

# Kirby's Air Ride FAQ/Walkthrough

by elecmouse101

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Kirby Airride

Version 0.6

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```
+-----+
|                               | 2.000 |
+-----+
```

Version: 0.6

Date: 01/08/09

Comments: Mainly just fixed mistakes. Also allowed Super Cheats and Neoseeker host this FAQ.

Version: 0.5

Date: 11/14/08

Comments: My first FAQ :P. Hope you all enjoy this. Missing quite a bit but plan to update very soon.

```
+-----+
|                               | 3.000 |
+-----+
```

I can't believe no one made a complete FAQ/Walkthrough for this game yet. Anyway Kirby Air Ride is a great racing game on the Nintendo GameCube. There are many different ways to race and play which are all extremely fun and exciting to play with.

You may have noticed that GameRanking's average is 6.5. If you ask anyone they'll say this game is awesome so just ignore stupid GameRankings.

```
+-----+
|                               | 4.000 |
+-----+
```

In Game Controls:

Control Stick:

- Tilt Left and Right to steer
- Tilt Down to raise the machines nose (in air)
- Tilt Up to lower the machines nose (in air)
- Tilt left then right quickly to do a Quick Spin
- Tilt in any direction to move (on foot)

A/L/R Button:

- Brakes but boosts once you let go the button
- Auto fall (in air)
- Inhales enemies
- Uses some copy ability power
- Stop the routelle wheel
- Jump off machines (while holding Down)
- Jump/float (on foot)

C Stick:

- Tilt Up to zoom in
- Tilt Down to zoom out
- Tilt Left and Right to look from side to side

\*CONTROLS MAY SLIGHTLY CHANGE FOR DIFFERENT GAME MODES\*

Menu Controls:

Start/Pause:

Start race

Control Stick/Control Pad:

Choose selections

A Button:

Choose selections

B Button:

Cancel selections or return to previous screen

X Button/Y Button:

Change Kirby's color

```
+-----+
|               Game Modes               | 5.000 |
+-----+
```

Air Ride, Top Ride, and City Trial. 3 Awsome game modes. It's gonna be hard to choose which one your going to play.

```
+-----+
|               Air Ride                 | 5.100 |
+-----+
```

Use Copy Abilities as you race Air Ride Machines!

```
+-----+
|               Start Game              | 5.110 |
+-----+
```

Choose a stage, choose a machine, and start racing. This mode could be done in multiplayer.

```
+-----+
|               Fantasy Meadows         | 5.111 |
+-----+
```

A forest based level. It is the shortest Air Ride course in the game, and the only one with 3 laps. This level is shaped like an oval. In the middle of the level there is a cave.

```
+-----+
|               Celestial Valley       | 5.112 |
+-----+
```

This course takes place at night time. It is once again oval shaped, but has many twists and turns. After the bridge there is a mine with 3 entrances. Close to the end of the level there is a river. This stage has 2 laps.

```
+-----+
|               Sky Sands              | 5.113 |
+-----+
```

A floating island of sand. Interesting. This level has a map that can't be described with a shape. There are many sand hills and sand currents throughtout the level. Close to the beginning there is a cave with a sand waterfall. At the

end there are many pieces of coral. This course has 2 laps.

```
+-----+
|              Frozen Hillside              | 5.114 |
+-----+
```

An icy level that does not work good with machines that have a wheel. If it has a wheel it will slow down on ice. Doesn't really have a shape to the map. Kinda looks like an upside down boot. Close to the beginning there is a switch that turns off the lasers up ahead. Close to the end there is a cave with the lights off. Hit the switch to turn the lights on. You can break the ice walls in that cave by using your fire ability. This course has 2 laps.

```
+-----+
|              Magma Flows                  | 5.115 |
+-----+
```

This course has magma rivers. The map looks like a plane. In the middle there are 3 railings you can take that lead you to different sections of the cave. This course has 2 laps.

