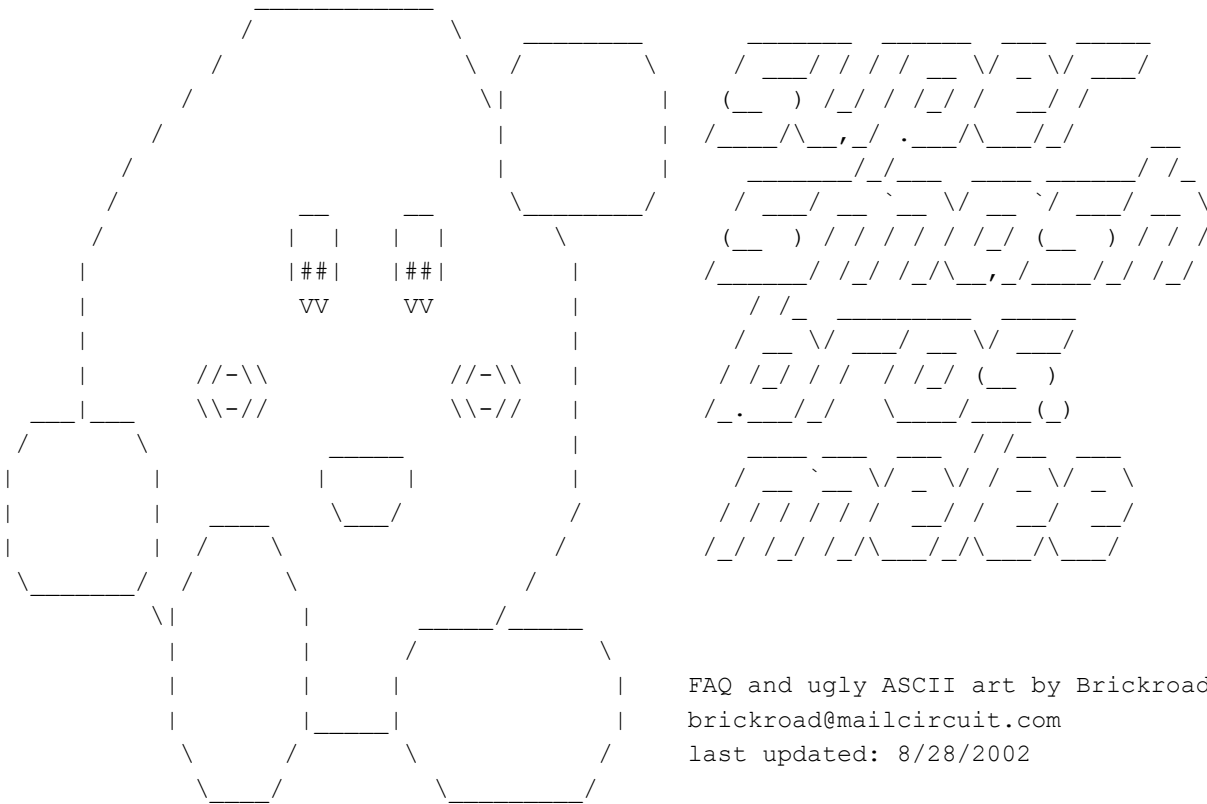


Super Smash Bros Melee Kirby Character FAQ

by Brickroad

Updated on Aug 28, 2002



FAQ and ugly ASCII art by Brickroad
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Kirby For Dummies

View this document with a monospaced font with word wrap turned off so all the formatting shows up correctly.

Copy the Kirby next to each section and paste it into your browser's find tool (Ctrl+F on IE and

Netscape) to jump directly to that section. No, they don't look at all like Kirby. Forgive me.

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<(^.^)> I. Disclaimer

This FAQ was written entirely by me, mostly through personal experience of beating on my friends in Super Smash Bros. Melee. To be perfectly honest, I don't use Kirby as often as some other

characters, mainly because he was my character of choice in the original Smash Bros. and everyone got sick of seeing me use him. Even so, I pull him out once in a while in Melee, and decided that I'd share all the wisdom about the little pink guy that I can.

I'm in no way affiliated with Nintendo or any such thing, nor do I have their permission to be writing FAQs about their games. This FAQ is copyrighted to me, natch, but if you seriously want to steal this for your website and call it yours, I suppose there's nothing I can do to stop you. It's not my fault you have an alarming lack of integrity.

Though, if you'd rather be civil about it and e-mail me at brickroad@mailcircuit.com and ask politely to post this FAQ, unaltered and in its entirety, and promise to keep it updated so I don't constantly get outdated questions, I'll be hard-pressed to say no. What can I tell you? I'm a great big softie.

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<(^.^<) II. Why a Kirby FAQ?

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Super Smash Bros. Melee is one of the most fun games in the universe. There are a huge variety of characters and playing styles to keep you busy, and tons of neat little doodads to collect to feed your ego. And if you have friends, there's lots of different multiplayer options to sate anyone's tastes.

So why Kirby, specifically? Because he's Kirby! Kirby is a great character no matter what your skill level with the game. Beginners can rely on his arsenal of cheap moves and his awesome recovery. Masters can use his wide array of aerial moves and his wicked throws to batter their foes into oblivion. And everyone can use his sickeningly obnoxious taunt to grate on the nerves of their opponents.

Besides, Kirby is an awkward kind of character. His moves insist on him being close-range with his foe, but his build is light, signifying he should stay as far away as possible. The hardest part about learning to utilize Kirby's potential is racking up a lot of damage close-range without being knocked out yourself.

Rest assured this guide is written by a Kirby master. I'm virtually untouchable in the original with the little puffball, and my friends always groan when I pick him off the roster in Melee. The information herein will get you started, but it is also important that you develop your own playing style. For that reason, I'm not going to go into intense specifics on combos, stage strategies, or situational tactics. Besides, if you've read this FAQ, there's a chance that your friends have too. And what good are the tips and tricks listed here if your buddies know what to expect?

Updates History

8/28/2002 - Added a minor change to the Race to the Finish minigame strategy. Use Stone instead of just pressing down to shave a few seconds off of the long vertical shafts in the labyrinth. Careful though; if you don't come out of your Stone quick enough you might actually end up costing yourself time.

4/16/2002 - Refined the Home Run Contest and Target Test strategies. My scores are a bit more respectable now, but I'm certain I can file them down even lower. I've noticed that by concentrating so hard on Kirby, the scores for all the other characters are ridiculously lousy. Even Falco (who, by the way, is my character of choice) has a measly showing. I might have to work on that. Also, I finally unlocked the Sound Test, so I now have "official" titles for the songs in the Trainspotter's section. And only seven trophies away from the full set! Huzzah!

2/13/2002 - AlienHotBoy711@aol.com writes in about the Meta-Knight trophy. Apparently, in Kirby Super Star, he gets fed up if you don't grab the sword quickly enough and attacks you regardless of what you're equipped with. I double checked, then spent most of the afternoon playing Kirby Super Star. Note to self: Meta-Knight is easier to beat with the Cutter.

