

Kirby 64: The Crystal Shards FAQ/Walkthrough

by CWall

Updated to v2.1 on Nov 8, 2005

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A Kirby 64: The Crystal Shards (PAL)
FAQ/Walkthrough
for Nintendo 64
by Christian Wall

Size: 148 KB

Version: 2.1

Last updated: Nov 8, 2005

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"This was my first FAQ in English!"

This FAQ can be found in Swedish and Spanish at my
homepage and GameFAQs. It was translated by me.

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This was the first FAQ I wrote in English. This is probably the final version, so I've rewritten the introduction. Some parts are new, some are only refreshed. If you care to read the version history near the bottom of the file, you may find it rather interesting. I hope that this FAQ can now compare with the other Kirby 64 FAQs at GameFAQs.com. There is a slightly more shallow version in Swedish at GameFAQs and my homepage. This is originally a translation of that FAQ, actually.

I got Kirby 64 as a birthday present when I turned 16. Don't laugh, I love Kirby games. I truly enjoyed the amazing, cute and very Japanese adventure. I find it very underrated, and I believe it has a place among the best N64 games.

2.0 Basics, etc.

Here, you can find general information about Kirby 64 and things worth to know before playing. Other things as well.

=====
2.1 Brief game information
=====

System:	Nintendo 64
Television System:	PAL
Publisher:	Nintendo
Developer:	HAL Laboratory
Origin:	Japan
Players:	1-4
Genre:	Platforming
Save Files:	3
Accessories:	Rumble Pak
Released	
Japan:	March 24, 2000
USA:	June 27, 2000
Europe:	June 22, 2001

=====
2.2 Brief overview
=====

The title of this game could very well be "Kirby's Dream Land 4". It plays very similarly to the previous "Dream Land games". You are the little pink ball Kirby and you shall walk, run and jump through several courses in search of Crystal Shards. Just as before, Kirby can swallow enemies and steal their special powers. This time he can combine two powers for very powerful attacks. No animals this time, though.

=====
2.3 Story
=====

On Ripple Star, a planet inhabited by fairies, there was a big crystal. One day a big black cloud, known as Dark Matter, came to take over Ripple Star. The brave fairy Ribbon forth saw the objective of Dark Matter and escaped from the planet with the big crystal. However, the vicious being saw her flee and split itself up to follow her. Ribbon didn't get far before the Dark Matter clouds caught up with her and attacked her. The impact of the attack crushed the crystal, and several of its shards fell down on many planets. Ribbon, herself, crashed down on Pop Star right on the head of our dear creature Kirby. Kirby, as the jolly fellow he is, decided to help her in the quest of retrieving the crystal shards. So the adventure begins...

=====
2.4 Controls and Basics
=====

I think that the line between what're Controls and Basics, is pretty thin, so I've smashed them together to one sub-section. This is what you can find.

- Controls
- Dashing
- Flying
- Swimming
- Slide kick
- Climbing
- Special powers
- Power combos
- Getting started
- Option
- World, courses, sections
- Tutorial
- Crystal Shards
- Coloured blocks
- Energy meter, lives
- Stars
- Enemies
- Inhale, exhale
- Guards, Bosses
- Falling, crushing, lava
- Unsolid ledges
- Ride with Waddle Dee
- Adeleine's art
- Riding King Dedede
- Background, foregrounds

Controls

Digital pad
Left: Go to the left, tap twice to dash
Right: Go to the right, tap twice to dash
Up: Not used
Down: Duck, swallow, get down from ledge

Control stick: Not used
A Button: Jump, fly, swim
B Button: Inhale, throw enemy or star, exhale, use power
L Button: Lift inhaled object
R Button: Lift inhaled object
Z Button: Not used
Start Button: Pause the game

C Buttons: Lift inhaled object

Dashing

Press the digital pad twice in the direction you wish to go and Kirby will run instead. It is also possible to tap left/right while walking.

Flying

Jump by pressing "A", then press "A" again to inhale lots of air and get into the flying mode. In flying mode, press "A" to ascend, "B" to return to the ground and "down", "left" and "right" to move Kirby. When you press "B" while flying, Kirby will blow air in front of him. This can injure an enemy. You can fly for approximately seven seconds. After that, you start to slowly descend.

Swimming

Don't be afraid of the water; Kirby is a pretty good swimmer. All action that can be done on land can be done in the water, they are just much slower. You won't jump with "A", instead swim upwards. It is actually possible to inhale enemies underwater and you can be down there how long you want.

Slide kick

Press "down" to dodge and then press "A" to do a slide kick. It will destroy most things.

Climbing

Sometimes, you must climb on ropes, poles, chains, etc. to reach new area. Jump towards the pole to grab it, then press "up" and "down" to climb. Jump off it or up it with "A".

Special powers

These have always been the trademarks of the Kirby games. Kirby has the unique ability of swallowing enemies and stealing their powers. All enemies can't be swallowed for powers, though. To get one, you must look towards an enemy and press "B" to inhale it. Then "down" to swallow it. Press "L", "R", or any

C button to get rid of the power or enemy. Those powers available are Bomb, Burn, Cutter, Ice, Needle, Spark and Stone. Use them with "B". You can lose a special power if you continuously bump into enemies. A star representing the colour of the special power will hop out of you. Inhale it again to get back the special power.

Power combos

You can combine all of the special powers to make mighty power combos. This is the very essence of Kirby 64; to discover all of them is a pure joy. There are 35 of them in total. There are three different methods to make a power combo.

- Method 1 -

If you see two enemies standing near each other and both have special powers, you can press "B" to inhale both at the same time. Swallow with "down" afterwards.

- Method 2 -

Inhale an enemy with a special power and keep it in your mouth. When you get close to another enemy with a special power, exhale the one you have in your mouth on the other enemy and a power combo star will show up. Swallow it to get the a power combo of the two enemies combined. You can also lift the enemy with "L/R" and throw it on another to get the same effect, most of the time at least. Sometimes, it has something special when you throw the enemy. It may fly away, dig itself underground, vanish, etc.

- Method 3 -

The one you will use most often. When you already have a special power. Press "L/R" to lift the star indicating the power. Either throw the star on another enemy or let someone jump on your star. A power combo will be created for you to swallow.

While you have a power combo, you can remove it by pressing "L/R". Now you can throw it with "B" and it will penetrate most things. You won't be able to use it again, though.

Getting started

Every time you start the game, you get to see the first movie. Press "Start" during it and you'll get to title screen. If you wait here, you'll see a demo soon. Press "Start" to get to file selection screen. From here, you must choose a file. A file is new if it looks empty and it says "File 1, 2 or 3" on it. It doesn't matter gameplay wise which file you choose. The top-most information tells you which "Level" or world your currently on. The percentage figures indicate how much percentage of the crystal shards you have collected. Then, you have three alternatives: "Start", "Option" and "Delete". Select "Start" to begin the adventure; select "Option" to change game settings, etc.; (read below) and select "Delete" to erase you file. Erased files can never again be retrieved, so be sure before you do it.

Option

When you in the Option menu, you can select among some different other menus.

These menus are available from that the file is new:

- Mini-Games -

There are three Mini-Games here. These can be played by 1-4 human players. Read more about them in a section near the bottom.

- Enemy Info -

Collect card in the picnic bonus-game after each finished course, and they will show up here. There are a total of 81 cards to collect. There's a section for the enemies as well.

- Theater -

View movies again. Once you've seen the movie once on that file, it will appear here. Enjoy! Read more about theater below.

- Settings -

Choose to set the sound to "stereo" or "mono". If you have one or more speaker on your TV, it should be set to "stereo". If you have only speaker, it's "mono". You can also choose the display. There's a field where lives, energy, powers, etc. are showing while you play. Change the design of this field here.

Another option appear when you've finished the game:

- Sound Test -

Listen to all background music and sound effects in the game.

When you've finished the game with all crystal shards, this option shows up:

- Boss Battles -

Battle all bosses in the game in a row. You will get no power combos and no chance to replenish energy. You have six energy units to get all the way to O2. Are you pink, round and fluffy enough to beat the toughest task in the game?

Worlds, courses, sections

When you have selected "Start" from the file selection screen, you will be in the Universe. You can't get back from to the file selection screen, unless you press the "reset". You will see a planet in front of you. Enter it with "A" or if you've beaten the boss here, press "left/right" to get to another planet. These are the worlds or levels as one could call them. Inside the worlds, there are three or four courses. Press "B" or "A" on the image of the planet to return to Space. You must finish the courses in order. When you have finished the last course in a world, you get to face the boss. Beat him and you will gain entrance to a new world. The courses are divided into, what I call, sections. If you step out of a screen and appear in another, you switch sections. Courses consist of four to ten section, often five or six. Every course have three crystal shards. You don't have to get any of them to advance in the game. You can always return to courses to collect crystal shards.

Tutorial

When you begin the adventure for the first time, you get to choice if you want to listen to the tutorial. Choose "Nope..." to see it. It explains the copy system. I think you should see it anyway, because it's so cute.

Crystal Shards

The most important item. When Dark Matter broke the crystal. Many crystal shards fell over the planet. Ribbon carry one when she crashes and Kirby gets one in her head. There are three shard in every course and you get one after each big boss. $2 + (22 \times 3) + 6 = 74$ shards can be found in Kirby 64. You don't need crystal shards to advance in the game, nor do you need them to finish it. But if you want to finish it with 100% and unlock "Boss Battle", then you must collect them all. To see if you've taken all of the crystal shard in a certain course, highlight and then check how many squares on the crystal card that are filled. No filled squares, and you haven't collected a single one; all filled, and you've taken them all.

Coloured blocks

During the adventure you will find coloured blocks which can be broken with the proper special power or power combo. Check the table below to see which special powers that are represented by which colour.

Bomb	=	Black
Burn	=	Red
Cutter	=	Green
Ice	=	Blue
Needle	=	Orange
Spark	=	Yellow
Stone	=	Brown

If the block is orange, use Needle on it or a power combo with Needle included. If the block has two colour, often chequered in those colours, what do we do? We create a power combo with the special powers that are represented by the colours.

Energy meter and lives

The energy meter is represented by the six slots near the bottom of your screen. Every time you get hurt by an enemy, you lose one unit on your energy meter. You can get more units by eating food on the courses. When you've lost all your units, you lose a life. Your amount of lives are displayed in the bottom-left corner of the screen. It displays how many lives you have in stock. You can collect more lives by collecting "1UP" symbols and stars. You will always begin with three lives when you turn on the game: two in stock and one which you are currently using. When you lose a life, you will begin in the same section as you lost in. If you have 00 lives left, you will get "Game Over" next time you lose all your energy units. When you get "Game Over", you return to the title screen. You must play through the course which were playing on again. If you have collected a crystal shard, it is saved into the back-up. You never have to collect again, even if you get "Game Over".

Stars

There are small yellow stars practically everywhere on the courses. You can always, except when you meet a Guard or a Boss, see a meter below your energy

meter. It has 30 slots and for each star you take, it fills up one slot. When it's full, you get an extra life. It will be reset when you turn off the game or get "Game Over". There are also green stars, worth three yellow stars; red stars, worth five yellow stars; and blue stars, worth ten yellow stars.

Enemies

The enemies are the characters on the course, which aren't Kirby, Waddle Dee, Adeleiene or King Dedede. They hurt you. You may choose to defeat them or avoid them. The enemies will always respawn behind your back. If you walk further down the path after you've defeated an enemy, and then return, the enemy will be back. This may be annoying if you are a first time Kirby player, but you get used to it quickly and see the advantage of the feature being there.

Inhale, exhale

A very simple way to beat enemies. If you have no special power, you'll inhale with the B button. Inhale an enemy and then spit it on another and you will beaten two flies in one smack. Do this with "B", and swallow the enemy with "down". You can also inhale star blocks and spit on enemies.

Guards and bosses

There are some enemies in the game that are stronger than regular enemies. Guards are big version of ordinary enemies. They need three to six hits to get defeated. You don't need to have a special power to defeat them; they always have smaller helpers which you can spit on the Guard. Guards often give you a crystal shards after the battle. There is one boss in every world. You get to meet it after you have finished every course in the world. They are much stronger than Guards and they often have two different phases in their beating process. They always give you crystal shards. When you meet either a Guard or a Boss, the meter which indicates how many stars you have collected gets exchanged for the Guard's/Bosses's vitality meter. When you have got that meter down to zero, the opponent either dies or begins a new phase in its strategy.

Falling, crushing, lava

There are some things that are directly lethal. Falling down a pit for example, is. Be careful and try to press "A" just before you fall off the screen. Being crushed by something is also lethal. Lava, however, is not. You will only lose a single energy unit, so make sure that you get hot a lot.

Unsolid ledges

Some ledges aren't solid. You can stand on them, but jump through it and press "down" to get below it. These are characterised by the fact that they are very thing.

Ride with Waddle Dee

Sometimes you will meet Waddle Dee in the courses. He might make an entrance for you, but often you get to ride something with him. It's often some kind of vehicle which you use to glide down something. The only thing you must do is to keep you finger ready on the A button. Press it as soon as you see an exclamation mark and you will jump over obstacles. If you crash into an obstacles, you will lose an energy unit. Try to follow the star trails all the time and you will get any crystal shards that come in your way.

Adeleine's art

If you see Adeleine standing somewhere, stop and wait to see what happens. She will often paint something and give it to you. It can be a tomato, 1UP or an invincibility candy. Sometimes, she might give you clues for puzzles.

Riding King Dedede

In some areas you get to ride on King Dedede. He will be there waiting for, so don't worry about finding him. You can use any powers while on King Dedede, you can't fly and not move quickly. Jump with "A" and use your hammer with "B". If you hold "B" and the hammer starts to spin, you will be able to perform a very powerful smash. There are walls, pillar, etc. which need to be broken with the hammer. Hit everything. Some things need two weak hits or one powerful to be broken.

Backgrounds, foregrounds

Even though the graphics are three-dimensional, the game scrolls in a two-dimensional fashion. You sometime see things in the background or the foreground. It's often a witch, Keke, in the background. This is an enemy which you'll never get to confront. I think that it is only possible to get to the foreground/background in the third course on Rock Star.

=====
2.5 Items
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There are some items in Kirby 64. I think that these are the ones.

1UP

Impossible to miss. It's an item which says "1UP". You get an extra life. These are always available on the picnic cloth after a finished course, but they can also be found at various places in the actual courses.

Blue star

A big blue star. It's worth ten yellow stars. Collect thirty yellow stars for an extra life. When you've taken a crystal shard, it won't appear on the course again. A blue star will always take its place.

Crystal shard

The most important item. When Dark Matter broke the crystal. Many crystal shards fell over the planet. Ribbon carry one when she crashes and Kirby gets one in her head. There are three shard in every course and you get one after each big boss. $2 + (22 \times 3) + 6 = 74$ shards can be found in Kirby 64.

Green Star

A green star. It's worth three yellow stars. Collect thirty yellow stars for an extra life. Green stars are only available on the picnic cloth after you've finished a course.

Enemy Info Card

Only available in the picnic bonus game. It's probably this one you'll aim for most of the time. If you get it, you will receive an enemy card which you can view in "Enemy Info" in the "Option". There are a total of 81 cards and it takes a great while to collect them all. If you get a dublette, which happens often in the end of your collecting, Kirby will close his eyes and make a strange sound. Which you probably will as well.