```
+-----+
|              Beanstalk Park              | 5.116 |
+-----+
```

This course is in the sky. This map looks complicated and has many different paths. In the middle there is a ferris wheel that can pick you up and bring you to a higher section. At the end there are railings that bring you to these floating giant rings that boost your speed in the air. This course has 2 laps.

```
+-----+
|              Machine Passage             | 5.117 |
+-----+
```

This course has a lot of machine style objects. This map looks like a square, but has paths in and out of it. In the middle there is a cannon that launches you in the sky. This course has 2 laps.

```
+-----+
|              Checker Knights             | 5.118 |
+-----+
```

This course kinda looks like a castle. This map kinda looks like a foot. In the middle there are railings that lead you to a different sections. At the end of the section there is a giant jump panel that makes you jump really high. After that there are many panels that make Kirby spin like crazy. At the end there are switches that make walls move up and down. This course has 2 laps.

```
+-----+
|              Nebula Belt                 | 5.119 |
+-----+
```

An unlockable stage. This course looks like it takes place either in outer space or an alternate dimension. This map looks like an eight (8). It's pretty basic. It has random copy ability panels and ramps that let you fly. This course has 2 laps.

Refer to section 5.151 "Checklist" for more detail.

```
+-----+
```

	Time Attack	5.120
+-----+-----+		

In Time Attack, you do 3 laps in a course and it records your best time.

	Fantasy Meadows	5.121
+-----+-----+		

Recomended Machine: Rocket Star

Video: <https://www.youtube.com/watch?v=DnOI8SstimM>

Strategey: Charge at the 3,2,1. When the announcer says go, continue charging until the bar is full, then release. Drive straight. There should be a sword type enemy to the left. Suck him up and steal his ability. Smash through all enemies in your path. After the cave, charge around the U-Turn, then release. Smash through more enemies, then repeat for Laps 2 and 3.

	Celestial Valley	5.122
+-----+-----+		

Recomended Machine: Jet Star

Video: <https://www.youtube.com/watch?v=bN67nCh3oZk>

Strategey: Charge during the countdown, then release at START. Drive straight, the suck up and steal the electric ability from the far right enemy. Drive straight, killing all the enemies in your path. Fly off the first ramp. Drive straight, then go off a second ramp. Kill the enemies in front off you when you land, then boost turn to the left. Fly over the next set off enemies, then grind on the bridge's right railing. Fly to the right after the rail ends, then land and drive straight. Continue straight until the ramp, then fly to the TOP CAVE of the waterfall. Turn to the left, then grind on the right track. Fly off the ramp to your left, then grind on the floating rail. After the rail ends, fly to the left and land and use the giant boost panel. Also use the next boost panel, then fly over the following two and use the third one. Fly into the water geyser, then after you land, steal the Fly ability to the far right and at the same time, turn to the left. Fly into the waterslide, then slide down the center. Continue until you see a floating exclamation mark. Fly onto the middle of the grind rail in front of you, then grind through the finish line. Repeat for Laps 2 and 3.

	Sky Sands	5.123
+-----+-----+		

Coming soon!

	Frozen Hillside	5.124
+-----+-----+		

Coming soon!

	Magma Flows	5.125
+-----+-----+		

Coming soon!

```
+-----+
|                Beanstalk Park                | 5.126 |
+-----+
```

Recomended Machine: Winged Star

Video: <https://www.youtube.com/watch?v=v6IWOG6L2zU>

Strategey: Charge for the countdown, then release at START. Drive straight ahead, then boost turn to the left. Suck up the fire enemy to the right and steal his ability. Use the boost panel to your left. Boost turn to the left again, then go off the ramp and land on the small, floating, grind rail platform. Grind. After the grind ends, land on the boost panel. Turn normally to left, go off the ramp, then fly to the right. Drive straight, then use the boost panel. Suck up and spit out all the enemies in your path, until the enemy with the spike ability. Steal his spiky helmet. Kill the three enemies in front of you. Turn to the left and start flying. Fly over the bridge, the take the next grind rail. Fly off the rail, over the wooden path. Land, then boost turn to the right. Take the blue rail to your right. Drive straight after the rail ends, then take the next grind rail to the right. Fly to the right after the rail, then when you see four rails, take the third rail (from left to right). Repeat for Laps 2 and 3.