2/8/2002 - After several nights of work, the Kirby FAQ is completed to my satisfaction. Every ounce of knowledge that I could possibly share with the general public about the adorable little volleyball has been poured into this FAQ. So without the help of you, the enlightened reader, and your additions to what is already a fairly comprehensive FAQ, there's no room for it to grow. Will the Kirby FAQ ever get another update? It is a mystery.

(>^.^)> III. Strengths and Weaknesses

Like all characters in Melee, Kirby has his pros and cons. And there are also minor differences between Kirby now and Kirby back in the original version of the game. So whether you're new to Smash Bros. or a veteran of the original, it's important to know the strong points and weak points of your character before jumping into the fray.

First, here are the changes in Kirby's game in Melee, as compared to his game previously:

Original	Melee
Lightweight, but hit very hard.	Still lightweight, but hits light as well.
Dashing move was a short-range lunge.	Dashing move is a long-range fireball.
No aerial clear-out move.	Aerial hammer spin clears out nicely.
Final Cutter could score a four-hit combo.	Cutter hits too fast to be a useful combo.
Could steal Ness' PK Fire and Link's Boomerang.	Steals Ness' PK Flash and Link's Bow.
All smashes got insane distance.	Smashes get considerably less distance.
Nonogon (depending on the angle) shaped.	Round as a ball from any angle.

As you can see, Kirby has definitely been watered down and made less cheap in Melee. As a result, though, your pals won't know what hit them when you learn to knock them out with Kirby regardless. Like the other twenty-four characters in Melee, though, Kirby has pros you can exploit and cons you have to watch out for.

Pro | Kirby is a small character that can move around quickly. Of course, this means...

Con | ...that he's very light, and therefore gets knocked very far away at relatively low damage.
| But even so, that can be remedied since...

Pro | ...Kirby simply has the best recovery in the game. He gets six jumps, plus the Final Cutter, which gets amazing height in itself. No matter which direction he gets blasted in,
| there's a good chance you can make it back on. Unless you're being edge guarded, in which
| case you have to remember that...

Con | ...the little puffball has low priority overall. What this means is that he can easily

| be knocked out of a lot of his moves. You've got to really get the drop on your opponent
| since there's a good chance he'll be able to hit you before you're done. And pairing
that

| with the fact that...

Con | ...Kirby has a very low reach, it makes him a horrible close-range hand-to-hand
combatant.

| Not to mention...

Con | ...Kirby has no projectile moves. So while getting up-close and personal isn't an
option,

| neither is staying back and firing attacks. Unless, of course, you...

Pro | ...steal a projectile from someone else. Kirby can swipe anyone's neutral B move by
| sucking them in. This gives him indirect access to Link's Bow, Samus' Blaster, Mario's
| Fireballs, and twenty-one other different attacks. This means...

Pro | ...that with practice, you'll always be able to keep your opponents on their toes by
using

| different skills every time they turn around. And if you want to drop the move you have
| and steal another, you can always use...

Pro | ...Kirby's loud, obnoxious taunt. Hiii-iiii-iiii!

So in general, play Kirby as a hit-and-run specialist. Wait for your foe to goof up, then slay
them with a combo. But don't slip up yourself, because one good hit could very well be the end
of you.

(>^.^<) IV. Kirby's Arsenal

This is a master list of all Kirby's moves. I'll try to go as in-depth as I can with this,
though I admit I'm biased towards some moves and I probably don't utilize others as much as I
should. Feel free to experiment with these and find which ones work best for you. And don't
overuse ANY of them! You'd be surprised how quickly your friends will catch on to you using
the same move, and all of Kirby's moves can be EASILY countered!

These moves are all tested against Bowser in Training Mode at a 1.0 damage ratio, except for
the
list of stolen moves, which necessity demanded I utilize versus against the owner of the skill.
Keep in mind that the more you use a move, the less and less damage it will do. Yet another
reason not to overuse any given move!

Jab (A on ground)

A quick jab that deals 1-3% damage. It doesn't have any knockback potential, and you have to
be
pretty close in for it to connect. Needless to say, you don't be using this very often in an
actual melee.

Jab Flurry (A continuously on ground)

Strictly a newbie move. Kirby unleashes a flurry of aforementioned jabs, each one dealing about 1-2% damage. At lower percentages, you might be able to score 15% damage total if your foe holds still and lets you beat on him. Higher up, they'll get knocked out of range after 6-7%. If this move had better priority, you might be able to pin people against a wall with it.

Quick Kick (A + Right/Left on ground)

Press A while holding the stick left or right and Kirby will execute a quick little twirling kick. This kick deals 8-11% damage, and gets a tad bit of knockback. At low percentages, you might be able to string two of these together. If you can manage to pin your foe against a wall, you might be able to score four or five hits before they break away. Don't count on experienced players to fall for this, though.

Overhead Kick (A + Up on ground)

Press A while holding up (not tapping up, mind you) and Kirby kicks overhead. This kick deals about 4-6% damage, and will actually get some decent vertical (slightly forward) distance at higher percentages. If your foe doesn't break out of it, it could be used as a juggle. Again, don't expect smart players to fall for it.

Low Kick (A + Down on ground)

A decent ducking maneuver that scores 8-10% damage and gets enough horizontal knockback to give you some breathing space for a moment. Since Kirby gets so low to the ground while ducking, it's possible that you can duck out of harm's way right next to a violent opponent and whack him in the ankle as a defiant defensive maneuver.

Fireball (A while dashing)

Kirby engulfs himself in flames and launches forward, igniting any poor sap standing in the way. Your opponents are stunned by the flames for a moment and thrown a short distance into the air, while in the meantime the move will carry you a fair enough distance away to make a getaway from any retaliation. The flames do somewhere in the neighborhood of 7-10% damage, and actually gets fair priority over some characters. Be careful with this one next to the pit, though!

Swallow (B)

Swallow engulfs a nearby character and holds them in Kirby's mouth. This doesn't do any damage, and the character automatically breaks free in a few moments if you don't do anything. It will, however, cause characters to abort certain moves. With an opponent in his mouth, Kirby walks slower and can only jump once. There are a few things you can do at this point. Press A and Kirby will spit the opponent out as a star, causing 9-10% damage to the spat opponent and 19-20% to anyone the star hits. Press B or down, however, and Kirby will assume that character's special B attack. Stealing an opponent's power deals about 5-7% damage to them. Kirby can steal 25 different powers this way, but obviously nothing happens if you Swallow another Kirby. Here's a brief breakdown of the powers Kirby can steal:

Dr. Mario's Megavitamin - A projectile that fires at a very low arc and bounces around for a while. Deals 7-8% damage.

Mario's Fireball - A projectile that is fired at a higher arc than the Megavitamin, but still

somewhat low. It, too, bounces, and causes a split second of fire stun in addition to 5-6%

damage.

Luigi's Fireball - A green projectile that is identical to Mario's Fireball, except it flies straight forward.

Bowser's Flame Breath - A nasty continuous stream of flame that continues as long as the button is held down. It will last about nine seconds, and can cause upwards of 50-60% damage if you manage to pin someone against a wall with it! This can be a tricky move to escape from, even when used against a pro. After the flame has died completely down, you'll have to wait a while before you can use it at maximum efficiency again.