Food

Ice Cream Bars, Cakes, Spareribbes and Sandwiches give you one energy units when you get them. These can be found on the picnic cloth and everywhere on the courses. When you use the power combo Spark + Ice, you become a refrigerator. Then you spit out lots of food. Each of these give you one energy unit as well.

Invincibility Candy

A rare item. It's a shimmering lollipop. Grab it and you will be invincible for an amount of time. You can break star blocks, enemies, and whatever, but you can't survive a fall down a pit. Be careful though, because the effect will end without any warning.

Red star

A red star. It's worth five yellow stars. Collect thirty yellow stars for an extra life. Red stars are only available on the picnic cloth after you've finished a course.

Star block

A block with a star on it. Star blocks are mostly just obstacles. They can be destroyed with almost any attack and they can of course be swallowed. Try to inhale one and you can spit it on an enemy. Inhale two at the same time for a really devastating effect: they will penetrate almost everything.

Tomato

Also known as "Maxim Tomato". These have been around for a great time. Take one and you receive full health. Just as easy as that.

Yellow star

A small yellow star. The bottom-most fills up as you take yellow stars. When you've collected stars, you gain an extra life. These stars can be found practically everywhere, including the picnic cloth. Remember to check inside star blocks.

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2.6 The picnic bonus-game

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After each finished course, you get to do a bonus-game (just like in the previous Kirby games). This time, it's about when the friends take a break for picnic. Cute, yes. While the others take themselves what they want to eat, Kirby must jump to get it. These items can be found on the picnic cloth: Enemy Info Card, 1UP, Tomato, Red Star, Green Star and some piece of food which raises your energy by one 1. Read about the items in the part above.

The bonus-game is divided into two parts. First Kirby moves himself in half circular motion. Press "A" when he is looking towards the item you want. Then, you must set the power of Kirby's jump so that he jumps on the item. Kirby will move his arms up and down. Press "A" when he has his arms near the ground and Kirby will jump all the way to the other side of the cloth. Press "A" when he has his arms above his head and Kirby will just hop an inch or two. The power is much greater if you push "A" while Kirby moves his arms downwards than upwards. Now it's just for you to start picnic and get the right feel for it.

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2.7 Characters

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The characters in Kirby 64 are just about as cute as they come. Here, I describe them.

Kirby

Kirby has surely starred in more than 15 games. He is popular, but sadly a

little underrated. Kirby is a pink ball with a happy smiling face. He has the special ability to copy enemies' powers when he swallows them. He can also fly, just because he's so light. He hasn't been able to copy enemies' powers all his life. He couldn't do it in Kirby's Dreamland, but learned it in Kirby's Adventure. He met wonderful animal during Kirby's Dreamland 2 and they learned to copy abilities as well. Kirby is always happy and he has always helped out Dream Land, his home, when there has been trouble. Now he must travel over the whole solar system to find the crystal shards together with Ribbon.

Ribbon

A cute fairly from Ripple Star. She's very close to the queen there and would do anything to protect her people. When Dark Matter came, she took Ripple Star's crystal and into Space to protect it. The crystal is very powerful, so Dark Matter mustn't get hold of it. Pink haired Ribbon has fly wings and wears a red dress.

Waddle Dee

Inhabitant of Pop Star. Waddle Dee's people and Kirby haven't always got along. They fought in the past. Waddle Dee stumbled upon a crystal shard but Dark Matter possessed him. When Kirby battled Waddle Dee, he agreed to come along and help Ribbon retrieve the missing crystal shards. Waddle Dee looks like Kirby, but he is red and has a beige face. Waddle Dee is the handy-man of the bunch. He can drill holes, find hidden entrances and he has a number of vehicles which Kirby and he lies to ride.

Adeleine

Adeleine has come to Pop Star to study art. She is a very skilled artist and she loves her job. Things she has painted can come to life if she wishes them to do so. The cute black haired girl wears a green blouse and blue skirt. She has a red basket and she always goes around with a paintbrush and palette. One day when Adeleine was painting, a crystal shard fell down next to her. She picked it up but was attacked and possessed by Dark Matter. Kirby, Waddle Dee and Ribbon found her and had to battle her. They won and she agreed to join them. Her abilities are special. Sometimes when Kirby sees her on a course, she paints an item which Kirby can use. It can be a 1UP, a tomato or an invincibility candy.

King Dedede

King Dedede is the king of Dreamland and he has caused much trouble to Kirby in the past. We don't think that King Dedede is really evil; he's just a weak minded soul who is jealous of Kirby. King Dedede is a blue penguin, who looks very like Santa Claus. He has a red royal coat with white fuzzy edges. He has also a woollen cap with a white tuft as well. His pants are yellow and orange. I made a really crappy ASCII of him once. Check my homepage if you'd like. King Dedede never leaves his house without his big hammer. King Dedede's part in the adventure is to clear the path from rocks and spikes with his hammer. Kirby can also jump up on his back in tough areas. Then you get to control the mighty penguin.

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2.8 Movies
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There are several movie sequences in Kirby 64. They appear during different events in the story. They are all very cute, comical and unpretentious. They are pure joy for eyes, mind and soul. Perhaps I exaggerated there, but I like them. The best part of them is that there are no voices, not even subtitles. You obviously don't need words to communicate. Once you've seen a movie in the story, it can be found in "Theatre" in the "Option" menu. I will explain what happens in them and how to receive them below. This is nothing you should read before you play the game; naturally it contains lots of spoilers.

The Dark Shadow

It's available as soon as you begin a file, because you can see it as soon as you start the game. This is what happens. Ripple Star get surrounded by the dark cloud Dark Matter. The little fairy Ribbon manages to grab a big Crystal and flies into space. Parts of Dark Matter follow her and breaks the Crystal. Ribbon crashes down onto Pop Star.

Kirby's Quest

You will see this movie as soon as you begin playing in a new file. Kirby stares at the starry sky when Ribbon comes crashing down on him. She holds a crystal shard and another one comes down on Kirby's head. They melt together and together Kirby and Crystal watches the sky as many shards crash down on the planets. Kirby, as the jolly fellow he is, decides to help Ribbon in her quest and they are on their way.

Waddle Dee?

When you've come to the end of the first course in the first world, you'll see this sequence. Waddle Dee finds a crystal shard on the green field and picks it up. He gets attacked by a Dark Matter piece and becomes an evil Waddle Dee. Kirby and Ribbon who find him, looks slightly startled when they see Waddle Dee's cyclops eye.

Waddle On!

Once you've defeated Waddle Dee, you get to see this sequence. Waddle Dee looks a little woozy, but recovers quickly. Ribbon retrieves the crystal shard and Kirby bids Waddle farewell. However, Waddle Dee doesn't want to be left behind, so he catches up to Ribbon and Kirby who ran ahead. He is of course welcome, because they are a jolly bunch, as you've probably already guessed.

Art Attack

This sequence starts when you've reached the end of the second course on Pop Star. She's painting in the forest when a crystal shard falls at her feet. When she picks it up, a Dark Matter stares at her from the painting. It attacks her just as Kirby and his crew gets into the area. When she looks up again, her eyes are all eeeevi!

Adding Adeleine

When you've defeated Adeleine, you'll see another sequence. She's very dizzy as the Dark Matter piece disappears. When she has come to her senses, she promise Kirby to help him out. She seems to indicate something about her painting will be of great help. Four is better than three, right? So the happy bunch runs away in high speed.

Dark Dedede

As you get on top of the castle in the third course on Pop Star, you will see another movie. King Dedede is watching over Pop Star (and probably Dream Land) at the top of his castle. A crystal shard falls close to him and he pick it up just before Kirby gets to it. Kirby tries to take from King Dedede, but the mighty penguin won't let him. It looks rather funny. Then, a Dark Matter piece crashes down amongst them and possess the King. Time for a battle again.

A Reluctant Ally

After the battle with King Dedede, he will lean against Waddle Dee, exhausted. Kirby offers him to join them, but the King is proud and refuses. All except Waddle Dee jumps down the castle. Waddle Dee follows after awhile when he thinks that it's impossible to convince King Dedede. Alas, King Dedede decides to follow anyway. His mind seemed to struggle, though.

On to Rock Star

You'll see this one when you've finished the boss on Pop Star. The bunch is gathered around the crystal and to their great surprise, it opens and shows another planet in need. They are brave, they don't hesitate. Everyone jumps into the crystal and it flies up into the wild blue and away in Space.

Desert Desserts

Clever, this one's available when you've finished the boss(es) on Rock Star. Kirby and the crew wanders in the desert. Kirby, the hero, has got behindhand the others. He is very hungry and surely thirsty. When he looks at his comrades, they look like food to him. Comical, indeed; be sure to check Kirby's expression. Adeleine comes up with an idea. She starts to paint food and it becomes solid and real. Go, Adeleine! The crystal opens and all jumps into it, excepts Kirby who are busy eating. King Dedede drags Kirby into the crystal a just there after.

All Washed Up

Another funny one. You get to see it after you've finished the boss on Aqua Star. The jolly fellows look at the ocean when they begin to throw rocks. Kirby wants to be special so he picks up a rock he too, but he closes his eyes and focus for a hard throw. Then a tidal wave comes. Everyone sees it in time, except Kirby who are closing his eyes. He gets beaten by the wave while the others get into the crystal. Kirby follows shortly there after.

Hot Waddle Dawdle

The people stand on a mountain high after the defeat of Magman, the boss of Neo Star. The crystal envelops again, but a volcano erupts. Now it's time to hurry. Everyone manage to get into the crystal except Waddle Dee. Kirby gets back and inhales him. That looks really funny.

Ripple Rescue

When the crystal opens after the defeat of the boss on Shiver Star, Ribbon sees her beloved Ripple Star engulfed in Dark Matter. She gets a sad look. But the others cheer her up. The brave bunch promises to fight by her side. Kirby starts to run towards the crystal, but stumbles and the other use him as a trampoline into the crystal. Mean! Ribbon flies into the crystal with the unconscious Kirby.

Fare...well?

If you finish the boss of Ripple Star without taking all crystal shards, you get to see the unhappy ending. Dark Matter disappears and everything seems to be OK. Ribbon and her princess bid Kirby and his friends fare well and they fly away in a small flying vehicle. We see Ribbon and the princess waving good buy towards them as they fly away, but just before the movie ends, the cute little princess stares viciously towards the screen. Creeeeepy! Even if you don't see this movie while playingthrough the adventure, you will have it on theatre anyway.

Darkness Calls

If you finish the boss of Ripple Star with all crystal shards collected, you get to see another movie than the on above. Just as Dark Matter disappears, the crystal will send a beam towards the cute little princess. She faints when a big black cloud is drained from her. Just as we thought: she was possessed. The cloud covers the sky, now what should we do? Good thing that Kirby always has something up his sleeve. He picks up a cell phone with a large star as an antenna. He calls someone and a big warp star comes crashing right down on him. Kirby is popped away, but his comrades hops on top of it. Kirby gets on in the last second and they all fly away to the black cloud.

Crystal Clear!

When you've beaten the boss on Dark Star, you will see the good ending. Dark Matter explodes and you will see a ceremony in the castle on Ripple Star. Everyone gets a medal and afterwards, Kirby gets a kiss from Ribbon. Kirby gets blushed and falls down stairs. As the other try to save him, the movie ends.

Project K-64 (credits)

You get to see it after the bad or the good ending. It shows who have made the game and some nice sketches.

View All Movies

Choose this if you want to watch all the movies in a row.

=====
2.9 Background music
=====

This is not a part you need to read before, you don't need to read any for that matter, but this isn't even good to read before playing. When you've finished the game once (spoiler), you get a sound test in your option menu. Some of the bgms are hard to recognise, so here you have a complete list of them. Except the second bgm, sadly. If you know which it is, e-mail me. I will probably slap myself many times if I ever figure it out, 'cause I know it so well.

You will see many numbers below. They indicate the different course bgms. The first number is the world and the second is the course in that world. If I write 5-2, then I mean the second course on Shiver Star.

1. Heard during the copy tutorial when you start a new adventure
2. Not sure
3. Theatre selection screen

4. 1-3 (in the castle), 2-3
5. The result screen after a Mini-Game has been played
6. 3-1, 3-3
7. 4-2, 4-4
8. 2-4 (outside crystal), 4-3
9. 1-1, 1-3 (outside castle), 4-1, 6-1
10. 5-2
11. 3-2
12. 5-1, 5-3, 5-4(outside factory)
13. 2-4 (inside crystal)
14. 1-2
15. 2-2, 3-4
16. 6-2
17. 5-4 (inside factory)
18. 6-3

19. Bosses
20. Miracle Matter
21. When you lose a life
22. When you get Game Over
23. Picnic bonus-game

24. Rock Star
25. Pop Star
26. Aqua Star
27. Neo Star
28. Shiver Star
29. When you're invincible
30. Dark Star

31. 02
32. Guards
33. Mini-Games selection screen
34. Ripple Star
35. Star selection screen (the Universe)
36. File selection screen, option
37. Enemy Info screen, Boss Battles intro

38. Checker Board Chase
39. Bumper Crop Bump
40. 100-Yard Hop
41. Waddle Dee battle
42. Adeleine battle
43. King Dedede battle

44. Movie: "The Dark Shadow"
45. Movie: "Kirby's Quest"
46. Movie: "Waddle Dee?"
47. Movie: "Waddle On!"
48. Movie: "Art Attack"
49. Movie: "Adding Adeleine"
50. Movie: "Dark Dedede"
51. Movie: "A Reluctant Ally"
52. Movie: "On to Rock Star"
53. Movie: "Desert Desserts"
54. Movie: "All Washed Up"
55. Movie: "Hot Waddle Dawdle"
56. Movie: "Ripple Rescue"
57. Movie: "Darkness Calls"
58. Movie: "Fare...well?"
59. Movie: "Crystal Clear!"
60. Movie: "Project K-64" (credits)

61. Long Kirby Dance theme (not included in game)
62. Short Kirby Dance theme (not included in game)

=====
2.10 Unlock hidden features
=====

The Final Boss

Collect every crystal shard in the game and finish beat Miracle Matter again.

You must beat him after you've collected all shards (the boss course will shimmer). You will see another ending sequence and Dark Star will appear.

Sound test

Beat Miracle Matter once. You don't need all crystal shards.

Boss Battles

Beat the Final Boss after you've collected every crystal shard. Then you will be able to battle all bosses in the game in a row. You will get no power combos and no chance to replenish energy. You have six energy units to get all the way to O2. Are you pink, round and fluffy enough to beat the toughest task in the game?

Difficulties in Mini-games

Just win a match on the previous difficult. Win a match on "Normal" and "Hard" will be unlocked.

When you've collect all of the Enemy Info Cards...

Happens nothing. Nothing at all to my knowledge. But of course it's nice to have a complete collection.

=====

2.11 Subjective review

=====

Kirby 64 deserves my all personal, subjective review.

Graphics 8/10

It may not be technical wonder, but it flows nicely and it's very colourful. I love all the environments and the character design. It's extremely cute.

Sound 9/10

The music fits the game very well and is extremely cute. The characters don't say much, but when they do, I just want to get into the game and hug them all.

Controls 9/10

Plays similarly to the previous Kirby games, but slightly slower and the controls are not as sensitive. Still, all the new special combos are extremely funny to discover; they work well and are great fun to use.

Lasting Appeal 7/10

The adventure is rather short, but it's so funny that I came back for it many times. We do have all the special combos which are funny to use in different situations.