```
+-----+
|                Machine Passage                | 5.127 |
+-----+
```

Coming soon!

```
+-----+
|                Checker Knights                | 5.128 |
+-----+
```

Coming soon!

```
+-----+
|                Nebula Belt                    | 5.129 |
+-----+
```

Recomended Machine: Bulk Star

Video: <https://www.youtube.com/watch?v=pUfH2dUeaxI>

Strategey: Turn around as soon as the lap starts. Do a large 360, then go off the ramp right behind the starting line. It shouldn't take you very long to get to the ramp. Your speed should increase to about 60, the drop back down. Ignore all random copy ability panels. Boost around the first turn, very close to the inside edge. Boost off the ramp to the right. Boost left, then boost right to take the S-Turn. Boost of the ramp again. Make a very wide left turn, then drive straight, on the right of the track. When a ramp approaches to the left, boost towards it, then boost off of it. Repeat for other two laps, excluding the large 360 at the beginning.

```
+-----+
|                Free Run                      | 5.130 |
+-----+
```

In Free Run you choose a course and do laps over and over again. It records your best lap time. There are no enemies in Free Run.

Fantasy Meadows	5.131
-----------------	-------

Refer to section 5.121 "Fantasy Meadows".

Celestial Valley	5.132
------------------	-------

Refer to section 5.121 "Celestial Valley".

Sky Sands	5.133
-----------	-------

Coming soon!

Frozen Hillside	5.134
-----------------	-------

Coming soon!

Magma Flows	5.135
-------------	-------

Coming soon!

Beanstalk Park	5.136
----------------	-------

Refer to section 5.121 "Beanstalk Park".

Machine Passage	5.137
-----------------	-------

Coming soon!

Checker Knights	5.138
-----------------	-------

Coming soon!

Nebula Belt	5.139
-------------	-------

Refer to section 5.121 "Nebula Belt".

Game Settings	5.140
---------------	-------

Let's you customize your gameplay.



Rules: Here you choose if you want to do a lap race or a time race.

Laps/Time: Choose how many laps you want or the time limit.

Damage: If selected on, you will take damage to your air ride machine when hit.

Speed Help: If off, won't gain speed. If strong instead of weak, you gain a larger speed bonus than usual.

-----+-----+
| Additional Rules | 5.141 |
-----+-----+

Unlockable additional rules that customize gameplay. (Not all are unlockable)
I don't have everything unlocked in my current file so this section is incomplete.

Enemies: Turn enemies on or off.

Game Tempo: Makes game normal speed or slower.

Course Selection: Customizes if you choose the stage, it chooses randomly, of if the loser chooses.

Refer to section 5.151 "Checklist" for more detail.

-----+-----+
| Records | 5.150 |
-----+-----+

Let's you see your records and accomplishments.

-----+-----+
| Checklist | 5.151 |
-----+-----+

Table with columns for stage numbers (1-19) and a legend. Legend includes C: Coming soon, G: Accomplishment, R: Unlockable. Descriptions for each coming soon.

```
+-----+
|               Best Records               | 5.152 |
+-----+
```

Saves your best records for Time Attack.

```
+-----+
|               Top Ride                   | 5.200 |
+-----+
```

Play wild mini-races from a top-down perspective!

```
+-----+
|               Start Game                 | 5.211 |
+-----+
```

Race on extremely small and easy courses with a selection of 2 air ride machines, the Steer Star and the Free Star.

```
+-----+
|               Grass                      | 5.211 |
+-----+
```

Very simple stage. If you hit the trees in the pot bombs can fall out. There is a hidden boost panel somewhere in the level that is randomly chosen. This course has 7 laps.

```
+-----+
|               Sand                      | 5.212 |
+-----+
```

In the center there is a pit in quicksand that will pull you in. There is an animal in the quicksand. The bridge made blocks can fall and break. The sand near the end can fall and make a whole. To fix the problem knock down the statue. This course has 7 laps.