Peach's Toad - A quick move that will cause Kirby to counterattack if he's attacked while using it. The counterattack deals about 8-10% damage, but does not defend against being thrown.

Yoshi's Egg Lay - Kirby spits out his tongue and turns the opponent into an egg. This causes

about 6-7% damage and stuns the opponent for a few moments, allowing you to beat on them with impunity. Try comboing this with a Jab Flurry or, alternatively, aiming the Egg Lay so the opponent falls into a pit for an instant kill.

DK's Giant Punch - A super-powerful punch that is easily one of the best moves Kirby can steal. Press B to start charging up, and press it again to let the punch fly! A totally uncharged punch (tap B twice in a row) cooks up about 10-12% damage. A fully charged punch

will do 25-28%, causing a high damage opponent serious pain. You can save the punch at any

level of charge by pressing R, L, Z, or left or right and resume charging whenever you want. You'll know Kirby is fully charged by the plumes of smoke coming out of his head.

Capt. Falcon's Falcon Punch - A super powerful fiery punch that deals 25-27% damage and gets insane distance. However, it causes about two seconds of pre-lag, which leaves Kirby wide

open for nearly any attack, causing him to abort his punch. This does make a great edge guard if you can time it, though.

Ganondorf's Warlock Punch - Nearly identical to the Falcon Punch, except this one deals about

27-30% damage. Again, try it as an edge guard!

Falco's Blaster - A quick red laser that causes about 2-3% damage and gets minimal knockback.

Press B repeatedly for rapid-fire. Since the shot goes totally straight, it's easy to line

up a shot to steal someone's second or third jump, making it a great way to edge guard or steal KOs in time melees. Kirby fires the laser faster while in the air.

Fox's Blaster - Nearly identical to Falco's Blaster, except it doesn't get any knockback at all and can be fired much, much faster. Fuse this with a few short hops to send a flurry of nearly un-dodgable laser fire at a foe while he's making his way back to the stage!

Ness' PK Flash - Kirby shoots a green firework into the air, which explodes shortly overhead.

This causes about 10-12% damage. It can be charged up, too; if the firework goes into the air and falls all the way to the ground, it causes a huge explosion worth about 30% damage and gets fairly good knockback. Keep in mind that as the firework is coming down, it will not pass through platforms. Kirby falls slower if he uses this move in mid-air.

Ice Climbers' Ice Shot - Hits an ice block along the ground for 4-5% damage. This move honestly isn't all that great without a partner to do it with, which Kirby doesn't have. Since he doesn't have the benefit of Nana, this is the only B move that is less powerful when not used by it's original owner.

Samus' Charge Shot - This move works the same way as DK's Punch, except that it's long-range!

A totally unpowered shot is only worth 2-3% damage, but a fully powered one is good for 22-24% and gets awesome knockback. This is simply one of the best moves in the game to steal. Grab it, charge it, save it, and let 'er rip when your opponent least expects it!

Zelda's Nayru's Love - Kirby engulfs himself in a blue crystal, dealing 10-12% damage and scoring respectable horizontal knockback. It also reflects projectiles back at their users. Takes practice to learn, but it's an invaluable asset once you master it.

Sheik's Needle Storm - Another chargeable projectile, though it charges differently.

It charges as long as you hold B, and then gets fired once you release it. One needle is

worth 2-3% damage and gets pitiful knockback, but a fully charged attack is good for 15-17%

damage. Like the other charge moves, you can save your charge by pressing R, L, or Z at any time while charging. In the air, Kirby fires the needles at a downward angle. This is a very quick move that will make your opponent abort his current move.

Link's Bow - This move charges just like Sheik's Needle, but the charge cannot be saved. Uncharged, it fires at a very low downward trajectory and deals 3-5% damage. Fully charged, however, it will cause a good 14-16% damage and fly full screen at a more or less

straight shot. It doesn't get any knockback, but it's great to steal jumps and pick away damage from long distance.

Young Link's Bow - Almost identical to Link's Bow, except it doesn't fly as far. The arrows catch fire, though, momentarily catching your foe in fire stun. Uncharged, the arrows deal 6-7% damage. At full strength they deal 10-12% damage.

Pichu's Thunder Jolt - Fires a ball of lightning that will hit the platform and climb around it for a few moments. This is great to nab people hanging on a ledge. It scores 6-10% damage, but beware; Kirby suffers 1% damage every time he uses it, as well.

Pikachu's Thunder Jolt - The same as Pichu's attack, except this one doesn't damage Kirby.

Jigglypuff's Roll - Kirby rolls up and fires off at an opponent. The only way to abort this attack once it's started is to change directions by using the control stick. It has to be charged; just tapping B will cause Kirby to harmlessly push an opponent forward a few inches. Fully charged, though, it's a good 18-19% damage and incredible knockback. This one is very dangerous to use near pits, though!

Mewtwo's Shadow Ball - This is very similar to Samus' Charge Shot, except it's slower and moves in a wavy pattern. Uncharged, it deals 4-5% damage and gets a good second's worth of shadow stun. At full power, it's a cool 21-23% damage, plus shadow stun, plus a fair bit of knockback. This is a great edge guarding move.

Mr. Game & Watch's Sausage Flip - Kirby flips little sausages out of a little pan in a short arc. The pan itself hits for a good 8-9% damage and causes a second's worth of fire

stun, as well as downward knockback; the perfect close-range edge guard. The sausages are a good

2-3% damage a piece, and are great for stealing jumps.

Marth's Shield Breaker - Another close-range charge move, except you can't save this one.

A simple it is worth 7% damage and enough knockback to earn you some breather room.

Fully

charged (and it takes a good four seconds to charge) is worth 25% damage and enough knockback to kill a moderately damaged foe. Fully charged, you'll also break an enemy's shield.

Roy's Flare Blade - Very similar to Marth's Shield Breaker. Uncharged it deals 5-6% damage, but totally charged up it's a whopping 45% damage and enough knockback to slaughter even a foe with minor damage! Kirby will take 10% damage from this attack, as well, and it

takes a very long time to charge. Like Falcon's Punch, time it right and it's a righteous edge guard!

Final Cutter (B + Up)

Kirby brandishes a bad looking sword and leaps high into the air, coming down again and sending a shockwave along the ground. The initial strike deals 7-8% damage, the second (mid-air) deals another 7-8%, and the shockwave deals 5-6%. If you catch an opponent in the first strike, it's a good bet you'll catch them in all three. There is some horizontal knockback if you hit someone with the shockwave on the ground, but done over a pit it's one of Kirby's best spikes. Of course, it's a suicide spike, but those are useful sometimes.