Total 8/10

A very cute game.

3.0 Crystal Shards

Every shard in the game is included here, except the ones you get from the bosses; those can be found in the next section. I define the courses into sections. By sections, I mean the different areas Kirby travels to. When Kirby goes out of one screen and into another, he goes into a new section.

During the adventure you will find coloured blocks which can be broken with the proper special power or power combo. Check the table below to see which special powers that are represented by which colour.

Bomb	=	Black
Burn	=	Red
Cutter	=	Green
Ice	=	Blue
Needle	=	Orange
Spark	=	Yellow
Stone	=	Brown

If the block is orange, use Needle on it or a power combo with Needle included. If the block has two colour, often chequered in those colours, what do we do? We create a power combo with the special powers that are represented by the colours.

If you can't find the power combo you want in the course you're in, check Pop Star which has all special powers and they are mighty easy to receive also. The first course has Bomb, Burn and Needle; the second has Ice, Spark, Stone and more; and the third course has at least Cutter.

=====
3.1 Pop Star
=====

Kirby's home: Pop Star. The little fairy Ribbon crashes here and she gains Kirby's help. Here you'll find great fields, deep forests and magnificent castles. A game can't start better.

First Course

#1. In the first section. It's probably impossible to miss.
#2. In the third section you'll find the shard under a black block in a lake. Collect the Bomb power nearby and destroy the black block. There are two Poppy Bros Jr here. One before the lake and one after. Both of them have Bomb power.
#3. In the fourth section. Defeat Waddle Dee. Just inhale the stars that appear when he crashes into a wall. Shoot them at him.
Guards: N-Z and Waddle Dee
Sections: four

Second Course

#1. In the section where you travel by lift over a pit, jump straight down to the great beyond where you see three stars upon each other. The shard hangs below the stars. Don't go into flying mode before you've grabbed the shard. Start flying afterwards. You will not get the time to get back up to the lift if you start flying before you get the shard.

#2. Defeat Bouncy in the fifth section and claim the second shard. You shouldn't have any problems defeating him.

#3. Defeat Adeleine in the sixth and last section for the last shard.

Guards: Bouncy and Adeleine

Sections: six

Third Course

#1. You have to travel far for the first shard. In the fifth section you should pick up a power combo, Cutter + Cutter. Use it on the green block in the next section (sixth). Just one Cutter, won't be enough to break it.

#2. Above the entrance to section eight is the second shard seated.

#3. Defeat that really cool penguin King Dedede to get the last one in the ninth section. Be careful and watch his moves. A power combo is good.

Guard: King Dedede

Sections: nine

=====

2.3 Rock Star

=====

Rock Star and Pop Star, clever.

Lots of rocks here. Kirby and his new friends travel through a vast desert, a haunted temple, a deep cavern and a mysterious, probably alien crystal. At the end they have to defeat Pix: the strange crystals.

First Course

#1. In the second section, near the ceiling above the blocks. You won't miss it if you are up there.

#2. Defeat Kacti in the third section and he'll give you the second shard.

#3. In the fifth section, near the entrance, there is a brown and yellow wall which covers the last shard. Use Stone + Spark and blow it up. You'll find the Stone power in the beginning of the course and the Spark power in the end of the course.

Guard: Kacti

Sections: five

Second Course

#1. Search through the maze in the second section and you'll find the shard. Some floors fall apart if Kirby rests there. Get to the floor above the shard. It is easy to find.

#2. In the third section, in the room that's haunted there is a shard at the bottom, right in the middle of the room.

#3. Another maze and this time King Dedede will help. Crush the walls with the penguin's mighty hammer and you'll find the shard in the upperleft corner.

Just climb upwards and to the left as much as possible.

Sections: six

Third Course

#1. Use a Stone power (which you can collect in for example course 1-2) on a brown block in the first section. Kirby will be able to claim another shard.

#2. To reach this shard choose the left pit in section two, defeat Fishbone in the next section and collect the shard in section four.

#3. In the eighth section on the highest point. Watch out for the tree thingy.

Guard: Fishbone

Section: eight

Fourth Course

#1. The first shard is visible in the third section.

#2. You need to use Bomb + Spark to light up the fourth section. Collect the Bomb power in the first section from Skud, a rocket and the Spark power from one of those Spark-is in the third. When you use this power combo in the fourth section you will see symbols on the wall. In the next room there will be some switches on the floor. Press these down in the same order as shown in the previous room. (Press down on the digital pad while Kirby stands on them)

#3. Defeat Spark-i in the seventh section and you can collect yet another shard from the evil forces in Kirby's world.

Guard: Spark-i

Sections: eight

=====

3.3 Aqua Star

=====

Guess what! A water world, but a Kirby game wouldn't be a Kirby game without the water worlds. Long beaches and water caverns are what Kirby and his pals will travel on and in. Watch out for Acro, lurking in the caverns.

First Course

#1. You'll find the first shard in the second section. Search on middle height, to the left and you'll find it.

#2. Defeat Tick in the fifth section.

#3. This one's a little tricky. You have to use Bomb + Ice on a blue and black block in the sixth section. Kirby will be an exploding Snowman Mwa ha ha ha!

>D You'll find the powers somewhere in the course, but the tricky part is to defeat Tick with them. My tip is to place Kirby to Tick's left and keep exploding until he's gone. Be careful not to ram him and watch out for his little ones. They won't probably attack you when you stand just next to their Boss. Check the bottom-most part in the centre of the sixth section for the block, which you must destroy.

Guard: Tick
Sections: six

Second Course

#1. In section three, you must defeat Kany. To reach the shard you have to blow up the red and brown block. Guess what! You need Burn + Stone and those powers lurks in the first and second section. Kirby will be a volcano, though it's not very good fighting with (IMO) it surely looks cool.

#2. In the fourth section, Waddle Dee will take you on a rafting tour. If you grab all of the stars you will also grab the shard.

#3. Behind one of the waterfalls in the fifth section. Hard to miss.

Guard: Kany

Sections: six

Third Course

#1. In the third section you must go down the mountain-thingy in the middle. There you'll find a black and green block. Blast it to whatever with Cutter + Bomb. Kirby will be a ninja master, throwing exploding mornings stars. Ultimate boss killer someone said. I'm willing to agree. I almost forgot... You'll find the powers in the previous section. Remember the green fish holds a Bomb power and he explodes if you go near? Throw your already gained Cutter power on him before he manage to go kamikaze.

#2. Beat up Kapar in the fifth section to claim the next shard. Remember not to stand right next to him because then you'll fall down a whole which opens when you've fought him.

#3. This one took me a while to figure out. Gain Stone + Cutter which you can get in the third and fourth section. Be careful not to lose the Stone cause you won't get any more chances. In the sixth section, blow away a green and brown block with your power and then place yourself on the platform above. Keep changing forms until you become Rick the Hamster. Then press left at the same time as you jump and you'll climb slowly up the wall. At the top you'll find the shard. There's no other technique that works.

Guard: Kapar

Sections: six

Fourth Course

#1. Near the ceiling in the third section. The stream is so strong so if you miss it, you can't swim back for it. Keep to the left through the whole section, and then swim directly to the ceiling and you shouldn't miss it. Watch the Blowfishes!

#2. In the middle of the fourth section there is a pole. Climb all the way down and go to the right. There's your shard.

#3. In the middle of the sixth and last section, near the floor there is a shard. Keep to the floor and the strong stream won't be a problem. The rocks may hurt though.

Guard: Blowfish

Section: six

=====

3.4 Neo Star

=====

Many different types of environments here. A jungle, a cave, a mountain and even a volcano. One of the toughest worlds I think, though nothing gets really hard in this game, except the Boss Battles (the gamemode you can choose after clearing the whole game).

First Course

#1. There is a couple of traps with spikes below them. In one of these, pretty late in the first section there is a shard instead. Jump on the traps, then quickly jump again and hover and you'll discover which one that's not a trap
#2. The next shard is on a ledge under the entrance to the second section.
#3. In the treetops near the end to the fifth section you'll find the last shard. Just keep your eyes peeled towards the trees and you'll discover it.

Guard: Galbo

Section: six

Second Course

#1. Fall to the left in the first section and you'll bump into it.
#2. You'll get it in the second section if you press the A button when Waddle Dee tells you to.
#3. This one is tough. You have to pick up Stone + Bomb in for example 1-2 and keep it through the whole course. Kirby can with this power combo (YAY!!!) use dynamite. When you throw it on an enemy, it will explode directly, if not: it will explode in a while. Remember to press down when you've thrown it and Kirby will put on his helmet. 'Cause when the dynamite explodes, everything on the screen will be destroyed, including Kirby if he isn't wearing his helmet. It's in the fifth section.

Guard: Drop

Sections: seven

Third Course

#1. Blow up the orange block with a Needle power in the first section. You'll find both the Needle power and the shard in this section.
#2. In the third section, Adeleine has painted a picture: a hat, an umbrella or a pizza. In the next section there are lots of star blocks. Fly around and shoot air to remove blocks, so that it looks approximately like the picture Adeleine painted. It should look like the ASCII below. If you do it incorrectly, just get back into the section with Adeleine and re-enter the one with the blocks. The shard will appear in the centre of the blocks when you've finished it.

Hat

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Pizza

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Umbrella

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#3. In the fifth section, after you have climbed the big mountain wall, carefull fall down the first pit to the right. You will probably fall on the crystal shard. Quickly fly up again.
Sections: five

Fourth Course -----

#1. In the third section, you'll ride King Dedede. Hammer away all the pillars and you'll find the shard in the upper part of a pillar in the centre of the section. Some pillars (like the one with the shard) requires two light hits, or one powerful.
#2. This one is dumb. There's a red and brown rock in the fifth section. No, you don't need Burn + Stone, you need some kind of Ice power to break it. Ice can be found in course 1-2. I recommend you to use Ice + Ice.
#3. In the seventh section you will find the shard way up to the left.
Sections: seven

===== 3.5 Shiver Star =====

A snow world of course. One genuine snow course, a walk on the clouds, go shop a little in the mall and of course beat the bad guys in the factory below.

First Course -----

#1. There is a shard above the second igloo in the third section
#2. Blow up the Ice thing with a Burn power in the fourth section, then defeat Chilly and claim the second shard. Burn can be found in course 1-1. This is about the same thing as with the fire rock in course 4-4.
#3. Below the rightmost frozen lake, there is a shard. Reach it by going down the lake to the left of the rightmost lake and then swim through a tunnel into the lake with the shard. Here's a good chance for you to use Cutter + Ice, which is a hilarious power combo.
Guard: Chilly
Sections: six

Second Course -----

#1. Below a cloud in the middle of the second section, a shard's teasing you. When you see a cloud with only one Skud (a rocket) on it, prepare to jump down a whole in the following cloud. Go to the left and you'll find the shard.
#2. In the third section and when you're in the Zebon (green bubble), aim north-west and you'll bump into a shard.
#3. Search the fourth section for a Needle power and the fifth for Spark. Then pay Mopoo a visit in the sixth section and beat him. Then destroy the frame with your new power to gain yet another shard.
Guard: Mopoo
Sections: six

Third Course

- #1. Way up to the left in the second section the first shard is suited. It's on a ledge.
- #2. Defeat Pupa in the fourth section and take his shard.
- #3. Adeleine has painted some fruits in the fifth section. In the sixth section it's up to Kirby to press the blocks in the same colours as the fruits, in the right order. Here goes:

Orange	=	Orange
Lemon	=	Yellow
Melon (a melon with a thingy on)	=	Green
Coconut (looks like a pear)	=	Brown
Grapes	=	Purple
Cherry	=	Red
The Last Fruit :)	=	Pink

Guard: Pupa

Sections: eight

Fourth Course

- #1. Get Needle in 5-1 (or whatever) and Stone from Hack (an axe) in the bottom-most part of the second section. Locate a brown and orange block in the middle right of the section. Get on the ledges next to the blocks and drill through the walls to break the block. Then you can climb to the first shard.
- #2. Get Spark + Cutter in the third section and Kirby will be Darth Kirby =). Use your lasersword on the cage in the fourth section and Darth Kirby will be able to get a pleasant shard after chillin' down Burniss.
- #3. In the seventh section, almost at the top to the left, the last shard stands. Work fast, but carefully and you will get it without losing a life cause' there is a dangerous robot driven wall after you.

Guard: Burniss

Sections: seven

=====

3.6 Ripple Star

=====

A really nice and pleasant place... until Dark Matter came. Follow Kirby and his friends over Ripple Star until they brake into the castle and settle the score.

First Course

- #1. In the first section... do I really have to write more than that?
- #2. Defeat Sawyer in the second section.
- #3. Get Needle from the first section and Bomb from the third. Then blow up the black and orange block in the third section with Kirby's really boring Needle + Bomb ability. This course is very similar to the first on Pop Star, in case you didn't notice.

Guard: Sawyer
Sections: three

Second Course

#1. Get Spark from another course, 6-1 maybe, and enter the second section. Then blow up the yellow block and another shard will be yours.

#2. In the fourth section, swim to the far left (outside the screen) and grab the second shard.

#3. There will be a transformation... Kirby transforms into Darth Kirby. Use your Spark power you got from 6-1, then, mix it with a Cutter in the third section and you'll get the coolest power combo in the game: a laser sword. Blow up the green and yellow pillar while you're invincible in the fifth section and you will get it.

Section: six

Third Course

#1. Defeat the enemies in the second section.

#2. Get Burn + Needle in the second or fourth section then head into the sixth. Shoot an arrow with your recently gained power combo right in the middle of the sun on the floor. When you've defeated all the enemies in the room the shard will appear there.

#3. Defeat all enemies in the tenth section.

Section: ten

4.0 Bosses

The bosses in Kirby 64 are typical "Kirby bosses". They can be tough at first, but if you're a good player and practise a lot, it's absolutely possible to beat all the bosses without losing energy at all. That's the good part about Kirby bosses. They're tough but if you play perfectly, you won't lose energy... and if your not as clumsy as I am (sigh).

When you've beaten the game 100%, you'll be able to choose "Boss Battles" from the options menu. Battle all bosses in the game in a row. You will get no power combos and no chance to replenish energy. You have six energy units to get all the way to O2. This may seem tough, but as I wrote above: if you're good and know how to dodge every attack and not clumsy you may even finish this with all your energy left. Though I warn you, it's really tough.

Below, I will explain how to beat all bosses and how to dodge every attack without losing any energy. This is more a guide for the Boss Battles where you can't use power combos so I haven't included strategies when using Power Combos. And besides, it would be way too easy using those, right? :)

=====

4.1 Pop Star: Whispy Woods

=====
Dear ol' Whispy Woods always picking fights with Kirby. I can't think of any Kirby game where Whispy isn't included. This is probably one of the easiest Whispys ever. I miss Kirby's Dreamland 3 where he goes crazy and runs after you after a while. A big tree! :)

The battle takes place on a circular path around the boss. You battle him in two steps. First, three small trees will wonder around the path. They are Whispy's little ones and of course they're all named Whispy Woods Jr. They will jump and walk and it hurts if you bump into one of them. Don't get in their faces, cause they shot short-range clouds in front of them. Of course Whispy won't sit around watching the kids get beaten up. He spits apples at you which you must avoid and catch (this isn't hard) and then spit at the small trees. They can take two apples each. And then Whispy gets real angry.