```
+-----+
|               Sky                       | 5.213 |
+-----+
```

Use the jump panels to jump. Go over te switch at the beginning to make the conveyer belts move. The spinning platform will randomly changee direction. This course has 6 laps.

```
+-----+
|               Fire                      | 5.214 |
+-----+
```

Sometimes the geysers will turn on allowing you to jum over walls. Hit the volcanoes multiple times to make the erupt. This course has 6 laps.

```
+-----+
|               Light                     | 5.215 |
+-----+
```

Randomly breakable poles that slow you down pop up. Lasers of light that pick you up and increase your speed randomly come. This course has 6 laps.

```
+-----+
```

```
|                               Water                               | 5.216 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
```

It is better not to boost in the water. The waterfalls can pick you up and launch you somewhere else. This course has 5 laps.

```
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|                               Metal                               | 5.217 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
```

Gears randomly start spinning. The spinning gears have breakable walls that slow you down on them. Activate the blue, yellow, and red switches to turn on the fans. The fans will change the gear's speed and Kirby's speed. This course has 5 laps.

```
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|                               Time Attack                         | 5.220 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
```

In Time Attack, you do 5 laps in a course and it records your best time.

```
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|                               Grass                               | 5.221 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
```

Coming soon!

```
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|                               Sand                               | 5.222 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
```

Coming soon!

```
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|                               Sky                               | 5.223 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
```

Coming soon!

```
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|                               Fire                               | 5.224 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
```

Coming soon!

```
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|                               Light                              | 5.225 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
```

Coming soon!

```
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|                               Water                              | 5.226 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
```

Coming soon!

```
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|                               Metal                              | 5.227 |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
```

Coming soon!

Free Run	5.230
----------	-------

In Free Run you choose a course and do laps over and over again. It records your best lap time. There are no items in Free Run.

Grass	5.231
-------	-------

Coming soon!

Sand	5.232
------	-------

Coming soon!

Sky	5.233
-----	-------

Coming soon!

Fire	5.234
------	-------

Coming soon!

Light	5.235
-------	-------

Coming soon!

Water	5.236
-------	-------

Coming soon!

Metal	5.237
-------	-------

Coming soon!

Game Settings	2.240
---------------	-------

Coming soon!

Additional Rules	5.241
------------------	-------



Find patches to increase your machines. They are just lying around or in blue boxes.

Top Speed Patch: Increase top speed.

Boost Patch: Increase acceleration power.

Offensive Patch: Increase offensive power.

Defense Patch: Increase defensive power.

Charge Patch: Increase charge-up speed.

Turn Patch: Increase turn speed.

Flight Patch: Increase flight abilities.

Weight Patch: Increase machine weight.

HP Patch: Increase Damage Gauge.

All Up Patch: Increase all abilities.

```
+-----+
|           Kill Your Enemies           | 5.312 |
+-----+
```

Attack your enemies with Quick Spin or Copy Abilities. Everytime you damage them they will drop upgrades they had. If they run out of HP, their machine will blow up.