Stone (B + Down)

Kirby transforms into a heavy object (a brick, a spiked ball, a 100 ton weight, a large rock, or a thwomp) and falls to the ground at alarming force. Dropping down on an opponent is a cool

16-18% damage, plus upward diagonal knockback, making this an excellent clearout move. If a bunch of guys are duking it out, just float non-chalantly above them and rock down on the fray from above. Kirby is invulnerable while in stone form, but it only lasts a few moments, and he can be grabbed out of it. You can cancel the Stone in mid-air by pressing B again. It's worthwhile to note that Kirby will slide down inclines while in Stone form, so be careful using this move above inclines that are aimed at a pit.

Hammer (B + Right/Left on ground)

Kirby swings a large, star-studded hammer, dealing a good 15-16% damage to an opponent. This gets fairly good knockback at higher percentages, so get close to the sides of a stage and use it as a smash. Take notice of the pre-lag though, and make sure you're in the clear before swinging.

Spinning Air Hammer (B + Right/Left in air)

Kirby swings the hammer around him in mid-air, dealing between 10% and 15% damage to anyone lucky enough to be caught in the attack. Kirby gains a slight amount of height just before using this move, so be sure to line it up correctly for maximum connection. Knockback is minimal, if any, even at high percentages, so be prepared to follow this up with another move to give you some breathing room.

Lunge Kick (Side Smash)

This move kicks an enemy straight ahead of Kirby. It dishes out a keen 15% damage, and places you in the perfect position to hit them with it again. Several quick Lunge Kicks right in a row is an excellent way to make the percentage rise early in the fight on a careless foe. A fully charged Lunge Kick does 17-18% damage and gets more knockback, making it a useful smash move on foes at high percentage.

Break Dance (Down Smash)

Kirby break dances on the ground, hitting foes on either side of him for about 13-14% damage. This is good to clean house if too many opponents are nagging you at once, and gets almost purely horizontal knockback. This is one of Kirby's best edge guarders, but you've got to practice with it beforehand to get your timing and range right. A charged Break Dance will deal 15-17% damage and enough knockback to make a character's recovery hopeless if they've already used up their second jump.

Flip Kick (Up Smash)

Kirby does a backflip, kicking overhead as he does. This move earns 12-13% damage and gets forward diagonal knockback, so use it to get an enemy out of your face or to send him skyward to set up an aerial combo. Charge up the Flip Kick for 15-16% damage.

Spin Cycle (A in air)

Kirby spins around in mid-air, dealing 6-8% damage to anyone who gets hit. The knockback is negligible, and it's fairly obvious Kirby has better aerial moves to rely on.

Aerial Triple Kick (A + Forward in air)

A great in-your-face mid-air move. Kirby kicks three times rapid fire in front of him, earning a respectable 10-12% damage (if you connect with all three hits) and decent forward knockback. I like to follow this up with a Final Cutter, but use whatever works best for you.

Back Kick (A + Backward in air)

Kirby kicks behind him. This is a fast, powerful kick worth 13-14% damage and enough horizontal knockback to keep yourself safe from anyone trying to get the drop on you from behind.

Aerial Flip Kick (A + Up in air)

Kirby performs a mid-air jump and flip kicks overhead. This scores 10-11% damage and knocks the opponent forward. I don't use this one very often, but it's useful to use on foes standing on platforms above you.

Drill Kick (A + Down in air)

Kirby does a downward Drill Kick, knocking the enemy downward. At maximum connection, you can deal 8-10% damage with this move. If it connects all the way to the ground, it will knock the opponent away from Kirby, but over a pit it knocks them straight down. So use your first and second jump to get out over to a foe trying to recover, Drill Kick them, then use your next two jumps and a Final Cutter to get back to the stage yourself. Kirby's best spike.

Cartwheel (L/R/Z + Left/Right)

Kirby's fast, efficient roll. Learn this, love this. This is the one move you should abuse with all impunity. Never let your opponent know where you're going to be next!

Grab (Z or L/R + A)

Kirby's Grab is very short range, but it's lightning quick, making it easy to use while dashing past an opponent. I like to roll around and grab people while they're still senselessly attacking where I was a second ago. Once you've got an opponent where you want them, feel free to serve up one of the following attacks:

Slap (A or Z): Kirby slaps his opponent causing a measly 2-3% damage. If you're lucky, you'll

be able to pull two of these off before your foe breaks your hold. Don't bother with this;

use Kirby's awesome throws instead!

Suplex (Up): Kirby does a fantastic leap, carrying his opponent with him, then comes crashing

to the ground, causing momentary fire stun as well as 10-12% damage. Knockback is vertical, but not really noticable until higher percentages.

Flipping Bodyslam (Forward): Kirby does a flip forward, bodyslamming his opponent. This one does about 8-10% damage. At high percentages, this throws the opponent forward at a high arc; a great move if you need some distance. Near a ledge, you can also use this as a suicide spike.

Back Bodyslam (Backward): Kirby falls backwards, throwing his opponent into the ground behind him. It's actually almost identical to the Flipping Bodyslam, except it knocks the

opponent in the opposite direction. Near a ledge, you can also use this as a suicide

spike.

Tap Dance (Down): Kirby throws his foe on the ground and dances on him for a while. This scores about 7-9% damage, but doesn't get any knockback worth noting.

Ledge Kick (A while holding ledge)

Kirby flip kicks up onto the ledge, dealing 6-7% damage and slight knockback to anyone standing there. Keep in mind that sometimes Kirby can be knocked out of this move, and it doesn't have very good range.

Hiii-iiii-iiii! (Up on D-Pad)

Kirby's loud, obnoxious taunt. Use this whenever you score a kill, foil an opponent's masterful combo, or you just want to annoy someone. Using Kirby's taunt will cause him to abandon any stolen abilities he has, though.

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<(-.-)> V. Strategies: Fighting With Kirby

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Prepare to get knocked around. A lot. When Kirby gets hit, he gets hit far. Kind of like the volleyball he resembles. What follows are a few helpful pointers about Kirby's game.

Training Alone

If you don't have any friends, or it isn't convenient to practice with them, or you want to get a few hours of playtime in so you can surprise them later, you'll have to train by yourself. Don't use Training Mode for this. Beating up on a stationary (or moving) target may be fun, but it isn't very useful except for FAQ-writing purposes.

Even if you're an absolute Melee virgin, I suggest playing against three random CPU characters on level 4 AI. Go into Vs. Mode (just regular Melee will do) and click the little "N/A" button until each one says CPU. Commit yourself to fighting whomever pops up, and make sure you set the stage selection to random as well. This way, you get a taste of every character on every stage.

At first, set the game to Stock battles (five is a good number) and practice avoiding people. Don't bother fighting back yet. If you're the last person alive, you win. Keep this up, progressively upping the AI, until you can more or less win every match. This doesn't mean you can fight, it just means you can survive. Notice this is easier on large stages than small ones.

Set the AI to level 4 again, and change rules to Time (2 or 3 minutes is good). Now you have to get into the fray in order to win; KO as many foes as you can without being KOed yourself. Again, up the computer AI until you can win most of the time. Before you know it, you'll be whooping three level 9 CPUs with ease.

Also challenge yourself on the various one-player modes. Try beating all three modes on Normal mode without continuing. Then try it without dying.