Then he'll try to hurt you using either his roots shooting up from the ground or shake his fury head and drop apples at you. He'll shoot four pointy dangerous roots up at you when he starts to shake. One in front of him, one behind, one to the left and one to the right. Do not stand in either of these directions to him or you'll be hurt. If he has done his root attack, he'll do his apple attack after that. Now run either to your left or right an you'll probably be where the apples will fall. Look up at the tree and watch so you won't get hit by any apples (this is easy) and when they have fallen to the ground simply inhale one or two of them. Wait for the root attack again and when he does the it spit your apple(s) out on the roots. He'll take six apples before he's history.

He's the easiest boss in the game, in my opinion and when going for the Boss Battles you probably won't lose any energy. Be sure not to get any apples in your head.

=====
4.2 Rock Star: Pix
=====

Ever heard of these guys? I sure haven't. Three annoying little pixel like crystals living in the big, strange (,alien?), crystal. One red, one green and one blue (RGB), so they have to be some kind of pixels. Oh well... Now to the battle!

The battle takes place on a circular path like the last battle and the first step is just about dodging; you can't hurt them. First, the red one will be nasty, cutting like a sword through the path. Simply jump. Then the green one will show up as well and they both will attack in another way. They will slice their sword like tails in circles. Don't run, try instead to dodge the attacks by predicting their patterns. Try to look at the attacks and you'll know how to do. Remember; they will change directions. Then, the blue one will also appear. This is easier than the last attack I think. This time you mustn't run and you must predict well.

When they're finished it's time to kick rears. Now, don't stand on any of the large tiles in the path, because there will show up some strange things that hurt Kirby. The Pixels will do three different attacks. They will gather together and propeller against Kirby. Just jump up into the air and float and you'll avoid the attack. Next one. They will use individual sword like attacks and they will go back and forth. Either try to predict the attack or run until they change direction. The last and the easiest. They will go in one direction

spitting fire balls under them. Jump over them or time your run under the mean fellows. How to attack? Use the things coming up from the ground and spit them at the pixels. Easy. And remember: that spitting a red thing at the red pixel will cause it more damage. The same thing for green and blue.

It isn't hard, just annoying. Because when you go for the Boss Battles you can lose unnecessary energy without really helping it, because it's so hard to predict. The annoying pixels will change directions often and this makes it more difficult. I'm of course meaning the first stage of the boss. I've often found myself losing one or two energy units here and saying: "Man, I needed this energy for the tougher bosses.". This boss can be a pain in the neck.

=====
4.3 Aqua Star: Acro
=====

As always, a water world and then there must be a water boss. Acro is a mean looking (killer) whale which Kirby must face at the bottom of the sea. Or in the bottom of a cave. I'm not really sure.

The first stage of the battle will take place in two screens at the bottom of the sea. The whale will go backwards constantly spitting Skulls, Fishbones and Gordos. You should inhale the first two and try to spit at him. Gordos are invincible, they will bounce at the sea bottom. When Acro reaches the wall he will stop and charge an attack. Place yourself at the sea bottom near the other wall. Either he will first shake and then go in a straight line through the screen, into the background, swimming back to the foreground in an attempt to ram you (you'll see where he'll go) and then you'll see a shadow at the bottom where he'll land. Don't stand there! Swim to the side of the shadow and start sucking and you'll inhale one or two rocks which appears after he has landed. Shoot these at him, right after if you're fast or when he starts to spit again.

When he has done this attack, do not swim to his left if you're on the right side of the arena or to the right if you're on the left side, because he'll retreat that way. He also might do another attack. First, he'll swim in a soft straight-forward movement over the screen and try to belly pound poor Kirby. Well watch the shadow and move to the side (right if you're at the left screen and vice versa) and inhale the rocks. Don't spit just yet. Unlike the other attack, he will continue out of the screen then charging back and do another belly flop and pound. Spit the inhaled rock(s) at him and after six hits the mean whale will fall to the bottom causing the ground to break.

But do not fear, because the screen will scroll upwards and Kirby has to swim up all the time. Keep to the middle of the trail, because stationary enemies will say "hi" during the trip to the surface and an angry whale as well. Now he will swim upwards shooting torpedoes at you. They are easy to avoid. When he's finished, watch where he swims back, because a couple of seconds later he will charge over the screen at the exact same position. Well don't be in the way. How to hurt him? Well, inhale the fishes or Acro's torpedoes and shot it at him when he charges upwards. Remember to shoot a little before he crosses you or you'll miss, because he's fast, even though I have to live with the European TV-system PAL. You think it's taking too much time? Well inhale a torpedo and spit it at the next torpedo Acro shoots at you. A Bomb + Bomb power star will appear. Inhale it and shoot the whale when he stops by.

Last words here... I might mention all the regular enemies Acro have on his side. He spits Bonehead, Fishbone and Gordo and the enemies you meet while he

hunts you to the surface are Pedo, Blowfish, Flooper and Squibby.

=====
4.4 Neo Star: Magman
=====

Well the last course was a volcano so it has to be a boss there. It's like that in every game. Magman is a large lava monster who wants to burn your tail.

Magman is in the background, you in the foreground. You have four tiles to move on. At first three fireballs will pop up between the tiles. Inhale one, ready to spit at the monster. Now he'll do one of three different attacks. Either he will send three tentacles to three of the platforms. Stand on the one that hasn't a tentacle spitting your fireball at one of the other. Another one he'll send tentacles: one at a time to the tiles shooting these up in the hot ceiling, hurting the one on the tile. Jump around on the tiles where there is no tentacle approaching and spit at the tentacles that's up in the air. Or he'll send two tentacles up into the air that bends over the platforms in the middle, one at a time. The best would be not to stand on any of the middle platforms. But you probably will be there mostly, so you have to avoid the attack some other way. Well, the first tentacle to show up, will bend first, so when it starts to bend, fly over the bend, automatically avoiding the other bend. Then spit your fire ball at he enemy. The fire balls will pop up after every attack so don't jump between the tiles when this happens. After six hits the monster change his strategy into something more aggressive. When he's starting to explode don't stand on the leftmost platform...

...because the tile will disappear and the monster shows himself in the foreground. He's that big! W-What's this?! He's following you!!! AAAAGHHH!!! Jump on the platforms as the screen scrolls to the right. Then you and Mr. Magman will be on solid ground where the fight will continue. Three different attacks. Watch him carefully. If he starts to inhale air, quickly stand exactly next to him and his flame thrower will go over your head. Or he will bash his head up into the ceiling and little rocks will fall at you. Let a few fall at first just dodging them and then inhale one or two to spit them at Magman. Keep your eye at the rocks, it's easy to lose energy, especially if you're trying to inhale the first rocks. He also might melt them down to a fire puddle moving over the screen and then spiting up Burniss which you should inhale one or two. Spit these at him when he changes back to his "solid" form. After six hits he'll go down. Don't float to near him when he's a puddle, the steam is devastating.

I think this is one of the funniest bosses in the game. In the beginning he's hard, but if you know how to do, it's pretty easy to leave the battle without losing any energy. Watch the bend attack!

=====
4.5 Shiver Star: HR-H/HR-E
=====

Is it just me or does this boss look like he's from a cheap PlayStation game? Oh well... he looks a little cool. You fight in the factory.

HR-H in the background, Kirby in the foreground. He has four attacks to offer you and you can take advantage of two of them, or three depending how you see it. Place yourself in the middle (your starting position) and be ready. The

most usual attack, he's rocket launcher. You'll see the shadows so no problem. Inhale one if you feel lucky. Another usual attack his punch (or something) which you'll see him charging. To avoid this, you have to fly high and you could shoot one rocket at the arm. But then you have to have good timing. You have to spit the rocket so he'll draw his arm over it but you must be able to escape in time. Not recommended if you're taking on Boss Battles.

The third attack which guarantee you two hits at the same time: he'll charge both arms to crush Kirby, but you start to float and quickly move to the left or right, because he'll move his arms upwards. Then land and start to inhale. He will smash down his arms causing 2 boulders to show up. The boulders will be inhaled and you can exhale them at him for two cheap hits.

The last attack takes a while to get used to. Watch his eye during the battle. If you see it turning quickly to the left, jump, he'll shoot a fast laser stream on the ground. Here you can lose unnecessary energy if you're slacking off. Six hits, well three if you're following my example until HR-H is feeling for a little upgrade.

HR-H knows that he has got no chance, so he develops into HR-E. And he gets into the foreground for a close combat. He's a little tougher. To start with, he'll be following you during the battle making you constantly running to the screen left like. Keep there all the time, because he mostly uses his scissors attack and you don't want Kirby to get a head-cut :)

He'll also fire four small rockets, which may be a little tricky to avoid, but look at their pattern and you'll soon know where to stand. You can inhale one these and then shoot at HR-E (you must jump a little). He'll also fire a big rocket. Start inhaling when you see it coming and you'll inhale its front part. The rocket will hesitate then charge again. Jump over it and shot the front part at the robot.

After he has lost half of his energy, he'll fly up in the air. Place yourself in the middle of the arena waiting for him. When he gets a few centimetres above your head, run to the left and he'll bump down next to you. After six hits, the robot will explode once and for all.

This is one of the less easy bosses in K-64. Be careful and get used to his laser stream. Watch the eye. That's my words of wisdom.

=====
4.6 Ripple Star: Miracle Matter
=====

Might seem hard at first but not really. A big ball with holes in, can change into all elements. He'll change shape constantly. Here's a guide how to handle all the forms.

Bomb: He'll be a big purple ball, sending out four smaller balls, bouncing around the screen then dividing into smaller balls which you should inhale and spit at him. Keep in a corner and if a ball gets to near. Jump up in it and it will disappear. Move back and forth if you feel like it.

Burn: A fire ball moving on the screen. Do not stand right under him, to his left or to his right. He will shoot flame clouds in those directions and then leave fire balls after him which you should use as ammunition. When he has done this three times he won't do anything more.

Cutter: Stand in one of the corners and he can't hurt you. He will be a green thing moving in circles over the screen. When he gets near, inhale his rear part and shoot at him.

Ice: An ice cube with smaller ice cubs circling around him. Well be careful not to get too close or you'll get hurt. Inhale two ice cubs and shoot these at him. Repeat the process.

Needle: An orange spiked ball sending out eight spikes. Stand in a corner and wait for the spikes to become triangles which you can shoot at the boss. Inhale and shoot (two, if possible). Remember to stay exactly in the corner.

Spark: A stationary light thing sending out smaller light streams. Watch out for these. Look at the screen while you dodge carefully. The streams will become balls which you should spit at Miracle Matter.

Stone: A stone surrounded by smaller stones. Rush to the left part of the screen, then the right, watching him dump two stones. Inhale them, then keep in the right corner. Shoot the stone at another stone, just showed up. Inhale the power combo star that appeared and shoot it at the boss.

He takes a whole lot of hits. Sometimes he explodes while you attack him, then he will retreat directly and continue with another move. Losing energy is easy, cause it takes a while learning all his moves.

=====
4.7 Dark Star: O2
=====

Last boss in K-64, though toughest he's nothing compared to Dark Matter in Kirby's Dreamland 2. A big white ball with wings, a big red eye and a halo. Also a bandage and a green, yuckie tail on the underside. Strange enough? Well you can fly this time with the help of Ribbon and you'll shoot crystal shards at him with "B".

The strategy is pretty simple. You'll see him shooting small mines at you. This hurts so when you see a bunch of them coming move, away to another part of the screen. When you're there, shoot three or four shards which automatically hits the eye. Remember you can't hit him while you're moving. Then quickly go to another part. Conclusion. Shoot a little, move, shoot a little, move. Use all the four corners, don't just keep going back and forth. If you're timing is right you won't lose any energy. It's not this easy. When you have gained a couple of hits he'll start to shiver and you can move upwards to shoot his halo. Shoot until it disappears. Then move under him and you'll see a green tail leaking green liquid. Shoot at the tail and YES! finally he'll start losing energy. Repeat this procedure ones or twice and you'll finish him.

Practise before you meet him in the Boss Battles. You must get the timing right. Don't go slacking off while he shivers; you haven't got the time.

Guards, what are Guards? That you may ask. Strange names, but that's what they are called in the manual. They are the large versions of the ordinary enemies. They can be found in most courses and they often have co-workers as small enemies. Most of them take four hits before they die. On all the courses in the first world you meet special bosses: the characters that join forces with you. They are included here now, but they don't have numbers as the rest of the guards. The numbers are taken from the Enemy Info cards.

=====
5.1 Pop Star
=====

10. N-Z

First course, second section
He's stationary, inhale the small N-Zs and spit them at him. The N-Zs fall down at two spots and they're also stationary. Three hits and he's out.

Waddle Dee (friend)

First course, fourth section
Wait until he rushes into a wall, then inhale the stars that appear. Spit these stars at Waddle Dee and he's on your side after four hits.

17. Bouncy

Second course, fifth section
Stationary, except the jumping. Small Bouncys come, one by one, jumping around the area and these you should use as weapons. Four hits and he's wasted.

Adeleine (friend)

Second course, sixth section
She will stand in the background and paint monsters which you must defeat. Most of them are very simple. The two last are old Kirby bosses: Ice Dragon and Kracko. Just avoid their attacks and shoot the ice block, respective balls, they release. After their defeat, Adeleine will jump onto the track to show her muscles. She can only take one attack before she's exorcised. Just blow air at her, slide kick or ram into her.

Kind Dedede (friend)

Third course, ninth section
Avoid his hammer and inhale the stars he leaves. Spit them at him until he changes tactic. Be careful when he chews at you. When he shoot black balls at you, avoid the first two and inhale the last one to fire at him. After a couple of hits, he is no longer possessed.

=====
5.2 Rock Star
=====

60. Kacti

First course, third section
Stationary except that he spins. Use the small Kactis as weapons which fall two and two. Four hits and he's a goner.

53. Fishbone

Third course, third section (make a left in second section)
Stationary, he won't attack at all. He has got two fishbones to help him out. One at his upper left and one at his upper right. They attack if you jump in front of them. Well, inhale these and spit at the large Fishbone and he's brown bread after four hits.

16. Spark-i

Fourth course, seventh section
Stationary. But he shoots more frequent than the ordinary one and of course, he's bigger. He also has a co-worker, an ordinary one. Be careful because this one moves fast and he shoots at you. Inhale it quickly and spit at the big one. Watch so he don't block with his energyballs. Four hits and Spark-i eats his last cheeseburger.

=====
5.3 Aqua Star
=====

48. Tick

First course, fifth section
Stationary. He doesn't do anything but his two pals on a floor below him do. They are happy to attack Kirby. Attack him with a power combo or inhale the small ticks and attack. Most likely you will have the Ice + Bomb combo when you get here (for a crystal shard), then you have to be a little clever. You can't rush into him because then you'll lose health, but you can stand next to him and blow up. Four hits and he meets the angel of death.

27. Kany

Second course, third section
He moves around on a platform back and forth very fast. He has two Kany pals on two platforms below. You have to pass those to get your fists to fly around the big Kany. Simply go to an edge and time your jumps past the Kany's. When you're at the big Kany's platform, stand on an edge or else he'll run you over. You'll probably have Burn + Stone: a volcano to get the crystal shard above the

sucka'. If you have the combo, pump him with lava from a safe distance. If you haven't got any combo, inhale the Kany below and spit them on the large one. Keep to the edges. Four hits and he's history.