```
+-----+
|           City Events           | 5.313 |
+-----+
```

These will randomly happen in the city.

Meteors: Meteors will hit the city. There will be patches where the largest meteor landed.

Air Ride Fleet: Air Ride Machines will fly over the city for about a minute. Fly into a flying machine to make it land.

UFO: A UFO will go over the city. Go on top of it to find many patches.

Dynablade: Dynablade will come and attack the city. Attack the head and it will drop patches. When it leaves it also drops patches.

Bouncing Items: All items start bouncing.

Tak the Thief: Tak runs away after stealing items and patches. Attack him and he'll drop useful stuff.

Fire at the Stations: The stations go on fire for about a minute.

Fog: You can barely senn in front of you and map indicators turn off.

Secret Area: Secret area in the building opens. Go in for food and patches.

Fake Items: There will be fake patches. Don't touch weird looking patches.

Glide - Has yellow dots. Normal is solid white.  
 Top Speed - Streams at the bottom curve outward instead of inward.  
 Boost - Purple parts are tilted  
 Attack - Top and bottom ends are more rounded.  
 Defense - White center  
 Charge - Battery is empty  
 Weight - Looks like a suitcase  
 Turn - No pointed arrow  
 HP - None

Energy Overcharge: All machines go at extreme speeds.

Lighthouse: Drive into the light to be healed.

Surplus Items: All boxes give you the same items/patches.

Pillar: Destroy it and a ton of patches will come out.

Healing Light: Go in light to restore HP.

Breakable Boxes	5.314
-----------------	-------

Break boxes by boosting into them or doing a Quick Spin.

Blue Boxes: Contains upgrades for your machine.

Red Boxes: Contains Copy Abilities.

Green Boxes: Contains items.

Legendary Air Ride Machines	5.315
-----------------------------	-------

Within green boxes, there may be machine parts. Get three that connect to make the Legendary Air Ride Machines. They are Dragoon and Hydra.

It's Time For The Stadium!	5.316
----------------------------	-------

With all the upgrades on your machine it's time to go to the Stadium. Have Fun!

Stadium	5.320
---------	-------

Coming soon!

Free Run	5.330
----------	-------

You can go in the city with no time limit, no items, no boxes, and no events. In the underground section are all the different machines you can choose from.

Game Settings	5.340
---------------	-------





machines, but instead uses his wings to float above the ground. He controls like a combination of Wing Kirby and Sword Kirby, as he uses sword Galaxia automatically when he approaches enemies or other players. Because he has the highest speed and acceleration in the game, he cannot charge. You can use him in Air Ride and in City Trial.

King Dedede: King Dedede is also unlockable. He rides a bike similar to the Wheelie Bike machine. Controlling him is almost exactly like using the Wheelie Bike, except he can attack automatically with his hammer, similar to Meta Knight's attack. You can only use him in Air Ride and City Trial.