Keep in mind though, that while this will give you a good idea of how to use Kirby, it will not do you any good against human players. Human players are so much different than CPU players. They don't commit suicide as often. They use items more efficiently. They tend to use the layout of the stage to their advantage, rather than getting tripped up on it.

You can continue your training by setting the CPU to teams against you, but there's really no

point. To improve your game beyond this point, you should really play against your friends. Beating the game on Very Hard without losing a stock is a great feat, but when you go up against a human player it's a whole different ballgame.

Maximizing Your Recovery

A great deal (much larger than some other characters, anyway) of utilizing Kirby is making the best of his awesome recovery. Because of his jumps and his Spinning Air Hammer, he can easily come back from all but the farthest horizontal reaches of any stages. And because of his Final Cutter, he can easily grab the ledge from almost the bottom of any pit.

However, if you're up against a talented human player, you're probably being edge guarded. This is something CPU players don't do (or, if they do, they don't do it very well), so you'll have to improvise if you're inexperienced. Remember, Kirby has low priority in almost all his moves, so if you try to plow your way through an edge guard you'll probably be unsuccessful.

Sometimes you can tell an opponent is waiting for you. If you see them charging a smash (glowing yellow) or a special move (especially something like Roy's Flare Blade or DK's Punch) you can be pretty sure that just coming back to the stage isn't going to save you. As a general rule, if you can get to a higher or lower platform than your edge guarder, do so. Stone onto it if you can (since Kirby is invulnerable while in his Stone move), but be sure to retreat once you're out of immediate danger. It only takes a second or two for an opponent to jump onto a high ledge and grab you.

Stone is a pretty good comeback move, but don't overuse it. People will learn quickly to sidestep Kirby as he comes down and grab him (which Stone is not immune to). It works well against CPU players, though. It's entirely possible to Stone in mid-air, un-Stone, then Stone again right before you connect to throw your opponent out of his timing.

A tricky move I've used on more than one occasion is to float just to the side of the edge, Stone past my opponent, un-Stone underneath him and then quickly grab the ledge with Final Cutter.

On that note, grabbing the ledge with Final Cutter is one of the best things you can teach yourself. From the ledge, you have a split second of advantage over anyone nearby with the Ledge

Kick. Novice players will expect you to jump on the ledge directly, and advanced players will most likely shield and roll out of the way (prime target for a Lunge Kick).

Edge Guarding

Knocking your opponent off isn't enough. Often, you'll have to plant yourself on the edge and make sure they don't come back. One of Kirby's best edge guards is the Break Dance. Time it so Kirby will release a fully charged Break Dance just as his opponent comes into range and you've got yourself an instant KO.

One of the most useful edge guarding techniques is to steal jumps. If you hit an enemy with a long-range attack just after they use their second jump, they'll lose it without gaining any height. This doesn't work with their third jump - each time they take damage they'll be given another chance to use it. Still, for characters with little or no third jump recovery (such as Yoshi, Ness, Popo, and Jigglypuff) this is an instant KO. Of course, Kirby doesn't have a projectile; he'll have to steal someone else's. My favorites are Link's (or Young Link's) Bow, Luigi's Fireball, and Falco's Blaster. Fox's Blaster doesn't work as well since it doesn't get any stun (and therefore doesn't steal a jump). Mewtwo and Samus' stolen abilities are simply terrific for this purpose.

Kirby also has the benefit of being able to attack a knocked-off character in mid-air outside the stage. Knock someone off, then follow them. Once out there, you'll likely be able to hit them with one of Kirby's aerial moves and still get back to the level. This works well with the

Drill Kick, as detailed below under the Spikes section.

None of Kirby's special moves are very good for straight edge guarding, though a Hammer is a pretty hard hit if you can time it right (and you win priority). Stick to smashes and stolen moves and you should be alright.

If the opponent manages to land on a ledge above or below you, not all is lost. Line up a Final

Cutter back towards the pit or an Aerial Flip Kick to hit whomever is above you. Underneath, you

can often drop through the platform you're on and nail them with a Stone or a Drill Kick.

Either

way, you'll quickly be able to smash them back out into the pit for another chance at successful

edge guarding.

Spiking

Spikes are aerial moves that knock the opponent straight downward. When performed over a pit, these are fatal even at low damage. For most people (like Falco and DK), spiking is a very advanced move, since it can be tricky to get back to the stage after a successful spike. For Kirby, this is no problem.

Kirby's best spike, hands down, is the Drill Kick. With no ground underneath, it will score one

or two hits and then send your foe downward. You'll probably go with him for a second or two (using down in the air makes you drop faster, after all), but not so far as to have no hope of recovering. As a rule, don't chase anyone further than two jumps out - that's already further than most characters can get back from. Jump out twice, Drill Kick, then use your other jumps and a Final Cutter if you need it to get back. Lather, rinse, repeat.

The downward slice of the Final Cutter is a spike as well, though it's most likely a suicide. However, it does cause your opponent to die a split second before you, so if he's down to his last stock or you've only got two seconds left on the clock it's definately a worthwhile move. If you can manage to set up a Final Cutter standing on the very edge to someone over they pit, they'll get knocked out of bounds while Kirby is still standing on solid ground. This only happens once in a blue moon, however. Frustratingly, you'll sometimes hit the opponent with the shockwaves and knock them outward instead. Boo.

Evasion

A large part of playing Kirby is running away. This may seem cowardly, but them's the breaks. Getting far away from an opponent is easy for Kirby - just use his six jumps to float to the other side of the screen. Doing it quickly is the hard part. Kirby's jumps are numerous, but they're also slow, and it's easy to knock him out of them.

I find that using the Cartwheel is a good way to get away from a foe, since it's quick and puts you in a prime position to grab them and throw them away from you. When someone's in your face, either roll towards them and grab them from behind, or roll away from them and see if you can't hit them with a Fireball.

Keep in mind, though, that you can't win a match just by running from your opponent. Well, not unless it's a stock match and there are other guys for them to beat on. Evade only long enough to catch your breath, then dive back into the fight.

Clearing Out

While getting gangbanged (that is, three or more opponents fighting in very close quarters), it's important to know how to clear your opponents away. By far the best move for this is the Break Dance, since it gets moderate range and good knockback on both sides of Kirby. Problem is it's a bit slow, and in a heated melee can be kind of hard to pull off.

If you're on the edge of a fray, the Final Cutter is nice to score multiple hits on multiple opponents. You've got to be kind of sneaky with this one; roll away from the fight and quickly unleash a Cutter to send your opponents away from you. Alternatively, you could wait until your friends busy themselves by beating on each other, float above them, and Stone. Problem with this is, after you've done it often enough, they'll start expecting it. It'll be in the back of their mind all the time: "Where's Kirby?" Then they'll look up and know you're coming. But it's good once in a while to score quite a bit of damage on everyone at once and break up the fight.

Also, try out a Suplex. In heated combat, quickly grab someone and slam up on the stick. You'll damage the person you've grabbed, of course, plus send everyone else reeling.