43. Kapar

Third course, fifth section

He's stationary. He throws huge mornings stars at you rapidly. If you jump, he jumps. He has joined his forces with two small Bumbers. They fall from the ceiling and then they walk back and forth. Inhale these fellas and spit them at him. Or you'll probably have Stone + Cutter, the statue combo. Stand next to him and attack him with "B". After four hits he'll smell his last macaroni.

34. Blowfish

Fourth course, fifth section

He swims around a huge rock in the middle of the screen and on all four sides of this rock there is a Glunk. Avoid Blowfish by staying near the edges of the screen. Remember that the strong stream tries to circulate you around the rock in the opposite direction of Blowfish. Try to inhale the Glunks by swimming near them as Blowfish has passed. Beware the Glunks because they shoot pearls (or something) at you as soon as you are in their sight. OK, inhale one and swim back to the edge and wait for him. When he gets near swim out and shoot. Repeat four times and your enemy is off to the afterlife.

=====

5.4 Neo Star

=====

63. Galdo

First Course, fourth section

This fellow is not a problem but his pals, the Yarikos are. Galdo stands still at a point and fires his flame-thrower regularly. The Yarikos stand on ledges above and they shoot at Kirby. At your start point go slightly to the right so you'll stand a little to the left of the leftmost Yariko. Then exactly when he has fallen down to his ledge after a shot, inhale the sucka and shoot him at Galdo exactly when the dragon has fired his breath. After four hits he'll perish.

45. Drop

Second course, sixth section

I don't know if you can call this a Guard. Because they are many small ones. But there is an energy meter so I'll call it a Guard. The drops will fall from the ceiling six or seven at the time. Simply avoid the enemies by watching the ceiling, then use the "inhale, spit out strategy". If you have the dynamite (Stone + Bomb) combo which you'll probably have after you've taken a crystal shard in the previous room, then stand in an edge of the room. Throw a dynamite and press "down". It will probably hit a lot of enemies. When you've killed 21 (I think) they will go on THE long vacation.

=====
5.5 Shiver Star
=====

20. Chilly

First course, fourth section

The battle takes place in an igloo and there is a slope in it. You start at the higher part and Chilly is stationary at the lower part. He will do his chill attack, but it shouldn't affect you if you're not standing next to him. The ones to fear are his Frigis pals. They fly over your head, first from left to right, then they splash into wall and new ones come and goes the other way. One of them dives at you and the other throws rocks. Watch their pattern. If you don't have a power combo which you'll probably have, you have to inhale Frigis and spit at Chilly but not when he does his attacks. Or you could just steal one of the Frigis's power. After six hits Chilly's gone for good (or at least until you restart the course).

80. Mopoo

Second course, sixth section

In the middle of this battle field there is a frame. In this frame there will be a shard when you've beaten the boss. You can only break the frame if you use Needle + Spark. If your purpose is to take the shard, just fire your combo away and hope to hit the boss which buzz around the course like a maniac. If you haven't got the combo or you haven't got any combo it will be more difficult. There are three Propellers who aim to destroy Kirby. Inhale the one that's the most downwards and try to shoot the boss with him. Or steal his Ice power. Six hits and he rides over the river of Styx.

79. Pupa

Third course, fourth section

This guy pops down at three points on the screen. Watch his pattern so that you won't be at any of these points. Then inhale one, two or three of his Bo helpers which are in the middle of the screen. Spit these at him when he pops down. I recommend that you stay put on the start point. After six hits, he meets his creator.

52. Burniss

Fourth course, fourth section

The battle arena is pretty vital in this Guard fight so I'll describe it first. In the ceiling, it hangs a green and yellow cage where the shard will appear after you've defeated Burniss. Blow up the cage with the laser sword (Cutter + Spark). If you decide to fight the boss with the sword, jump down into the lava pit which has an island in the middle. The boss will fly back and forth and drop Stones regularly. Well... cut him down a size. If you prefer to be a little braver and not fight with weapons: inhale the Magoos which pops up and

down of the lava and spit them at Burniss. Six hits, either with the sword or the enemies, means you've defeated Burniss.

=====

5.6 Ripple Star

=====

55. Sawyer

First course, second section

The last regular Guard in the game. He might annoy you with his speed. But keep your head in the refrigerator and it'll be alright. Keep to the left and he can't hurt you. If you're unarmed, jump up in the air and inhale Bronto Burt. Then you'll notice that Sawyer pops up from the ground and he alternates his pops from left to right (hmm... was that correct English?). Time your spits well and he's easy. He's pathetically easy if you're armed. Six hits and he's... dead.

38 different kind of enemies

Third course, second, fourth, sixth, eighth and tenth sections Naw, those shouldn't count as Guards. Well, they've got health meters so they can be here either way. In the sections written above, you'll encounter ordinary enemies. They'll arrive two at the time in the first three sections and then in the two last three. Defeat them unarmed or armed, whichever you prefer. Below is the order. If you see x2 or x3 behind the enemies' names it means there are two of those enemies in that section.

Second section:

Chacha
Galdo
Gabon
Chilly
Poppy Bros. Jr.
Ghost Knight
Pompey x2

Fourth section:

Sparky
Mariel
Sawyer
Kany
Yariko
Punc
Bobo
Hack
Emp
Nruff

Sixth section:

Cairn
Bouncy
Kapar
Bobo
Plugg

Sirkibble

Kacti

Eighth section:

Fishbone

Flora x2

Bo +2

Zoos

Bumber x2

Mumbies x2

Propeller x3

Skud

Scarfy

Tenth section:

Bronto Burt x3

Pteran x3

Turbite x3

Burniss x3

Frigis x3

6.0 Power Combos

The power combos are the new part of Kirby 64. You combine special powers and can get as many as 28 different power combos. There are 35 if you include the special powers as well. Read the basics section to find out how to get a power combo. In this section I'll describe all of the abilities, explain what's good and bad and give it a grade on a scale from 0 till 5. The grade depends on how good (useful) the ability is and how fun it is to use. Of course, it's only my opinions. 5 is best, 4 is very good, 3 is good, 2 is so-so, 1 is bad and 0 is awful.

Bomb

Kirby throws bombs. As it hit the ground or an enemy, it explodes. You can choose between three different ranges. For a longer throw, keep the A button pressed for a longer time. Be careful when charging cause enemies will gladly bump into you from behind.

Grade: 3/5

Burn

Kirby shoots himself forward a little bit, destroying everything in his path. But the boost is too short to be effective and when it's over, you'll easily bump into enemies and lose health.

Grade: 2/5

Cutter

Kirby throws away his face like a boomerang destroying everything in its path. This might be good, but it's slow and the fact that you can't fly when you're face is gone, really ticks me off.

Grade: 2/5

Ice

Kirby blows ice around him. A really effective attack that turns the enemies into ice cubs.

Grade: 3/5

Needle

Like Spark, but he spurts out spikes instead and it doesn't look as cool. And the effect fades if you hold the button too long.

Grade: 2/5

Spark

Kirby sparks and destroys every attacking enemy. Not very special and he can't move while doing the attack. But it looks cool.

Grade: 3/5

Stone

Kirby can turn himself into a stone. He's invincible, but he'll fall quickly. Press "B" again to go back to plain 'ol Kirby. Be careful if you use this power near a pit.

Grade: 2/5

Bomb + Bomb

Kirby can spit missiles from his mouth. He can shoot one, two or three missiles at once depending how long you hold the B button. If you have three enemies in front of you and you shoot three missiles the missiles will hit them all.

Effective and cool.

Grade: 4/5

Bomb + Burn

Really good. Kirby explodes each time you push B, destroying enemies near him. In mid-air you push one more time, doing bigger damage. At the third push the whole screen will explode. Kirby takes of course no damage.

Grade: 4/5

Bomb + Cutter

Kirby will throw exploding morning stars at his enemies. Very effective and someone says that it is the ultimate boss killer. I'm willing to agree. It's also very fast.

Grade: 4/5

Bomb + Ice

Kirby will turn into a snowman with a bomb instead of a head. The bomb is ticking and it will explode when the time is out or when Kirby hits an enemy. Be careful, because if the enemy uses some kind of weapon the snow costume won't help.

Grade: 3/5

Bomb + Needle

Boring. Kirby will be a ball full of spikes. He can hover around but really slowly. Press B and spikes will spurt out.

Grade: 1/5

Bomb + Spark

Kirby will turn into a light bulb, but he'll shatter after walking around a while. He is invincible while he's being a light bulb. Remember that he will also light up dark areas...*cough**course*2-4*cough*.

Grade: 3/5

Bomb + Stone

Sooooo cool! Through a dynamite. If it hits an enemy, it will blow up instantly; if it hits plain ground, it will take a couple of seconds. When it explodes, stones will blow up all over the screen, destroying everything and hurting Kirby. Quickly press "down" when you've thrown it to use your helmet which will protect you against the massive explosion but not against enemies, strange. You can also go away from the screen.

Grade: 4/5

Burn + Burn

Like Burn but larger, and more powerful. Flashy. :)

Grade: 4/5

Burn + Cutter

"Wield thy sword."

Funny, funny, funny. Kirby will get a giant, flaming sword. Press "B" to wield it, and "up" to put it above your head, then press "B" to throw it. Of course

you'll have a new one. Guess which button, yep, "B" to pick it up again.

Grade: 5/5

Burn + Ice

Hmm... Is there anything useful about this? Kirby will turn himself into an ice cube and then melt himself. This happens during a half of a second. It's the melting process that's dangerous.

Grade: 1/5

Burn + Needle

Kirby will be equipped with a proper bow and flaming arrows. Or should I say, he will be turned into a bow. Decide altitude and length at the same time when you hold "B".

Grade: 4/5

Burn + Spark

KAMIKAZE! The funniest tied with ice skating and double sabre. Kirby will scratch his head and put it on fire and then go berserk and destroy all enemies. Mwahahaha! But be careful, because it won't last that long and you'll easily fall down.

Grade: 4/5

Burn + Stone

A volcano but not that good. Kirby shots away short-range stones in any direction. He's stationary while he's doing this.

Grade: 2/5

Cutter + Cutter

No me gusta! Like Cutter, but worse. Yeah, it's bigger but shorter range and slower and you may hurt yourself even graver if you've send your face away.

Grade: 2/5

Cutter + Ice

Kirby goes ice skating and he attacks his enemies doing little pirouettes when pressing the A button. Beware, he's hard to control in this combo and you'll lose energy when you least know it. But it looks funny!

Grade: 4/5

Cutter + Needle

If you hold "B", Kirby's will stretch out his arms which have got lots of teeth. He'll smack them together, which will protect you against enemies from all directions. Yes, very effective, but you're stationary.

Grade: 3/5

Cutter + Spark

"At last we will have or revenge." YES! You are Darth Maul, although you'll have a yellow double sabre instead. Press "B" to take it out. Press again and Kirby will do a cool little combo protecting him from all directions. Cool and effective, my favourite, no question about it. Full score!

Grade: 5/5

Cutter + Stone

You'll randomly turn into a statue of an animal buddy from Kirby's Dreamland 3. All of them weigh pretty much so they can crush enemies. When you turn into a buddy, the transformation hurts nearby enemies and when you change back (press "B") the effect will also be lethal.

ChuChu: A slimy thing. He can jump, but that's about it.

Coo: An owl. He can fly, not as good as Pitch, though.

Kine: A fish. I thought he stunk in Kirby's Dreamland 2 but here he stinks even more. He can't swim, he can't jump, he can't even move. But he can turn around. :)

Nago: A cat. He's the biggest. He can do triple jumps.

Pitch: A cute little bird. Like Coo, but he's lighter and can fly higher.

Rick: A hamster. He might not jump high, but if you stand near a wall, press the digital pad towards it and time your pushes on the A button right, he'll climb it.

Grade: 4/5

Ice + Ice

Kirby will be a snowball. Press "B" and he will roll over enemies and capture them in his snowy body. It's slow but effective. You're invincible except for pits and uncomfortable materials like lava or spikes. If you hit "B", the snowball will shatter and it will also do this if you hit a wall.

Grade: 4/5

Ice + Needle

Not that funny. Kirby will send ice spikes out of his body, destroying everything around. Works like Needle, except the fact that the longer you hold the button, the taller the spikes around him will become.

Grade: 2/5

Ice + Spark

Ha, ha! Kirby will turn into a refrigerator! And he will spit food automatically which will destroy enemies and for you to eat and regain lost

energy. Press "B" to open the refrigerator and "B" again to close it.

Grade: 4/5

Ice + Stone

Like curling? Kirby will turn into a curling stone(stone?) and he'll glide over enemies in front. He isn't controllable when he's in this form, but it looks funny. If he bounce against a wall he will continue in the opposite direction.

Grade: 4/5

Needle + Needle

I don't know. Never found this very interesting. Kirby turns into one of these handy-dandy clasp knives and he'll send all kind of stuff out from his body. Like the ordinary spike but better range. You can't move.

Grade: 2/5

Needle + Spark

Kirby turns into a lighting conductor and he summons a fast lighting through him. Enemies near or above will of course be destroyed. He can't move but... zap!

Grade: 4/5

Needle + Stone

Oh may... One of Kirby's arms will become a very devastating drill. Hold "B" and Kirby will advance quickly with the drill, destroying everything in his way. Release "B" and he'll let it go.

Grade: 4/5

Spark + Spark

Kirby will create a devastating force field around him which gets smaller if he moves. And then he gets very slow. Good defence! Hold "B" to perform it.

Grade: 3/5

Spark + Stone

This one's funny. Kirby throws an electric boulder which will after that go randomly, widely around his body. Looks funny but ye'll never know where it'll go.

Grade: 3/5

Stone + Stone

Kirby turns into a very big, invincible stone. Very effective because you can run through whole groups of enemies. But you'll move very slowly and you can't jump.

Grade: 4/5

7.0 Enemy List

Ah... the enemies. Those funny looking and simple enemies in the Kirby games. Kirby 64 has also got a lot of enemies and they are just as cool as in the earlier games. They aren't too difficult to defeat, but they are everywhere! Here I will list all enemies in the game. The list is built upon the enemy info cards which you collect throughout the game. Below follows an example where I explain all the stuff I've written on the cards.

[number]. [name of enemy]

If you look at the "Enemy Info" menu you'll see that all enemies are marked with numbers. Those numbers are typed before the enemies' names.

Location:

In which courses the enemies may be found. If you see the number 3-1, it means that the enemy can be found in the third world's (Aqua World) first course. And of course 2-4, means the fourth course in the second world. Not that hard, right? I will list all courses in which the enemy is located. The enemies may be present during the boss fights. If that's the case, I will write the boss's name. Also, some enemies are included in the tutorial. That will of course also be mentioned.

Guard: You know the large versions of the enemies which you can found through out the game? The manual call those enemies Guards, so I'll do it as well. If the enemy is a Guard at some course, I write which one here. Or else the text N/A will be shown.

Description: Here I tell you how the enemies look like. Colour and all sort of stuff.

Movement and Attacks: How the enemies move and attack. Need I say more?

How to defeat: How you defeat the requested enemy. If the enemy is one of those annoying figures stuck in the background or some strange invincible block the text: N/A will be shown.

Effect: This one doesn't say much, right? When you have inhaled an enemy and then take it out using the R button, it might do something special. For example: Bronto Burt flies away with Kirby. If it doesn't happen anything special the text "None" will be showed and if you can't inhale the enemy the text N/A will be showed. It's a different animation for the situations when Kirby throws and when he spits it out. The spit out sequence is never anything special for any of them.

