Addition: Single Race (Nebula Belt)
- 67 ~ Unlock at least 20 playable games in the Stadium

#### 1-4: DRAG RACE

- 68 ~ Drag Race 1: Finish in under 00'26"00 with the Warp Star
- 69 ~ Drag Race 1: Finish in under 00'24"00
- 70 ~ Drag Race 1: Finish in under 00'20"00; Prize: Soundtest: "Charge Tank Running Wild"
- 71 ~ Drag Race 1: Finish in under 00'17"00 with the Formula Star
- 72 ~ Drag Race 2: Finish in under 00'29"00 with the Winged Star; Prize: Brown Kirby (push X or Y at the machine select screen)
- 73 ~ Drag Race 2: Finish in under 00'27"00 with the Wagon Star
- 74 ~ Drag Race 2: Finish in under 00'24"00
- 75 ~ Drag Race 2: Finish in under 00'20"00
- 76 ~ Drag Race 3: Finish in under 00'35"00
- 77 ~ Drag Race 3: Finish in under 00'31"00 with the Wheelie Bike
- 78 ~ Drag Race 3: Finish in under 00'28"00 with the Swerve Star
- 79 ~ Drag Race 3: Finish in under 00'27"00; Prize: Stadium Addition: Drag Race 4
- 80 ~ Drag Race 4: Finish in under 00'33"00 with the Turbo Star
- 81 ~ Drag Race 4: Finish in under 00'24"00
- 82 ~ Drag Race 4: Finish in under 00'24"00 with Rex Wheelie
- 83 ~ Drag Race 4: Finish in under 00'19"00; Prize: Soundtest: Drag Race



5: AIR GLIDE

- 84 ~ Glide at least 100m
- 85 ~ Glide at least 200m
- 86 ~ Glide at least 400m Prize: Dragoon Part C
- 87 ~ Fly for at least 30 seconds continuously; Prize: Soundtest: Air Glide

6: TARGET FLIGHT

- 88 ~ In one match, get exactly 90 points
- 89 ~ In one match, get over 150 points
- 90 ~ In one match, get a perfect 200 points
- 91 ~ Fly for at least 15 seconds continuously; Prize: Soundtest: Target Flight
- 92 ~ Play Target Flight at least 30 times
- 93 ~ Get over 1500 points total

7: HIGH JUMP

- 94 ~ Fly for at least 10 seconds continuously
- 95 ~ Jump up at least 150m
- 96 ~ Jump up at least 300m; Prize: Dragoon Part A

8-9: KIRBY MELEE

- 97 ~ Kirby Melee: Beat over 500 enemies total
- 98 ~ Kirby Melee: Beat over 1500 enemies total; Prize: Hydra Part Z
- 99 ~ Kirby Melee 1: In one match, beat over 50 enemies
- 100 ~ Kirby Melee 1: In one match, beat at least 75 enemies by yourself; Prize:  
Stadium Addition: Kirby Melee 2
- 101 ~ Kirby Melee 2: In one match, beat over 30 enemies; Prize: Soundtest:  
"What's in the box?"
- 102 ~ Kirby Melee 2: In one match, beat at least 40 enemies by yourself; Prize:  
Soundtest: Kirby Melee

10-14: DESTRUCTION DERBY

- 103 ~ Destruction Derby : Defeat at least 50 rivals total
- 104 ~ Destruction Derby : Defeat at least 150 rivals total; Prize: Hydra Part Y
- 105 ~ Destruction Derby 1: In one match, defeat at least 5 rivals
- 106 ~ Destruction Derby 1: In one match, defeat at least 10 rivals
- 107 ~ Destruction Derby 1: Break both of the rocks on top of the playing field  
Prize: 1 Free Check
- 108 ~ Destruction Derby 2: In one match, defeat at least 5 rivals
- 109 ~ Destruction Derby 2: In one match, defeat at least 10 rivals; Prize:  
Stadium Addition: Destruction Derby 3
- 110 ~ Destruction Derby 3: In one match, defeat at least 5 rivals; Prize:  
Stadium Addition: Destruction Derby 4
- 111 ~ Destruction Derby 4: In one match, defeat at least 5 rivals
- 112 ~ Destruction Derby 4: In one match, defeat at least 10 rivals; Prize:  
Stadium Addition: Destruction Derby 5
- 113 ~ Destruction Derby 5: In one match, defeat at least 5 rivals
- 114 ~ Destruction Derby 5: In one match, defeat at least 10 rivals

24: VS. KING DEDEDE

115 ~ Vs. Dedede: Defeat King Dedede within 1 minute Prize: King Dedede  
selectable in Drive mode

DRIVING

116 ~ Drive for over 10 minutes total

117 ~ Drive for over 30 minutes total; Prize: Soundtest: City Trial

118 ~ Drive for over 2 hours total; Prize: 1 Free Check

119 ~ Transfer between Air Ride vehicles at least 10 times; Prize: Soundtest:  
Legendary Air Ride Machine

ANY MODE

120 ~ Clear at least 100 challenges; Prize: Ending Movie (Credits) for City  
Trial mode

#####

Section 10:

The Hydra

The Hydra is the Legendary Battle Star. This star looks like serpents  
intertwined around a spiked dock. With it's spiky look and green color it  
is quite obviously a battle star. Unlock it for use by completing City Trial  
checklist items:

- 34
- 64
- 98
- 104

#####

Section 11:

The Dragoon

The Dragoon is the Legendary Speed Machine. The star has the look of a machine  
version of the Dynablade after which it was modeled. With humonguesly high  
speed and glide stats, this machine is a thing of beauty. Unlock it with City  
Trial checklist items:

- 43
- 63
- 86
- 96

#####

Section 12:

Unlockables

There are a total of 4 unlockables in the game (aside from stadiums becoming  
available etc.) They are:

- King DeDeDe
- Unlock along with City Trial Checklist Item: 115

Meta Knight  
Unlock along with City Trial Checklist Item: 38

The Dragoon  
See Section 11

The Hydra  
See Section 10

#####

Section 13:  
Closing Notes

I hope this FAQ helped you out and that you learned from it. If you did, I completed what I set out to do. Thanks for taking the time to read!

#####

Section 14:  
Credits

bes4360  
Creator and owner of this guide

CHU ([www.cheathappens.com](http://www.cheathappens.com))  
For the awesome site

Nevermore  
For hosting my guides

GFAQS ([www.gamefaqs.com](http://www.gamefaqs.com))  
For the awesome site (although the boards are bad)

CJayC  
For hosting my guides

NINTENDO & HAL Laboratories  
For the awesome game

#####

Copyright 2008 bes4360 Productions  
Ironwood, Michigan  
Matt Besonen

This document is copyright bes4360 and hosted by VGM with permission.