Finally, a Drill Kick works to clean house, but it's a bit too tricky to rely on. It basically entails doing a very short vertical jump and immediately executing a Drill Kick, which will beat everyone around for a second and send them outwards. Of course, if you manage this over a pit you've just gotten yourself a few free KOs. And while we're wishing for stuff, I want a Ferrari.

Suicide

Sometimes it's worth it to commit suicide - especially to deprive opponents of a point in Time Melee. And if you're going to go out, you might as well go out in style. Kirby's got several neat ways to snuff himself out and take someone with him.

First, use the Final Cutter on someone in mid-air, like mentioned above. They die a split second before you do, so if that's their last stock, you won't die at all. Sweet!

Next, both of Kirby's side throws can be used on a ledge to suicide. Just get very close to the edge, grab someone (they have to be on the inside), then use the Back Bodyslam to dive headlong into the pit while still holding your unlucky victim. The Flipping Bodyslam can be used the same way, though it's harder - you have to grab someone while you're on the edge and they're over the pit in front of you. Either way, both Kirby and his prey will die simultaneously.

The most humorous is to use Swallow over a pit. Swallow will hold an opponent in Kirby's mouth for a moment, so you can Swallow them in mid-air and drop into the hole while they mindlessly smash buttons to get free. The best part of this is that there is a glimmer of hope you'll survive - if they do manage to break free, it's usually too late for them, while Kirby on the other hand can still hop-hop-hop-Final Cutter his way back to safety. Try swallowing someone close to an edge, spitting them out underneath the stage, then Final Cutter back up and use a taunt. I got slapped once when I did this.

It goes without saying, but don't over-use suicide moves. Even in Time Melee, it's to your advantage to stay alive as long as possible. Wait until you're at a very high percentage and then unleash your self-destructive fury.

Mix it Up

This is more of a general tip than a Kirby-specific one, but mix things up a bit. Throw things at your opponent that they won't expect. Play offensively one moment, then defensively the next.

Throw items instead of using them to batter your foe. Steal special moves and switch them often.

Shield, roll, and throw in different directions to set up different combos. The best way to defeat your opponent is to never let them know exactly what you're doing. Whatever you did to beat them last game, don't do it this time. Kirby is blessed with being a different character depending on your play style. Use different play styles (or mix and match them) and Kirby effectively becomes one of the most versatile players in the game.

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<(o.o)> VI. Strategies: Bonus Stages

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Part of mastering a character is mastering his bonus stages. This is a quick walkthrough for each of the bonus areas using Kirby. Anyone with strategies to improve upon these is welcome to let me know!

Break the Targets (00:20:35)

Start off with a very short hop forward. Use a Spinning Air Hammer when Kirby's right on top of the first target, and he'll bust it and land on the plateau to the right. (1)

Jump over the pit and start another Spinning Air Hammer as you come in contact with the wall. Kirby will just barely have enough reach to break the second target. (2)

Stone into the pit just to your left to break two more. (3 & 4)

Come out of your Stone (just press B again in mid-air) before you hit the wooden bridge and jump left towards the target in the narrow shaft. Use a Final Cutter to break it. (5)

From here, jump upwards to the right. Use five jumps. This will put you in Final Cutter range of the next ledge. Kirby should also break the next target with his upswing. (6)

From here, jump up into the shaft where you see the two targets in little niches on either side;

use a Spinning Air Hammer in between them to nail them both. (7 & 8)

Now drop down and Spin Cycle the target down and to your right. Make sure you land directly on top of the target, NOT to the right of it. (9)

Quickly hop back down to the left, to where the wooden bridge is, but this time go underneath the

stage to the right where the last target sits. Nail it with the upswing of a Final Cutter.

Using this strategy, my current best time is 00:20:35, which is over two impressive seconds better than my previous score of 00:22:18.

Home Run Contest (1219.8 ft.)

The trick to this game with any character is to use moves that deal lots of damage, but don't have a whole lot of knockback. You have ten seconds to rack up as much damage as you possibly can, then at the last possible moment you have to smash the Sandbag with the bat to knock it as far as you can off the pedestal.

After tinkering around a bit, I learned that while SSBM registers damage from every attack that

lands, it only registers knockback for the most RECENT attack that lands. Here's what this means: hit the Sandbag with whatever you want... as long as you hit it with something that keeps it still directly afterwards, you'll be in good shape.

My previous strategy basically had Kirby (who, by the way, is a very poor character for this whole Home Run Nonsense) squeezing in five Spinning Air Hammers on the Sandbag, then smashing it with the bat. This is kind of a sketchy strategy, since the Air Hammer has a tendency to throw the Sandbag off sometimes, but I managed to pull off a modest 90% damage and 1116.5 feet.

Pick up the bat and jump OVER the Sandbag. The second before Kirby lands, execute a Spinning Air Hammer facing left. Optimized, this will do 20% damage. You should have about 8 seconds left on the clock.

Immediately afterwards, jump over the Sandbag again. At the peak of Kirby's jump, throw the bat upwards (up + Z). Land, wait a split second, then do a short hop and use a Spinning Air Hammer. The bat should hit the Sandbag while Kirby is doing the Hammer thing; this means the damage is registered for both bat AND Hammer, but the Sandbag will more or less stay put. The Sandbag should be in the mid-50's now, and the announcer should be starting to count down with five.

Here's where it gets really tricky. Grab the bat in mid-air (give it time to bounce once) or else it will disappear. You can do this by tapping Z while in contact with the bat while jumping. The second after you have it, throw it upwards again, and do another Spinning Air Hammer after you land. You should top out at about 94% damage with a second left to spare.

Grab the bat in midair again, face the Sandbag, and give it all you've got. Remember that hitting an object with the very tip of the bat will send it farther than hitting it up close!

For my efforts (and trust me, I had to retry an enormously frustrating amount of times!) I managed to better my score by over a hundred feet, now capping off at 1219.8.

Multi-Man Melee 10-Man (00:10:18) 100-Man (03:51:50) 3-Minute (124 KOs)
 15-Minute (568 KOs) Endless (284 KOs) Cruel (8 KOs)

The Multi-Man Melee is built to be super cheap, which is precisely what Kirby is good at. Every

Multi-Man Melee (except Cruel Melee, of course) can be easily won by standing at the extreme edge of the bottom platform, facing the center, and using Final Cutter. This will instantly KO anyone in range of the cutter (which has an amazing vertical range), plus the shockwave will extend to about the middle of the main platform, slaughtering any wire frame caught in its path.

There are a few complications, though. Sometimes, for example, a wireframe will be able to sneak in behind you. When this happens, quickly use a Break Dance so you can smash it away without turning around. Also, you'll notice that sometimes Kirby will accidentally hit a bomb with his Cutter while he's in range of the explosion, effectively blowing him out of the arena. There's really nothing you can do about this.

And even more rare, a wireframe will stand on the platform above you and kick you out of your Cutter. Don't be daunted - Kirby can just use his Cutter again in midair and get the offending wireframe on the return flight.

Once in a while you'll note that a stubborn wireframe will be sitting on a far ledge and won't come towards you. And since there are times that no new wireframes will respawn until the old ones are dead, you might have to leave your perch once in a while. If so, it's usually better just to use an Aerial Flip Kick to kill the wireframe, then dash to the nearest edge before more wireframes respawn.