1. Whispy Woods

Element: Boss
Location: Boss of Pop Star
Guard: N/A
Description: A huge brown and green tree.
He has two black eyes, a branch as a nose
and a circular mouth.
Movement and Attacks: Look it the Bosses part.
How to defeat: Look it the Bosses part.
Effect: The apples: None

2. Whispy Woods Jr.

Element: Whispy Woods's helper
Location: Boss of Pop Star
Guard: N/A
Description: Looks like Whispy but a lot smaller.
And he has one leaf on his head instead of a whole
crown of leaves. He has two branches as arms.
Movement and Attacks: Look in the Bosses part.
How to defeat: Look in the Bosses part.
Effect: N/A

3. Pix

Element: Boss
Location: Boss of Rock Star
Guard: N/A
Description: Three little pixels. Red, Green and Blue.
Very small cubs, no faces.
Movement and Attacks: Look in the Bosses part.
How to defeat: Look in the Bosses part.
Effect: None

4. Acro

Element: Boss
Location: Boss of Aqua Star
Guard: N/A
Description: A mean looking whale. To be precise a
killer whale with a grey body and a white belly
with same coloured spots above eyes.
Movement and Attacks: Look in the Bosses part.
How to defeat: Look in the Bosses part.
Effect: Look at the Boss part and enemy list.

5. Magman

Element: Boss
Location: Boss of Neo Star
Guard: N/A
Description: He's a dumb looking red bulb with

two small eyes and a big mouth. He's a part of the lava.

Movement and Attacks: Look in the Bosses part.

How to defeat: Look in the Bosses part.

Effect: N/A

6. HR-H

Element: Boss

Location: Boss of Shiver Star

Guard: N/A

Description: A big robot who looks like he comes from a cheap PlayStation game. :)
Hard to describe precisely... First a big jar with many spots and kind of propeller arms on the sides.

Movement and Attacks: Look in the Bosses part.

How to defeat: Look in the Bosses part.

Effect: None

7. HR-E

Element: Boss

Location: Boss of Shiver Star

Guard: N/A

Description: Developed form of HR-H. Also looks like he comes from a cheap PlayStation game. This one, though, lies down instead and has huge scissors.

Movement and Attacks: Look in the Bosses part.

How to defeat: Look in the Bosses part.

Effect: None

8. Miracle Matter

Element: Boss

Location: Boss of Ripple Star

Guard: N/A

Description: A big stone thing with holes in. Can transform into any of the seven elements. I don't have to describe all of them, right?

Movement and Attacks: Look in the Bosses part.

How to defeat: Look in the Bosses part.

Effect: None

9. O2

Element: Boss

Location: Boss of Dark Star

Guard: N/A

Description: This is hard. He kinda looks like a white ball with wings and a big red eye. He also

has a halo on his head
and bandage below and a strange yuckie
green tail under him which appears later.
Movement and Attacks: Look in the Bosses part.
How to defeat: Look in the Bosses part.
Effect: N/A

10. N-Z

Element: None
Location: Tutorial, 1-1, 1-3, 6-3, Dark Star
Guard: 1-1
Description: A small grey ball with spikes on his head.
He has two small, black eyes and two small white feet.
He's like the Mario world's Goomba. Or maybe it's Bobo
who's Goomba's correspondence. Naw, it's Waddle Dee!
Movement and Attacks: Just walks around. Very slow.
How to defeat: Attack it.
Effect: None

11. Rocky

Element: Stone
Location: 2-2, 4-2, 4-3, 6-3
Guard: N/A
Description: Umm... A stone... with eyes and a
pair of small feet. He's brown by the way.
Movement and Attacks: Often tries to fall down at
Kirby from ledges, so beware. When he's on the ground
and when he hasn't given Kirby a headache, he'll walk
back and forth slowly.
How to defeat: Attack
Effect: None really. Hehe... He throws away a rock, the
size of himself like a soccer ball.

12. Bronto Burt

Element: None
Location: Tutorial, 1-1, 1-3, 2-1, 2-2, 3-1, 3-2,
3-3, 4-1, 4-2, 4-3, 5-2, 5-4, 6-1, 6-3
Guard: N/A
Description: A pink ball with mean looking
eyes and a couple of light fly wings.
Movement and Attacks: Flies around. Sometimes
back and forth, sometimes up and down.
How to defeat: Attack
Effect: He lets Kirby fly up in the air
for a while, then he's too tired. Not too
strong this fella. Put him in the mouth and
he'll recover. He flies away when you throw
him.

13. Skud

Element: Bomb
Location: 1-3, 5-2, 6-3
Guard: N/A
Description: A happy looking rocket,
a white body with a face. He has a red top
and a pair of same coloured feet.
Movement and Attacks: He aims for Kirby but tastes
the grass mostly.
How to defeat: Attack but be careful.
Effect: When thrown he's fired like a rocket.

14. Gordo

Element: None
Location: 1-2, 1-3, 2-1, 3-2, 3-3, 3-4, Acro,
4-2, 4-4, 5-1, 5-3, 5-4, 6-3
Guard: N/A
Description: A black ball with blue pikes around
it. It has a couple of non-saying eyes in the
centre. I don't think he cares much about what
happens in his surroundings.
Movement and Attacks: He moves in a pre made
pattern, rather slowly.
How to defeat: N/A Kirby doesn't want him in the
stomach.
Effect: N/A

15. Shotzo

Element: None
Location: 1-1, 2-2, 4-2, 5-3, 5-4, 6-1
Guard: N/A
Description: A blue-grey canon. He can shot
in different directions. Nothing special, really.
Movement and Attacks: Stationary. He shoots small
shots regularly.
How to defeat: N/A If you gotta pass, time it right.
Effect: N/A

16. Spark-i

Element: Spark
Location: 2-4, 5-4
Guard: 2-4
Description: A small ball with a red eye.
He has a shield divided into four parts
and he shatters it when he attacks.
Movement and Attacks: He's often stationary
and he shoots small energy balls regularly
at Kirby. Be careful because they're fast.
How to defeat: Watch the balls pattern and
then attack.

Effect: Effective. Hold him over your head and he'll shoot three energy balls forward. Rather frequent actually.

17. Bouncy

Element: None

Location: 1-1, 1-2, 1-3, 2-2, 3-2, 4-3, 4-4, 5-3, 5-4, 6-3

Guard: 1-2

Description: Cute fella, kinda. :) A pink ball with a large red stripe and a rosette in the same colour. He has a spring below.

Guess in which purpose?

Movement and Attacks: Jumps up and down, mostly at the same spot. Often really high.

How to defeat: Attack when you're at the same altitude as Bouncy.

Effect: None, really. Bounces when you hold him.

18. Glunk

Element: None

Location: 1-1, 1-2, 2-2, 2-3, 3-1, 3-3, 3-4, 4-2, 5-1, 6-1, 6-2

Guard: N/A

Description: A green thing with a pair of eyes. He has a red mouth with filters.

Movement and Attacks: Stationary. Shoots stuff up in the air. Often found underwater.

How to defeat: Attack. If you just want to pass; time it right.

Effect: He'll shoot upwards quickly. Birds beware!

19. Slushy

Element: None

Location: 5-1, 6-2

Guard: N/A

Description: A jellyfish. It's white on top with a pair of black eyes. Blue below.

Movement and Attacks: He's stationary underwater, well, almost. He bobs up and down very slowly.

Not a big threat.

How to defeat: Attack

Effect: You swim much slower with this fella over your head.

20. Chilly

Element: Ice

Location: 1-2, 2-3, 5-1, 6-3

Guard: 5-1

Description: A mean looking snowman with a bucket on his head. Nasty fella! Well, it has got a pair of eyes and two orange balls as arms on the sides.

Movement and Attacks: He moves back and forth and when he reaches the edge of his pattern, he stops to do an ice attack. Do not fear, because the attack is not too dangerous. If you want his ability be sure not to throw another ability at him when he does his iceattack.

How to defeat: Attack

Effect: Falls apart when you throw him.

21. Propeller

Element: Ice

Location: 2-2, 3-2, 4-3, 5-1, 5-3, 6-1, 6-3

Guard: N/A

Description: Cool guy! :) A happy looking blue blob with a propeller on top.

Movement and Attacks: Flies around slowly. Sometimes he seems to hunt Kirby, sometimes he seems to fly in a premade pattern.

How to defeat: Attack

Effect: You fly away. Kind of like Bronto Burt but at a certain altitude he destroys himself instead.

22. Glom

Element: None

Location: 3-1, 4-2, 5-3

Guard: N/A

Description: A frog which lives in a small hole in the wall. He stick his head out and two arms.

He's bigger than average enemies. Dumb eyes on top, green above and white below. He's red in his mouth, duh!

Movement and Attacks: He hides in his hole (you can see his eyes) until Kirby gets close enough (like a centimeter) then he pops out and tries to take a snack of Kirby.

How to defeat: N/A Place Kirby just some centimeter next to hole; wait for him to pop out and then pass.

Effect: N/A

23. Mahall

Element: None

Location: 4-3, 5-3, 5-4, 6-2

Guard: N/A

Description: An orange blob with black, small

eyes. He has a green plate on top.

Movement and Attacks: Stationary. This guy shoots bubbles in Kirby's direction when he is not in sight.

Strange, huh? When he sees Kirby, he dives into the ground and you can only see his little green plate.

How to defeat: No reason to send this guy to the river of Styx really, but if you really want to, surprise attack him when you're not in sight. Jump up to him (or down) when he shoots bubbles. If you attack him while he's a plate, he'll explode and that hurt you so be careful. I'd jump over him.

Effect: None

24. Poppy Bros. Jr.

Element: Bomb

Location: 1-1, 1-2, 3-1, 3-2, 4-2, 4-4, 5-1, 5-2, 5-3, 6-1, 6-3

Guard: N/A

Description: A cool little guy with a very large head compared to his body. He's carrying a cap like Santa's, but it's blue instead. His clothes are also blue and he's got two big eyes and a dumb looking mouth. Red spots at the cheeks as well. He's also carrying a bomb, larger than his head with a skull marked on it.

Movement and Attacks: Totally stationary. Can't even jump. But he throws bombs when you close in. He throws them regularly and they explode as soon as they hit something or someone. *gulp*

How to defeat: Be careful. Try using long-range attacks from a place he can't hit you. Spit an enemy or use a power combo or time your attacks well. Remember that the explosion from the bomb lasts for a while.

Effect: None

25. Splinter

Element: None

Location: 3-2

Guard: N/A

Description: A brown log with spikes. Doesn't get any harder than that. :)

Movement and Attacks: When Kirby gets near, he starts to roll, but he can't decide by himself where to go. He gotta follow the landscapes angel.

How to defeat: N/A

Effect: N/A

26. Goblin

Element: None

Location: 2-1, 5-3

Guard: N/A

Description: Kind of a mix between an alligator and a plant. It's like a green plant with a big mouth on top. No eyes, just a mouth.

Movement and Attacks: He's in the background.

He chops at you when you get close.

How to defeat: Inhale him.

Effect: None

27. Kany

Element: None

Location: 3-1, 3-2, 3-3, 3-4, 4-2, 5-3, 6-2, 6-3

Guard: 3-2

Description: A red crab with a yellow belly. He hides his yellow eyes inside his shell. He has got two large nippers waving around in the air.

Movement and Attacks: He walks back and forth and clutches his nippers once in a while. He's slow.

How to defeat: Attack

Effect: Hold him over your head and he will clutch his nippers as a protection from flying enemies.

28. Bivolt

Element: None

Location: 2-4, 5-3

Guard: N/A

Description: Like a yellow flash with a small face in the middle. He's shimmering.

Movement and Attacks: If Kirby jumps to certain poles this fella will show up. He hunts Kirby, so quickly jump to a safe platform. He disappears after a little while.

How to defeat: N/A

Effect: N/A

29. Sirkibble

Element: Cutter

Location: 1-1, 1-2, 1-3, 3-2, 5-2, 5-3, 5-4, 6-3

Guard: N/A

Description: Dear ol' Sirkibble! He's like a knight's helmet with red arms on the side and a pair of grey feet below.

Movement and Attacks: He is stationary and from his spot, he throws his boomerang one half screen in front of him.

If Kirby's in the air our ol' friend will jump up in the air and throw.

How to defeat: Attack and watch the boomerang.

Effect: None

30. Gabon

Element: None

Location: 2-1, 2-3, 4-2, 4-3, 5-2, 6-3

Guard: N/A

Description: A blue blob with a skull on top. In the skull, where he has got two black eyes. His small, yellow feet are showing below.

Movement and Attacks: Stationary. Throws bones.

How to defeat: Like Poppy Bros. Jr.

Effect: None

31. Mariel

Element: None

Location: 2-3, 4-3, 6-3

Guard: N/A

Description: A hairy, black spider with two white eyes. He's only got four legs. A spider! UEEEEW!

Movement and Attacks: At first he's a black ball, than when Kirby gets nearer he shows his legs and follows Kirby. Now and then he stops and rests in a ball form.

How to defeat: Attack

Effect: He's in his ballform.

32. 13

Element: None

Location: 2-1, 4-2, 5-4

Guard: N/A

Description: A green block with a large black and white eye on the front.

Movement and Attacks: Bounce up and down. Like Twomp in Super Mario 64

How to defeat: N/A

Effect: N/A

33. Snipper

Element: None

Location: 2-3, 3-3

Guard: N/A

Description: A little orange fella armed with very large nippers.

Movement and Attacks: He jumps up out of a sandhole and clutches his nippers. Don't be above. It's regularly.

How to defeat: N/A Pass him with good timing.

Effect: N/A

34. Blowfish

Element: Bomb

Location: 3-3, 3-4, Acro

Guard: 3-4

Description: This suicidal poor fish, is green on top and white below. It has got a pair of yellow fins and a nose in the same colour.

Movement and Attacks: He's stationary. When Kirby gets near Blowfish tries to blow himself up.

How to defeat: If you need his power throw another power at him from a long range, and he won't blow up. Or else swim quickly to his side and inhale him before he blows up.

Effect: Hold him over your head too long and he'll blow up and hurt you. If he hits something after you've thrown him it will be like a bomb.

35. Bonehead

Element: None

Location: 2-3, Acro, 4-2, 4-3, 4-4, 6-3

Guard: N/A

Description: A skull who's got a pair of small black wings and a pair of eyes in the same colour.

Strange? Naw!

Movement and Attacks: When Kirby close in on him he gets wings and flies up in the air. And then in vary clumsy manner he tries to dive down on Kirby. Stupid! Because he misses. Then he makes a new try.

How to defeat: Attack

Effect: None

36. Squibby

Element: None

Location: 3-4, Acro, 4-2

Guard: N/A

Description: A... thing with a body, a head and two arms. Almost transparent and he's got two eyes in his red face.

Movement and Attacks: Stationary. He shoots out his arm upwards regularly.

How to defeat: Attack but watch it so you don't fall down on him.

Effect: None

37. Bobo

Element: Burn

Location: 1-1, 1-2, 1-3, 2-1, 2-2, 2-3, 3-1, 3-2, 4-1, 4-2, 4-3, 4-4, 5-1, 5-4, 6-1, 6-3

Guard: N/A

Description: Where's Yogi? A walking flame with eyes and legs.

Movement and Attacks: Walks back and forth rather fast.