```
+-----+
|           Air Ride Machine Database           | 7.000 |
+-----+
```

Warpstar:

Instruction Book: This machine has a good balance of basic capabilities.

Game: Great for cruising and gliding. No real flaws.

Available in Air Ride, City Trial.

Wagon Star:

Instruction Book: This machine cannot Boost, but it makes up for it with other strengthened attributes! It's a very easy machine to control.

Game: Can't charge up but... has good points.

Available in Air Ride, City Trial.

Swerve Star:

Instruction Book: This special Machine has two speeds: fast and stop! It can change direction only during boost, but can accelerate to its top speed instantly.

Game: Cruise! Stop! Cruise! Stop!

Available in Air Ride, City Trial.

Winged Star:

Instruction Book: This machine has excellent flight ability, allowing you to glide through the air with the greatest of ease! Mastering this ability will be key if you want to win on this machine!

Game: Slow on the ground, but a great glider.

Available in Air Ride, City Trial.

Shadow Star:

Instruction Book: This machine has equally high levels of offense and acceleration. You can do serious damage to your rivals by hurling yourself at them.

Game: One hit punishes foes! Fly on evil wings!

Available in Air Ride, City Trial.

Bulk Star:

Instruction Book: This machine races using charged-up Boost power as fuel. It's very sturdy and can hit a very high top speed, so learn how to fill your Boost Gauge and give this machine a try!

Game: Charging gives it fuel! It can take a beating.

Available in Air Ride, City Trial.

Rocket Star:

Instruction Book: The machine's normal race speed isn't very fast, but if you hold down "A" to completely fill your Boost Gauge and the release it, this machine will do a massive charged-up Boost.

Game: Charge all the way then get a super Boost!  
Available in Air Ride, City Trial.

Jet Star:

Instruction Book: This machine doesn't have a great deal of surface speed, but when you hit one of the jumps along the course, it'll get an unbelievable burst of speed!

Game: Speed increases while it's in the air.  
Available in Air Ride, City Trial.

Turbo Star:

Instruction Book: The Turbo Star's acceleration and top speed are very advanced, but it has a unique control style that takes some getting used to.

Game: One speedy ride! But...steering can be tough.  
Available in Air Ride, City Trial.

Slick Star:

Instruction Book: There's very little friction between this machine and the ground. It has tons of individuality, so try it out for a different racing experience.

Game: Slippery handling makes for tough control.  
Available in Air Ride, City Trial.

Formula Star:

Instruction Book: This machine is incredibly powerful when touching the ground and boasts a very high top speed. When racing this machine, you should try to maintain its top speed!

Game: The best top speed of all! Keep moving...  
Available in Air Ride, City Trial.

Wheelie Bike:

Instruction Book: This motorbike only has one wheel! It always races along the surface so its handling takes a bit of getting used to.

Game: Only has one wheel. Control is unorthodox.  
Available in Air Ride, City Trial.

Wheelie Scooter:

Instruction Book: This machine has great acceleration but poor top speed. You can get healthy boosts of speed on it by using the rails and jumps along the course.

Game: Jumps very high. Charge up a quick rotation.  
Available in Air Ride, City Trial.

Rex Wheelie:

Instruction Book: Because of its heavy weight, real concentration and technique are required to race this machine. However, its sturdy nature gives it an advantage when it comes to attacking and defending.

Game: A sturdy ride if you can handle the speed.  
Available in Air Ride, City Trial.

Meta Knight:

Instruction Book: Nothing.

Game: Meta Knight with wings spread. Fear the sword!  
Available in Air Ride, City Trial.

King Dedede:

Instruction Book: Nothing.

Game: King Dedede on a bike. Is he really a king?

Available in Air Ride, City Trial.

Compact Star:

Instruction Book: While this machine is slightly slower, it's easy to control.  
This machine is the first you'll ride in City Trial.

Game: Good acceleration, good cornering, but a tad slow.

Available in City Trial.

Flight Warpstar:

Instruction Book: You can ride this machine only in the Free Run of City Trial.  
It's really just a Warpstar with flight ability.

Game: A prototype with upgraded gliding capabilities.

Available in City Trial.

Hydra:

Instruction Book: This legendary machine was born to battle. It consumes a  
great deal of Boost power during races and has no rivals to  
speak of.

Game: A legendary machine with extra battle power.

Available in City Trial.

Dragoon:

Instruction Book: This legendary machine rips through the sky like a hot knife  
through butter! It's been said that this machine resembles a  
phoenix when it's slicing up the sky at unimaginable top  
speeds!

Game: A legendary machine that cuts the sky!

Available in Air City Trial.

Free Star:

Instruction Book: Your machine will go in whatever direction you tilt the  
Control Stick.

Game: Go wherever "control stick" is tilted.

Available in Top Ride.

Steer Star:

Instruction Book: Tilt the Control Stick Left or Right to make your machine  
revolve that direction.

Game: Steer right or left with "control stick".

Available in Top Ride.

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|                                     Copy Ability Database                                     | 8.000 |
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Sword: This ability allows you to automatically attacks any enemies in front of  
you.

Tornado: This ability can be used with in the air. If you fully charge or do a  
Quick Spin you will do a powerful Quick Spin attack.

Wing: This ability allows Kirby to lift off his machine and fly around like a  
bird for a short period of time.

Freeze: This ability allows you freeze enemies by pressing A. Frozen rivals  
will be immobilized

Bomb: This ability allows you to hurl a bomb with just the A Button. The longer  
you hold A the farther you throw it. Remember the explosion is huge.

Plasma: This allows you to release a plasma ray with the A button. By moving the control stick around you can power up the plasma ray up to five different attack levels.

Needle: This ability allows you to attack enemies with the A button.

Mike: This ability automatically attacks all nearby enemies and shortly immobilize rivals

Wheel: This ability will turn you into a wheel and gives boosted speed, acceleration, and turn.

Sleep: This ability will make Kirby go to sleep and becomes immobilize. To recover faster quickly move the control stick around. However if a rival touches you while you're asleep they'll fall asleep also.

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|                               | 9.000 |
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Drill: Attaches to the front of your machine. Sends opponent Kirbys flying forward. Available in Top Ride.

Freeze Fan: Allows you to blow cold air on your opponents. Once frozen they're immobilized for a short time. If you're frozen tilt the control stick quickly to recover faster. Available in Top Ride.

Buzz Saw: Attaches to the side of the machine. Sends opponent Kirbys flying away. Available in Top Ride.

Candy: Makes you temporary invincible. Available in Top Ride and City Trial.

Big Cake: Makes your Kirby Huge. Crush other Kirbys by driving over them. If you're flat tilt the control stick quickly to recover faster. Available in Top Ride.

Missile: Press A to use it. It chases down the Kirbys in front of you and blows them up. Available in Top Ride.

Walky: Makes Kirby yell into a Mic and attacks all Kirbys and makes them immobilized. If you're immobilized tilt the control stick quickly to recover faster. Available in Top Ride. Available in Top Ride.

Bomb: Press A to throw a bomb. The longer you hold it the farther you throw it. Available in Top Ride.

Spinner: Allows you to use a spin attack after a boost. Available in Top Ride.

Fire: Press A to leave a trail of fire. Available in Top Ride.

Party Ball: Ball opens and many items come out. Available in Top Ride.

Kracko: Creates Kracko. Attacks one or several Kirbys. Available in Top Ride.

Hammer: Gets a hammer and swings around Kirby. Attacks other Kirbys nearby. Available in Top Ride.

Speed Booster: Speeds up your movement. Available in Top Ride.

Charge Booster: Automatically charge up boost to max by pressing A. Available

in Top Ride.

Land Mine: Press A to drop a mine. Available in Top Ride.

Tire: Slows down your movement

Cloud: Press A to leave a trail of clouds. Other Kirby's will spin out if they run into it.

Chickie: Make 2 birds fly over each of the opponent Kirby's head. They each become dizzy and totally immobilize without being able to recover faster. Available in Top Ride.

Paint: Makes all the other Kirby's transparent. Available in Top Ride.

Latern: Makes the whole map black and only lights up the Kirby who got the item. Available in Top Ride.

Maxim Tomato: Restore damage to 100%. Available in City Trial.

Energy Drink: Restore some damage. Available in City Trial.

Hamburger: Restore a little damage. Available in City Trial.

Attack Up: Temporary increases attack power. Available in City Trial.

Defence Up: Temporary increases defence power. Available in City Trial.

No Charge: Nullifies charge up ability. Available in City Trial.

Speed Down: Temporary lowers your speed. Available in City Trial.

Panic Spin: Temporary makes you Quick Spin. Available in City Trial.

Sensor Bomb: Sets a motion-sensitive mine. Available in City Trial.

Gold Spike: Sets a huge, spiky gold ball. Available in City Trial.

Fireworks: Automatically shoots fireworks rapidly. Available in City Trial.

Machine Parts: Collect 3 of the same parts to make Hydra or Dragoon. Available in City Trial.

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|                Enemy Database                | 10.000 |
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- Balloon Bomber
- Blade Knight
- Bronto Burt
- Broom Hatter
- Caller
- Cappy
- Chilly
- Dale
- Flappy
- Gordo
- Heat Phanphan
- Noddy
- Pichikuri

- Plasma Wisp
- Poppy Bros. Jr
- Sparky
- Sword Knight
- TAC
- Twister
- Waddle Dee
- Walky
- Wheelie

Glitches	11.000