A note about items: only grab items that literally fall right into your lap, and even then only grab the ones that will function without your help. Going out of your way to get an item, even a useful one, is generally a bad idea in Multi-Man Melee. Here's a list of useful ones:

Hammer: I've never seen a Hammer in Multi-Man Melee, but if by some fluke of luck you should find one, you'd be able to give your thumb a rest for a moment at least.

Green Shell: It's of no use to you. Throw it away before a wireframe has a chance to hit it towards you, or you might accidentally KO yourself.

Red Shell: A great item! Ideally, throw it so it lands on the second-level platform opposite

you. This will automatically KO any wireframes that hit it, coming or going, including the ones that respawn on that platform. If one of these gets kicks along the bottom platform, you're in trouble. Your best bet is to float upwards and Stone it as it comes underneath you, hopefully smashing it off the screen.

Poké Ball: Throw it so it lands on the bottom level on the opposite ledge. Any closer to you

and the Pokémon will probably end up killing a wireframe (or more) that your Cutter would have nabbed anyway, and you want to maximize those KOs.

Motion Sensor Bomb: Throw it opposite you, so it'll kill a wireframe out of range of your Cutter.

Cloaking Device: You won't be at the usual disadvantage since you're staying in one place anyway, and you'll be safe from damage while invisible.

Here are some individual stage strategies:

10-Man Melee: Using the above strategy, you should be able to win this in under 15 seconds, easily. My record: 00:10:18.

100-Man Melee: A bit tougher, since the wireframes slowly gain in strength the more you kill.

Also, the very last one is not susceptible to an instant kill like the rest of them - you'll have to fight it the hard way (not to mention at a higher health). My record: 03:51:50

3-Minute Melee: Another easy round. My record: 124 KOs.

15-Minute Melee: Your thumb might get tired doing so many Final Cutters in a row, but that's more or less what you'll have to do to win this grueling death match. My record: 534 KOs.

Endless Melee: The wireframes are a bit tougher here than in the other rounds; while they're just as light as in the other matches, the AI is beefed up a bit. You'll have to roll back

and forth between the two edges more often here. Also, I suggest grabbing any Poké Balls that materialize. Wireframes will use items against you here, and you really don't want your day ruined by an angry Pokémon. My record: 248 KOs.

Cruel Melee: It goes without saying, but the above strategy will not work on this round. In fact, nothing other than pure Melee mastery and a bit of luck will get you anywhere here. Prepare to spend a lot of time being knocked around - even 5 KOs is a hell of a feat

in this bout. Your best bet is to try and Stone all five wireframes at once. If you can do that, you'll have just barely enough time to roll out of their way before they retaliate. Just be sure you hit all five wireframes every time you Stone, or you're in big trouble. Recovering in the Cruel Melee is almost impossible, since once you're off the stage long enough all five of them will probably go right to that ledge and wait for a moment to knock you back off. So when you come back, position yourself underneath the edge and Final Cutter so you grab the ledge. Hopefully, your recovery move will knock them

all away and give you time to get to your feet. My record: 8 KOs.

Snag the Trophies

As luck would have it, both of Kirby's good moves in this round are done best facing away from the center. This makes it very easy for him to run out, hit the trophy into the goal, and then run right to the next one. Use Kirby's Back Kick to hit a trophy that is far away from the goal, and use his Spin Cycle for one closer in. If a trophy is level with the ground, face it and do a Flip Kick to knock it back upwards, then Spin Cycle.

Race to the Finish

Tailor made for Kirby. This one's tough to practice, since you have to go through six rounds of combat and two bonus stages to get to it. But it's also worth five coins for the Lottery done completely, so listen up.

Start off by running right as fast as you can. Kirby's run isn't all that fast, but it'll have to do. Pass the first door. Coming up on the second door, just jump to the ledge overhead and then over to the right. Dodge the platforms as you fall down the next shaft; they only waste time.

As soon as you land, run right. Jump to the red platform above you as soon as it comes into view. Climb the next shaft by jumping ledge to ledge. You're now underneath a red arrow. Run to the right, fall (don't jump) into the next shaft, using one of your mid-air jumps to get into the passageway once you're level with the door on the left. Continue right.

This is the three-way junction. The top way is full of spiked walls, the middle is full of lava, and the bottom is full of wide gaps. It goes without saying, but Kirby ought to go the bottom route. Hold down as you fall through the long shaft, so Kirby will fall faster.

<originalprankzter666@hotmail.com> "...i found that turning into a rock is really faster, despite transforming. Make sure you turn back to normal _just_ before you hit the ground or the transformation takes longer."

I thought this too, originally, but keep in mind that you're not trying to break a record in this minigame. As long as you get to the end, you're successful. If you hit the ground before transforming back, you could really blow your chances. Of course, if you're already fairly good you might want to switch to this Stone method to shave a second or so off your time. Anyway...

Run right, through a long hallway (careful not to touch the door here!) and start jumping at the very edge to get through the wide pit. Use the four topmost platforms as resting spots; Kirby gets a lot of jumps, but none of them get too much horizontal distance.

Now you're in the home stretch! Dodge the door on the leftmost side and dash to the right as hard as you can. Be careful not to hit the spikes in the small room halfway through this part, since doing so this late in the game is almost guaranteed to ruin your shot at those five coins.

It takes about six seconds to get from the second-to-last door (the one at the beginning of the home stretch) to get to the very last door. So if you get to the second-to-last and the five second countdown has already begun, just go into it instead. It's better to take the four coins and accept defeat rather than get cocky and go for five that you have no shot at.

Event 16: Kirby's Air-raid (00:23:40)

You'll have to use Kirby for this event, which is why it's included here. The object is to grab the Warp Stars as fast as you can to KO all ten yellow Kirbies. Attacks of any kind will not harm them, but Warp Stars spell an instant KO. You'll be fighting on the Corneria stage, which is actually a very good level to aim Warp Stars on. You only have 38 seconds to KO all ten.

In order to maximize each star, aim for as many Kirbies as possible. They sort of come out in clumps at first, if you see two groups walking towards each other, don't just get one of them - wait a few seconds until the two groups pass each other so you can slaughter the whole gang at once. Try the event a few times to get the timing of Warp Stars down, and learn how long to aim to go where.

Don't spend too much time chasing down every star - only use the ones you need. You might need

to use on of those out-of-the-way stars later, after all! My current record is 00:23:40.

(>o.o<) VII. Trainspotter's Guide

Super Smash Bros. Melee is, of course, a mish-mash of many other Nintendo games. And for the sake of completion, here is a list of all the stuff that originated in the Kirby games.

Stages

Fountain of Dreams - The Fountain of Dreams was an intregal part of Kirby's Adventure on NES,

which is by far one of the most popular Kirby games. Kirby travelled through six worlds fighting King Dedede's minions before he challenged the king himself in front of the fabled fountain, only to find out that Dedede wasn't really a villain after all.