How to defeat: Attack

Effect: None

38. Bo

Element: None

Location: 2-3, 4-2, 4-4, 5-3, 6-2, 6-3

Guard: N/A

Description: Like Bobo but he's not a flame, he's black with no legs and white eyes. He may not look like Bobo at all, second thoughts. :)

Movement and Attacks: It flies around very slowly, probably randomly.

How to defeat: Attack

Effect: Disappears if you hold him over your head.

This fella's weak.

39. Punc

Element: Needle

Location: Tutorial, 1-1, 1-2, 2-1, 4-3, 5-1, 6-1, 6-3

Guard: N/A

Description: Isn't it fun to say Punc! Punc, Punc, Punc! Hrm... A black ball with a pair of orange feet and white eyes. He's also got a big green shell with yellow spikes on his back, or head, or... whatever.

Movement and Attacks: Walks back and forth. Sometimes he rolls up into a spike ball and then he rolls back and forth.

How to defeat: Attack

Effect: None

40. Mite

Element: None

Location: 1-2, 2-1, 2-3, 2-4, 3-3, 5-1

Guard: N/A

Description: Hehe, a yellow blob with small, black eyes. and four legs. The front ones are much bigger than the ones in the rear.

Movement and Attacks: Comes up from the ground and walks a bit and then he digs himself down again.

How to defeat: Attack, but be fast, if he disappears he's really gone.

Effect: None really. But when you throw him, he tries to get to the ground.

41. Sandman

Element: None

Location: 2-1, 2-2, 2-3, 2-4, 3-3, 4-3, 4-4

Guard: N/A

Description: Like Magman but much smaller and yellow.

Movement and Attacks: Stationary. Stick its head up now and then.

How to defeat: Attack

Effect: Disappears if you hold it over your head.

42. Flooper

Element: None

Location: 2-1, 2-2, 2-3, 3-1, 3-2, 3-3, 3-4, Acro, 4-2, 5-3, 6-2

Guard: N/A

Description: A fish that's red on the top and white below. Big white and black eyes in the front and large fins.

Movement and Attacks: On shore, he flops around. In water he jumps up and down. Or swims around.

How to defeat: Attack

Effect: None

43. Kapar

Element: Cutter

Location: 2-2, 3-1, 3-3, 3-3, 4-1, 4-2, 6-2, 6-3

Guard: 3-3

Description: Sirkibble wannabe! Strange green creature with small arms and legs in the same colour, almost. A small, silly face as well. On the top of his head he's yellow and he has some kind of a morning star there.

Movement and Attacks: Like Sirkibble, but he throws some kind of green morning star instead which doesn't come back. It's the one he has around his head. I think he throws more frequently. He'll also jump up in the air.

How to defeat: Attack, but time it right or you'll have a morning star sticking out of your forehead. Gross!

Effect: None

44. Maw

Element: None

Location: 5-1, 5-2

Guard: N/A

Description: Like a blue, half scissor, with eyes.

Movement and Attacks: He often hides between clouds.

When Kirby jumps above him, he pops up and tries to get a snack of Kirby. If he succeeds he'll eat on Kirby for a while, then spits him out.

How to defeat: Can't inhale, use a power combo or try to stay just some centimetres from him and when he has popped up and down again, jump over him.

Effect: N/A

45. Drop

Element: None

Location: 4-2, 6-2

Guard: 4-2

Description: A blue blob with a red dot in the middle.

Movement and Attacks: Falls down from the ceiling as a water drop. Then he is stationary and just bobs a little.

How to defeat: Attack, but remember that he can fall right at you if you're in a hurry.

Effect: He disappears or splashes (if you prefer) if you hold him over your head.

46. Pedo

Element: Bomb

Location: 3-4, Acro

Guard: N/A

Description: A torpedo which is green. It's got a yellow top and a blue rear with a propeller. It also has two mean looking eyes.

Movement and Attacks: It shoots itself forward underwater from a hole in the wall or from the ground. It only stops if it hit something and then it explodes.

How to defeat: Attack it

Effect: If you throw him he continues his journey in a very berserk manner.

47. Noo

Element: None

Location: 2-2

Guard: N/A

Description: Nooo! It's a ghost. Almost transparent with a silly looking grin on his face.

Movement and Attacks: Sticks his head out of walls in the background. And he tries to throw purple fireballs at you. Then he'll hide again. Watch where he throws them and then evade them. That cowardly thing.

How to defeat: N/A He's in the background

Effect: N/A

48. Tick

Element: Needle

Location: 3-1, 5-2, 5-3,

Guard: 3-1

Description: A blob with a kinda white body and a red, pointy top. It has a nice grin with big eyes and a smiling mouth.

Movement and Attacks: He's often located on a lower plane than Kirby. There he moves around and sticks his spike up as soon as Kirby's above.

How to defeat: Get down to his plane and defeat him.

Effect: If held over Kirby's head, he sticks his spike up in

the air and it destroys enemies above.

49. Cairn

Element: Stone

Location: Tutorial, 1-2, 2-1, 3-1, 3-2, 3-3,
4-1, 5-1, 4-3, 4-4, 5-2, 5-3, 5-4, 6-1, 6-3

Guard: N/A

Description: Three stone blocks. A green large block below, a separate, smaller and orange block in the middle and an even smaller, red one on top with small, black eyes.

Movement and Attacks: Stationary. He jumps two small ones and then one big jump.

How to defeat: Attack, but watch the third jump. If you want his power hold your current power over your head and then let him jump on it.

Effect: He falls apart when you throw him.

50. Pompey

Element: Stone

Location: 3-1, 4-3, 4-4, 6-3

Guard: N/A

Description: Yes, a volcano. Eyes in the middle and brown overall. And a yellow top.

Movement and Attacks: Stationary. He shoots small stones around. Once in a while he takes a pause.

How to defeat: Attack him long-range or time your short-range attack well.

Effect: None, but I think stones should be spurting out of him.

51. Hack

Element: Stone

Location: 2-2, 4-1, 4-3, 5-4, 6-3

Guard: N/A

Description: Shouldn't he be a Cutter? An axe!... with feet. A grey blade, a brown handle and orange feet.

Movement and Attacks: He runs towards Kirby fast and he chops his blade when he gets near. Then he gets up and makes a new try. Funny fellow!

How to defeat: Attack but watch the speed.

Effect: He throws Hack like an Axe :) Ever seen those axe throwing contest? Kind of looks like that. Isn't it a little barbaric?

52. Burniss

Element: Burn (surprise!)

Location: 4-4, Magman, 5-4, 6-3

Guard: 5-4

Description: A yellow, flaming bird with a blue beak.

He's like a ball with wings and tail.

Movement and Attacks: He has two different movement styles. Either he dives regularly at Kirby while he's flying or the most common style: that he flies over Kirby's head and throws burning rocks regularly.

How to defeat: Jump up to his level and attack, but watch the rocks/dive.

Effect: Flies away if you throw him.

53. Fishbone

Element: Cutter

Location: 2-3, 3-1, 3-3, 3-4, Acro, 4-2, 4-3, 4-4, 5-1, 5-2, 5-3, 5-4, 6-2, 6-3

Guard: 2-3

Description: A fish in three sections. In front, a large red triangle with black eyes. The others are the same but smaller and red respective yellow with no eyes.

Movement and Attacks: Stationary. He shoots away his largest part at Kirby when he gets close. Then he spawns a new one.

How to defeat: Attack but watch it. If you want his ability, be careful because if you throw another ability at him, he'll probably blow it up if you don't time it right.

Effect: Oh yeah! Daddy's got a new gun! Hold him over your head and Fishbone'll do the same attack as he usually do, only faster.

54. Frigis

Element: Ice

Location: 5-1, 6-3

Guard: N/A

Description: Like Burniss but transparent and bluish with a red beak.

Movement and Attacks: Like Burniss but he throws ice rocks instead.

How to defeat: Like Burniss

Effect: Like Burniss

55. Sawyer

Element: Cutter

Location: 1-3, 5-3, 5-4, 6-3

Guard: 6-1

Description: A circular saw blade with a red, black and white eye in the centre.

Movement and Attacks: Spins around in a premade pattern. Might be dangerous.

How to defeat: Attack but watch it.

Effect: It spins around like a saw blade if you throw it.

56. Turbite

Element: Spark

Location: 2-2, 3-4, 5-3, 5-4, 6-3

Guard: N/A

Description: A purple and grey turbine which has two black and mean looking eyes.

Movement and Attacks: First he rests, either in the ceiling or the wall. When Kirby gets near, he'll boost out from his hidings.

How to defeat: Attack

Effect: None

57. Plugg

Element: Spark

Location: 5-3, 5-4, 6-1, 6-3

Guard: N/A

Description: Yes, it's a plugg. But it's blue with black eyes and green feet. The stuff you plugg in are yellow.

Movement and Attacks: It's stationary or it moves very slowly. When Kirby gets near he pops his plugg into the ground and the ground around him gets electrocuted.

How to defeat: Don't stand too close when you attack.

Effect: If you throw him, his plugghead goes straight in the direction in which he's thrown.

58. Ghost Knight

Element: Needle

Location: 1-3, 2-2, 6-1, 6-2, 6-3

Guard: N/A

Description: A ghost blue blob armed with a white and red lance and a blue shield. Big dumb eyes.

Movement and Attacks: Stationary. Sticks his lanced at Kirby when he gets the chance.

How to defeat: Don't throw anything at him. He'll only shield it. Fight him close-combat. HIIIIYAAAA!!!

Effect: He shields long-range attacks.

59. Zoos

Element: Spark

Location: 3-1, 4-2, 5-4, 6-3

Guard: N/A

Description: A little fella sittin on a cloud. He's yellow all-over and he's got spiky hair.

Movement and Attacks: The little coward flies around on a rainy cloud. He throws little thunder... things which are fast and hard to spot. If you are below this annoying guy he will release a devastating drop of water.

Be careful.

How to defeat: Jump up to his altitude. Time it. And attack.

Effect: None

60. Kacti

Element: Needle

Location: 2-1, 2-2, 4-3, 4-4, 6-1, 6-3

Guard: 2-1

Description: A cactus. Green of course. But my brother had a yellow one before. He's got two eyes and a red mouth. Kacti not my brother. :)

Movement and Attacks: Stationary at first, when Kirby gets close he starts to roll back and forth. sometimes he jumps at first.

How to defeat: Attack, if he jumps and you want his power in a power combo, lift your current power and walk under him.

Effect: None

61. Rockn

Element: Bomb

Location: 5-4

Guard: N/A

Description: A blue torpedo with a yellow top.

Movement and Attacks: Like Pedro, but in factories.

He is launched horizontally and then goes in a straight line, only to be blown up when he hits a wall.

How to defeat: Attack

Effect: He launches himself horizontally if thrown.

62. Chacha

Element: None

Location: 3-1, 3-3, 4-3, 4-4, 5-1, 6-3

Guard: N/A

Description: Cute! A beige blob with a happy face and a yellow hair thingy on top. He's got a stone age skirt and he's "armed" with two very large maracas.

Movement and Attacks: He's often in the background, but sometimes also in the foreground. If he's there he'll be stationary and wave his maracas. He switches in regularly pattern between shaking them to the right, the middle and the left.

How to defeat: Attack

Effect: None, except that he shakes his maracas even more.

63. Galdo

Element: Burn

Location: Tutorial, 2-2, 2-3, 3-1, 3-2, 3-3, 4-1, 4-3, 4-4, 6-1, 6-3

Guard: 4-1

Description: A fire dragon. Average size. He's red with spikes on his back and a white belly. His eyes

are closed and he seems to be pretty inactive.

Movement and Attacks: Stationary. Eyes closed until Kirby gets near. Then he sends out a stream of fire and of course opens his eyes. His spikes will glow as well.

How to defeat: The most clever thing to do is to stand where he can't reach you and then inhale him or attack him with a combo. If you gotta stand next to him, go there exactly after he has done his fire attack.

Effect: Isn't this cool? You'll have your very own flame-thrower. The scared little dragon will fire his flame-thrower regularly above your head and defeat enemies in front.

64. Bumber

Element: None

Location: 1-2, 1-3, 2-1, 2-4, 3-1, 3-3, 4-1, 4-2, 4-3, 6-3

Guard: N/A

Description: An orange ball with a pair of nice looking eyes and a pair of purple feet. It has a purple and white umbrella over its head. Or a parasol if you prefer. Why wasn't the parasol ability included in this game? It was my favourite ability in Kirby's Dreamland 2 and here we have the perfect enemy.

Movement and Attacks: First, he floats down to the ground, then he walks slowly back and forth.

How to defeat: Attack

Effect: Jump up and you'll float down. But only if you have him over your head...hehe.

65. Scarfy

Element: None

Location: 2-1, 2-2, 3-1, 5-2, 5-4, 6-1, 6-2, 6-3

Guard: N/A

Description: He reminds me of Kirby, but he's orange and he has no feet.

Movement and Attacks: Stationary until you turn your back at him. Then he turns into a cyklop monster and gets big teeth. He hunts you until he gets near you then he blows himself up. Turn again and he's back to his former self. He also gets nasty if you try to inhale him.

How to defeat: Don't inhale. Throw something or use a power combo.

Effect: N/A

66. Nruff

Element: None

Location: 2-2, 2-4, 3-1, 3-2, 5-1, 6-3

Guard: N/A

Description: He looks like a mix between a pig,

a porcupine and a bull. A bull's body, a pig's snout and a porcupine's spikes on the rear. And he's brown and his eyes are closed all the time. Movement and Attacks: He rushes forward like a crazy bull and if he hits a wall, he changes direction. How to defeat: Attack normally but beware his speed. Especially if the area is narrow. Time your attack carefully. Effect: None

67. Emp

Element: Ice
Location: 3-1, 3-2, 5-1, 6-3
Guard: N/A
Description: It's a penguin. He look's kinda cute. Black and a white belly, yellow feet and an orange beak.
Movement and Attacks: Stationary until he sees Kirby then he makes a run for it.
How to defeat: Because he flees I think you should use long-range attacks. If you don't have any, hunt him down!
Effect: None

68. Magoo

Element: Burn
Location: 4-4, Magman, 5-4
Guard: N/A
Description: Mr. Magoo if you please! oh no, bad joke. Like a fireball. But black in the middle with two yellow eyes.
Movement and Attacks: It jumps up and down in lava seas. It's regularly.
How to defeat: Attack when it pops up.
Effect: If thrown it explodes in mid-air.

69. Yariko

Element: None
Location: 3-1, 4-1, 5-1, 5-3, 6-3
Guard: N/A
Description: This lad comes from the djungel, at least my brother say so. Like a blob with arms and legs and a stripy, red hair with a yellow ribbon. He's armed with a spear.
Movement and Attacks: He is stationary except when he attacks. When he attacks, he jump up in the air, he makes a flip and then he throws his spear. He's often on a ledge so he throws it downwards.
How to defeat: Try long range, or else, time your jump.
Effect: None

70. Mutter

Element: None

Location: He is located in the cuter levels, 1-1, 6-1

Guard: N/A

Description: A butterfly. White wings with black edges.

Movement and Attacks: Just flutters around.

How to defeat: N/A

Effect: N/A

71. Wall Shotzo

Element: None

Location: 2-4

Guard: N/A

Description: Like ordinary shotzo but he's stuck on the wall in the background often.

Movement and Attacks: Just shoots regularly at Kirby from the background or the foreground.