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In City Trial, get a machine that can fly high (such as Dragoon). You can fly out of bounds if you go high enough. When your out of bounds you can find openings in fences. For some reason when your on the island the opening is gone.

LAN	12.000
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I personally never tried LAN before, so by reading the instruction book it sounds like you can connect more than one GameCube using a broadband adapter and every player gats there own screen to play on instead of sharing one.

Options	13.000
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In the Options menu, there is Rumble, Sound, Movies, and Delete Data. Obviously, Rumble lets you configure which controllers have rumble, Sound lets you configure the sound volume versus the music volume and has a Sound Test, Movies lets you watch movies about Kirby Air Ride, and Delete Data lets you delete data.

Movies	13.100
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Opening: Just plays the opening cutscene. Basically it shows 4 Kirbys racing and fighting. At the end the pink Kirby flies off a cliff and Meta Knight flies at Kirby.

How To Play: Teaches you the basics of Kirby Air Ride. Refer to section 4.000 "Controls" for more detail.

Air Ride Tutorial: Teaches you the basics of Air Ride. Refer to section 4.000 "Controls" for more detail.

Top Ride Tutorial: Teaches you the basics of Top Ride. Refer to section 4.000 "Controls" for more detail.

City Trial Tutorial: Teaches you the basics of City Trial. Refer to section 4.000 "Controls" for more detail.

Machine Intros: Tells you about most of the machines in Kirby Air Ride. Refer to section 7.000 "Air Ride Machine Database" for more detail.

Delete Data	13.200
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- Checklist (Air Ride): Deletes the Checklist for Air Ride. Refer to section 5.151 "Checklist" for more info on what is getting deleted.
- Checklist (Top Ride): Deletes the Checklist for Top Ride. Refer to section 5.251 "Checklist" for more info on what is getting deleted.
- Checklist (City Trial): Deletes the Checklist for City Trial. Refer to section 5.351 "Checklist" for more info on what is getting deleted.
- Best Records (Air Ride): Deletes the Best Records for Air Ride. Refer to section 5.152 "Best Records" for more info on what is getting deleted.
- Best Records (Top Ride): Deletes the Best Records for Air Ride. Refer to section 5.252 "Best Records" for more info on what is getting deleted.
- Best Records (City Trial): Deletes the Best Records for Air Ride. Refer to section 5.352 "Best Records" for more info on what is getting deleted.

Delete All: Delete everything you unlocked. (In other words all of the above)

Frequently Asked Questions	14.000
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- Q: Why is this game called Kirby Air Ride?  
A: You play as Kirby and he's on Air Ride Machines.
- Q: What is the best machine in the game?  
A: That would be either Dragoon or Hydra. Hydra goes extremely fast and Dragoon is great at flying.
- Q: What is the 4th machine in the instruction manual?  
A: The Warpstar. It's in the picture that teaches you how to boost.
- Q: What is the storyline of this game? I can't seem to find it anywhere.  
A: \*PLEASE NOTE THAT WHAT YOU ARE ABOUT TO READ IS COMPLETELY MADE UP BY ME FOR ENTERTAINMENT DUE TO THE FACT THAT THIS GAME HAS NO STORY\*  
One day Kirby was just flying around on his Warpstar with the random other Kirby colors. As they were flying they found a city in the middle of the ocean, some random racing arenas, and a board game with mini Kirbys. The Kirbys decided to race eachother and fight to the death. The mini Kirbys also started to race on the board game. The Kirbys were having so much fun that even Meta Knight and King Dedede decided to join.
- Q: Is this game a great multiplayer game?  
A: This game is probably the Nintendo GameCube's best multiplayer game. You race, you battle, you do many fun Stadium battles, and 4 lucky people have fun.
- Q: Machine parts are in Red Boxes.

A: I just tested it and found them in Green Boxes.

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|                Special Thanks                | 15.000 |
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Thank you to mew22 for the enemy list and for some level strategieies.  
--for finding some errors

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Thank you to Nintendo and HAL Laboratory Inc. for making this awesome game.

Thank you to my friends who supported me on making this guide.

Thank you to the GameFAQ bounty which encouraged me to make this quickly.

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|                Contact Us                | 16.000 |
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Please e-mail me for anything that has to do with this FAQ.

E-Mail Address: [elecmouse101@gmail.com](mailto:elecmouse101@gmail.com)

Reasons to e-mail me:

1. Questions
2. Problems with the FAQ.
3. Recommendations

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|                Copyrights (c)            | 17.000 |
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