Green Greens - Whispy Woods is a Kirby staple - he's a boss in just about every Kirby game in existence. This stage is also littered with yellow star blocks and bomb blocks, which were obstacles in Kirby's Adventure on NES.

Dream Land - This secret stage is not only remniscent of levels in many Kirby games (since it features Whispy Woods), but was also Kirby's home level in the original Super Smash Bros. All-Star Area - Between battles in the 1-player All-Star mode, players are dropped into a neutral area that is very similar to the scene in between battles in the arena of Kirby Super Star on SNES - right down to the three energy refills in the center and the portrait of the next opponent.

Music

[11] Fountain of Dreams - A beautiful orchestrated rendition of the Gourmet Race from Kirby Super Star plays on the Fountain of Dreams stage.
[12] Green Greens - This orchestrated version of the music used in many stages in Grape Garden in Kirby's Adventure is heard on the Green Greens stage.
[29] Dream Land 64 - This version of the Gourmet Race song, played on the classic Dream Land stage, is much closer to the original SNES version than the orchestrated one.
[43] Kirby's Victory - The tune which plays when Kirby wins a match is the same tune that plays after he defeats a boss in Kirby's Adventure. The dance is very similar, as well.
[60] All-Star Intro - In between All-Star matches, you hear a remix of the original tune that played in the save rooms in the Great Cave Offensive from Kirby Super Star.

Items

Food - The Gourmet Race in Kirby Super Star was a race between Kirby and King Dedede too see who could eat the most hamburgers, ice cream, etc. In Melee, Food restores a minimal amount of health.
Maxim Tomato - Kirby's favorite food. In his games, the Maxim Tomato restores his health completely. In Melee, it's a bit weaker, able to restore 50% damage.
Warp Star - In Kirby's Adventure, Kirby used Warp Stars in some levels to fly to different areas of stages. They are shaped kind of like Kirby's homeworld, Pop Star.
Star Rod - In Kirby's Adventure, Kirby had to collect the seven pieces of the Star Rod and return it to the Fountain of Dreams. A similar thing happened in Paper Mario, but that's most likely a different Star Rod.
Parasol - After eating a Parasol Waddle Dee, Kirby was able to use this in his games to float around casually or violently pummel his enemies. In Melee, Peach has one of these built into her arsenal.

Trophies

This list is incomplete, most likely, because I haven't yet received all of the trophies. I honestly don't even know how many there are.

Kirby - Of course, all three Kirby trophies originated from the cream puff's benchmark series.

Ball Kirby - Not only does Kirby transform into a ball after eating certain enemies in Kirby's Adventure, but this is also the form he takes on in any game in which he portrays a pinball.

Fire Kirby - This is the result of Kirby eating a fire-breathing enemy. Note the stylish headdress!

Fighter Kirby - The result of Kirby stealing the Fighter ability in Kirby Super Star.

Kirby

is frowning here, and that means that he means business.

Kirby Hat - The five Kirby Hat trophies depict what Kirby looks like wearing the hats of his opponents in Melee after sucking them in.

King Dedede - Dedede has always been Kirby's lukewarm nemesis, but in several of the games the

fat penguin decides to help the little guy instead.

Waddle Dee - This harmless little creature appears in every Kirby game; sometimes for good, other times for ill.

Goopy - Kirby's right-hand man in Kirby's Dream Land 3.

Rick - A hamster friend of Kirby's.

Meta-Knight - Melee says he originated in Kirby Super Star, but he was actually a boss in Kirby's Adventure, as well. Meta-Knight is a villain who always refuses to fight Kirby unless he's wielding a sword.

<AlienHotBoy711@aol.com> "...there's a glitch in Kirby Super Star where when you fight him. If you don't pick up the sword in the ground. He just gets impatient and fights you anyway."

Indeed there is! And while this information isn't really relevant to a Smash Bros. FAQ, Meta-Knight is much easier to defeat with the Yo-Yo or Cutter skill.

Whispy Woods - This living tree is a boss in almost every Kirby game. He blows wind from his

giant mouth and causes apples to rain down from his leaves.

Maxim Tomato - Kirby's favorite food that restores all his energy.

Star Rod - Kirby had to rescue the Star Rod from King Dedede in Kirby's Adventure.

Warp Star - Kirby's main form of transportation throughout the series!

Parasol - Kirby used this to beat up on bad guys in some of his games, after eating a Parasol

Waddle Dee.

Fountain of Dreams - The home of the Star Rod.

Kirby's Costumes

Not from Kirby games, obviously, but I'm including them just for the sake of completion. Kirby actually looks pretty cool in some of these get-ups; you should see them all at least once.

Regular Kirby - The classic pink Kirby we all know and love.

Yellow Kirby - Just like when he takes the Spark power in Kirby's Adventure.

Ice Blue Kirby - Just like when he takes the Ice power in Kirby's Adventure. Also, Kirby's color when he joins the Blue Team.

Red Kirby - Kirby's color when he joins the Red Team.

Green Kirby - Kirby's color when he joins the Green Team.

Monochrome Kirby - Just like in his good old Game Boy days.

Mario Hat - Swallow Mario.

Gorilla Suit - Swallow DK.

Green Hood - Swallow Link or Young Link.

Yoshi Mask - Swallow Yoshi.

Samus' Helmet - Swallow Samus.

Pikachu Mask - Swallow Pikachu.

Fox Ears - Swallow Fox.

Backwards Baseball Cap - Swallow Ness.

Racing Helmet - Swallow Capt. Falcon.
Dragon Horns - Swallow Bowser.
Eskimo Hood - Swallow an Ice Climber (either one will work).
Crown - Swallow Peach.
Regal Headdress - Swallow Zelda.
Ninja Wrap - Swallow Sheik.
Jeri Curl - Swallow Jigglypuff.
Alien Horns - Swallow Mewtwo.
Blue Hair & Sword - Swallow Marth.
Luigi Hat - Swallow Luigi.
Sealth Suit - Swallow Mr. Game & Watch.
Red Hair & Sword - Swallow Roy.
Beak - Swallow Falco.
Pichu Mask - Swallow Pichu.
Doctor Headgear - Swallow Dr. Mario. I'm sure there's a proper name for the light/mirror thing that he wears, but I don't know it. If you do, e-mail me.

<(~.~)> VIII. Credits and Contact Information

AlienHotBoy711@aol.com - Wrote in concerning a minor oversight about the Meta-Knight trophy.
originalprankzter666@hotmail.com - Wrote in with another method of shaving your time down in the Race to the Finish minigame.

To add something of your own, send an e-mail to brickroad@mailcircuit.com with the title heading "Kirby FAQ" so I know what you're talking about. If it covers information I don't, I will add the information, credit you, and thank you personally.

I'll respond to gameplay questions only if they pertain directly to playing Kirby or fighting against him. If you ask me a question that this FAQ doesn't cover, chances are I'll respond and then adding the information, crediting you for indirectly adding to the FAQ. But ask me something that the FAQ does cover, and I'll probably just tell you to read harder.

I do use various instant message programs, but please don't ask me how to contact me via these programs. I've already got enough people I don't talk to via AIM and the like. Thanks.