How to defeat: N/A

Effect: N/A

72. Keke

Element: None

Location: 2-4, 5-1, 5-2, 6-2

Guard: N/A

Description: A witch sittin on a broom. She's got a black cloak and white fluffy hair. She doesn't look like an evil witch.

Movement and Attacks: She flies in the background, using her broom. She can't attack.

How to defeat: N/A

Effect: N/A

73. Sparky

Element: Spark

Location: 1-2, 2-1, 2-2, 3-1, 3-2, 4-2, 4-4, 5-1, 5-2, 6-1, 6-3

Guard: N/A

Description: An ol' classic, Sparky's been acting in many Kirby games. Mostly green, blue below and yellow dots on top. Got black, thin eyes.

Movement and Attacks: He bounces around slowly.

Now and then he stops to spark. Don't be too close.

How to defeat: Attack but watch the sparking.

If you're gonna throw an ability at him, do it when he doesn't spark. If you do it when he sparks it'll blow up

Effect: None

74. Ignus

Element: None

Location: 3-4, 4-4

Guard: N/A

Description: Ehh... a rock. It shifts colour between pitch black and more brownish. "It comes in many sizes."

Movement and Attacks: Either this lifeless thing will fall from the surface or it follows a water stream. Yeah, it's underwater sometimes.

How to defeat: Attack it. If it comes from a water stream avoid it carefully.

Effect: None

75. Flora

Element: None

Location: 4-1, 5-3, 5-4, 6-3

Guard: N/A

Description: A flower. First a rock then a flower. A flower with a face. It's coloured in orange, green, red and yellow. Hard to describe.

Movement and Attacks: Spins to the ground then stationary.

How to defeat: Attack

Effect: When thrown; spins away.

76. Putt

Element: None

Location: 5-1, 5-3

Guard: N/A

Description: A green snake with a yellow horn and a big ginning mouth. A snake?! First a rock, then a flower and now a snake! Is this a garden?

Movement and Attacks: He's stationary. At first he has a stone in front of him, a big one. When Kirby gets near, he punches it and then it rolls towards Kirby. Then he just stays put and laughs at Kirby. No attack. Show him what you do with people who laughs at you.

How to defeat: Avoid the stone by jumping over it and then attack the stupid snake normally.

Effect: None

77. Pteran

Element: None

Location: 4-1, 4-3, 5-1, 5-2, 6-3

Guard: N/A

Description: A blue and lighth purple ptreodaktyl.
And it's got eyes as well. Swell!
Movement and Attacks: He comes in glide flying. Sometimes he aims at Kirby and sometimes he just flies downwards. If he bump into a wall he'll first look a little surprised then change direction.
How to defeat: Attack but be careful, he glides.
Effect: Cool! You'll also glide, if you jump up in the air of course. If thrown he flies away.

78. Mumbies

Element: None
Location: 2-2, 6-3
Guard: N/A
Description: How scaaaary! A ball shaped mummy. A large red eye is showing, peeking at you from behind its bandage.
Movement and Attacks: His attacks are similar to Scarfy's. He's flying at the spot when you look at him, but as soon as you turn your back, the little scary fella will fly after you. Don't show that you're scared! AAAAAAARG!
How to defeat: Can't inhale him. Blow air at him or attack him with a power combo.
Effect: N/A

79. Pupa

Element: None
Location: 1-2, 2-2, 4-1, 5-3, 6-2
Guard: 5-3
Description: A drop with red and yellow stripes and a pair of big eyes below.
Movement and Attacks: They hang in strings and they go up and down on them. Some of them fall down on you if you go below them.
How to defeat: Attack them with an enemy or power combo or jump on their strings and they will fall down and explode.
Effect: N/A

80. Mopoo

Element: None
Location: 5-2
Guard: 5-2
Description: Happy! A snowball who looks happy.
Movement and Attacks: This fella often falls from the ceiling and into the ground, they might also go from the ground up to the ceiling. Or fly in a bow on the ground or in the ceiling.
How to defeat: Attack but there are always an infinite amount of them so it's pretty unnecessary

to beat them up.

Effect: None

81. Zebon

Element: None

Location: 3-1, 5-2

Guard: N/A

Description: A green ball with a face in the middle of it.

Movement and Attacks: Never moves and never attacks. Don't really know why this is an enemy. Just jump into it and it'll help you reach new heights.

How to defeat: Isn't possible. Why would you?

Effect: N/A

8.0 Mini-Games

Choose "Option" in the file selection screen. Then choose Mini-Games and you're here. There are three different games to choose among: 100-Yard Hop, Bumper Crop Bump and Checker Board Chase. In all of the games, you can choose to be one to four human players. Those slots not filled with human players, will be filled with computer controlled players. There will always be four players in each game.

You can choose among four difficulties: "Easy", "Normal", "Hard" and "Intense". "Easy" for each of the Mini-Games will be unlocked from the first time you play Kirby 64. You don't have to clear anything in the main game. The rest of the difficulties will be unlocked as you win matches in the easier difficulty. For example: "Normal" won't be unlocked before you've won a match in "Easy". The differences between the difficulties are the skill of the computer controlled characters and the difficulty of the environments on the tracks.

There are four characters to choose among in the games: Kirby, Waddle Dee, Adeleine and King Dedede. Your choice doesn't matter, except from an aesthetical perspective. After a match, you'll see the result screen. The number of stars indicate how many matches each of the players have won. These will be erased when you leave the Mini-Games menu. Your record for the Mini-Game shows as well. These records will be saved into the back-up.

Below, I'll share you my pointers for all of the games. I haven't played any of these games to an eye-bleeding extent, so please don't judge me too hard if my tips are bad.

=====
8.1 100-Yard Hop
=====

You and three other contestants get each a trail to jump on. You race to the goal on the other side. You race individually; no can do anything to disturb your race (except if your dear mates scream in your ear or punch you on the arm). To get in first place, you must press the A and B buttons to jump from space to space as fast as possible, without jumping into a trap. The traps are for example: puddles, banana-skins and holes in the ground. The trail consists of 100 spaces which you must jump on. These spaces always appear randomly.

Controls

A: Jump two spaces ahead

B: Jump one space ahead

Traps

Puddles

If you jump into a puddle, you lose a couple of seconds and afterwards, you appear on the space you were standing on before you jumped down the puddle.

Banana-skins

If you slip on one of these, a few seconds will be lost. The banana-skin will disappear and you can carry on your hopping.

Hole with leave coverage

Small holes in the ground with leaves on top. If you fall down, you must restart from the same space you were standing on before you fell down the trap. It's the same effect as with the puddle.

Fish

If you slip on it, it will disappear and you can continue hopping. Same effect as with the banana-skin.

Water-lily

If you jump on it, you fall down into the water and appear on the space you were standing on before you jumped towards the lily. It looks like you can jump on them. Same effect as with the hole.

Turtle

It works like a bridge, but sometimes it dives underwater. Keep this in mind when you are about to jump towards it.

Frog

This fellow only shows up when you're

in the lead. It also jumps on the spaces, but it's slow. Be careful. If you jump on it, you slip. It will disappear and you can continue after a few seconds loss.

Environments

Easy

A brown trail with puddles. These don't appear that often. As easy as opening the refrigerator.

Normal

A green trail with puddles and banana-skins.

Hard

A red trail with puddles, banana-skins and holes with leave coverage.

Intense!

It's a pond and you must jump from stone to stone. Fishes, water-lilies and turtles live here.

Pointers

- You must concentrate all the time, or you will be, if I may put it like this, screwed. Try to keep your eyes peeled at the bottom of the screen all the time and you will be able to see what comes in your path.
- Never watch what your opponents are doing, unless you've already finished.
- Primarily focus on avoiding the traps. You lose much more time if you step into traps all the time, than if you're moving slowly.
- Learn to master a difficulty before moving on to the next.
- Try to avoid and jump over the turtles. If you must jump on them, time it well.
- Use the A button as much as possible.
- Learn the rythm in the jumps, thus you can be as fast as possible.
- Practise, practise, practise. That's what it's all about.

=====

8.2 Bumper Crop Bump

=====

You and three other contestants shall compete in who get most fruit in his/her

basket. The trees above you released fruit and bombs randomly. Take fruit, avoid bombs. You must show no mercy and use petty tricks to end up with most fruit. Who's the best fruit catcher?

Controls

A: Change position with the closest opponent.

Right: Move to the right.

Left: Move to the left.

Items

Fruit

For each fruit you collect, the number on your basket becomes higher. The highest number when the match ends, wins.

Bomb

Falls from the trees as well. If you get a bomb in the basket, all your collected fruit will be destroyed. If the bomb hits the ground, the explosion lasts for awhile. Don't run into it too early. Make sure that you never get a bomb in the basket, but your opponents get lots of them.

Environments

Easy

The trees and the ground are green.

Normal

The trees and the ground are yellow.

Hard

The trees and the ground are pink.

Intense!

The trees are changed for a rainbow and you and your opponents walk around on clouds. The fruit are exchanged for crystal shards.

Pointers

- Don't get frustrated, play methodically.

- When you await a fruit, you shouldn't be standing right below. Instead, let an opponent do that and when the fruit is an inch above the other's head, press "A" to swap positions with him/her and you'll probably get the fruit. This is a method you should use most of the time.

- Never let a bomb fall on, don't even be close to it. If you run into the explosion, you lose all of your fruits as well.
- It's a good idea to push opponents into explosions, using "A". Try to use it on the leader. You're mates will be pissed off.
- There's a lot of luck involved in Bumper Crop Bump. Think about that.

=====
 8.3 Checker Board Chase
 =====

You and three opponents who shall get along on an 8 X 8 squared chess board. You can make all the blocks in front of you fall and to win, you must be the last one standing on the board. Everyone can fall five times before he/she has lost. When the first contestant has lost, the outer squares disappear from the board. When the next one is out, another set of squares disappear. The last two must battle on a 4 X 4 board. Tense!

Controls

A: Make all block in front of you fall.
 Digital pad: Move around on the board.

Environments

Easy
 Board with light and dark brown blocks above an island.

Normal
 Board with light and dark purple blocks above an island.

Hard
 Board with light and dark pink blocks above an island.

Intense!
 Board with light and dark green blocks above Pop Star in Space.

Pointers

- Don't go berserk; work according a strategy.
- Never try to stand vertically or horizontally with another contestant, not more than one at least.
- Remember that dropping platforms take time. While you drop platforms other can drop platforms you're standing on and you might not get away from them in time. Plan well before you make platforms fall.
- Try to make your opponents move towards the corners and edges of the board.
- If you stand eye to eye with an opponent, you must either move or press "A"

before he/she does. You will fall if you don't. Even if you press "A" quicker, you must move out of the way immediately. Your opponent might have had the time to drop platform before his/hers fall.

- If you have few lives left or if you just want to be careful, let your opponents kill each other. Just go around, not dropping any blocks at all. Just make sure that you're far from the others and that you don't stand vertically or horizontally with them. When there's only one opponent left, start to attack.
- When you've dropped a bunch of blocks, you must move immediately, or else your opponents can take advantage of your being stationary.
- When the platforms get grey, they are about to disappear.
- Move all the time.

9.0 Final Section

This is the final section. Here, you find miscellaneous parts which don't belong anywhere else.

=====
9.1 Version History
=====

Version 2.1 - Winter, 2005

Added new homepage URL.

Version 2.0 - Summer, 2003

In a humble try to make this, the first FAQ of mine, compare better with the other FAQs at GameFAQs, I've added a detailed basics section, a section about the Mini-Games, rewritten some really bad parts and changed the format completely. Hopefully, there'll be no more updates. Version 1.7 can be found on my homepage, in case you miss it.

Version 1.7 - Christmas, 2002

Only some minor corrections and some names added to the credits. I also give out the address to my new homepage. It's in English.

Version 1.6 - Spring, 2002

Look, it wasn't the last version. I have added an enemy list and a mini-boss guide. I have also added people to my "Credits" and gave <http://spong.com> permission to host my guide. I have also done some mayor grammatical corrections. This update was really fun so I think I'll continue working on this FAQ.

Version 1.0 - Christmas, 2001

This version is probably the first and the last version. Here you'll find no walkthrough but exact location of all the crystal shards, a detailed Boss guide and a power combo chapter where I mention everything about the combos.

=====
9.2 Credits
=====

GameFAQs/CJayC	-	For accepting all of my FAQs.
My brother Nightcrawler86	-	Because I've used his computer.
HAL Laboratory	-	For making the game.
RocketJess	-	For some corrections and encouragement.
nita6243	-	For character names.
B99990	-	For some corrections.

=====
9.3 Contacting
=====

If you've got anything on your mind concerning this FAQ, feel free to send me an e-mail. Corrections and constructive criticism are always welcome, but I will probably not accept contributions to the FAQ, unless they're very good. Send me e-mails in Swedish, English, Spanish, Norwegian or Danish. You will get the reply in the same language as your e-mail, except if you write to me in Norweigian or Danish. If that is the case, you will get the reply in English or Swedish. Whichever e-mail you send me, must be polite and properly written or it will be ignored and deleted. I will probably not reply to questions already answered in this document, unless the answer isn't clear enough.

cwall_85[at]hotmail.com

=====
9.4 Proof-reading
=====

I'm Swedish and have therefore not English as my first language. I still have a long way to go before I can handle the English language perfectly. If you have English as your first language, you can handle it well and you're not younger than 13-14 years then maybe you would like to proof-read this FAQ. If you would, I'd be forever grateful to you and because of that, help you out whenever I could in the FAQs department and I'd list you in the FAQ information at the top of the document.

If you have decide to proof-read this FAQ I'd be happy if you didn't correct it, instead mark what is wrong near the error. The reasons are because I must see so you have not misunderstood me and I may be working on another version of the FAQ when you send me the corrected version. Searching the corrected old version for what used to be errors and then inputting it into the error filled new version, would be extremely time consuming and annoying. If you send me a proof-read version which is only corrected, I will not be able to use it.

=====
9.5 About the Author
=====

Not that anyone cares, but I think it's nice to know something about the author that has written the FAQ. My name is Christian Wall and I am born in 1985. I live in a small town in the middle of Sweden together with my little brother and our cat. I am currently (Summer, 2003) on a Summer vacation from the gymnasium (highschool) and I will be studying there for another year. When I have finished my gymnasium time, I will continue to study either law or economics. In my spare time, I like to play videogames, read books, write FAQs and believe it or not, I like studying.

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9.6 Copyright Notice
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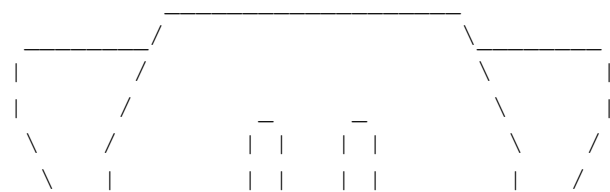
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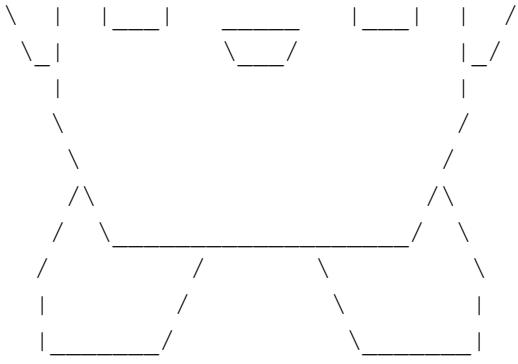
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=====
9.7 Final Words
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