

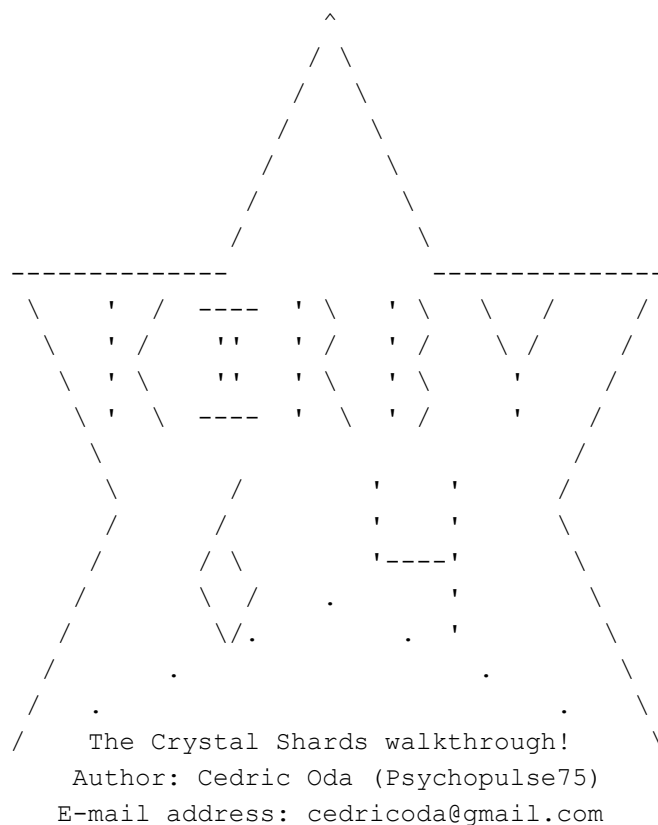
Kirby 64: The Crystal Shards FAQ/Walkthrough

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FAQ #1 (UPDATED)

Presenting...



Hello, all you happy people. This is my first FAQ. And honestly, this happens to be a FAQ for a new game released, called, Kirby 64. Heck, this game is so darn fun, I decided to write one for this game! Sweet, yes? Good. Let's get this party started!

Audience cheers Jerry Springer Style

Wait, maybe a bit less uh.....hardcore?

Audience cheers Jenny Jones style

Much better. By the way, controls and items are in the manual, but I'll explain the power combinations to you.

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Revision History

7/11/2000

Done with the crystal shards locations guide, good thing too!

7/14/2000

Fixed a few errors.

7/18/2000

You know, I'll revise it A LOT! More humor, more detail, etc. You name it, I'll have it.

7/19/2000

Done with the abilites section.

7/20/2000

I got a lot done today! I finished off Planets 1-3, and is halfway on level 4!

7/21/2000

I'm finished with everything!

8/6/2000

MAKEOVER TIME!! I'm adding the mini games and Boss Battle to the guide.

10/28/2000

Yesterday was my birthday! JOY! Anyways, I've added more multiplayer strategies. Also added are how often abilites will appear.

12/12/2000

Probably my final update to this FAQ, it includes an enemy guide.

2/13/2014

So much for my last update. I'm update the contact info for this and my other guides. This and the others will get a makeover shortly.

1. Story

A peaceful star, Ripple Star, has been a home of many fairies and a giant crystal. However, a unknown force known as Dark Matter came here to take the crystal.

Thankfully, a fairy named Ribbon took it away, because bad things would happen if Dark matter grabbed it. But she soon drops the crystal while being chased by Dark Matter's forces, and it breaks off into tiny pieces and scattered off throughout other planets.

Meanwhile, Kirby is looking at the sky, and he sees Ribbon falling from above. After she tells him of her plight at Ripple Star, Kirby decides to help out, and is off on his current adventure.

2. Skills (Special abilities)

1. Fire ability (Fireball)

Kirby becomes a fireball, literally burning anything in his path. To speed up (I not sure if you can do this), press the control pad in the direction he's moving. Slowing down is the opposite (I think.). Plus, you can also speed through areas quickly. But the effect is a little short.

2. Needle ability (Porcupine)

Tons of needles stick out of his body. In midair, he does a flip. Great in almost every situation! Too bad it lasts for a while.....

3. Spark ability (Electric Shield)

A small electrical field surrounds Kirby, anyone who touches him gets zapped. He can also move, but it's pretty slow. Best used when he stands on the ground.

4. Cutter ability (Body Boomerang)

In the previous Kirby games, Kirby's cutter attack is where he takes out a boomerang of sorts and throws it at his enemies. In this one, he takes out half of his body and uses it as a Boomerang! How weird..... The ability is a little limited in use, as you can't fly with it, but you can jump, and you can't attack from behind with it. Plus, he needs the other half of his body anyway.

5. Ice ability (Ice Blower)

Here, he spins around and breathes ice in all directions. It's a pretty useful ability, and he can move with it, however, it's a little slow when he's moving. An all around good ability for when enemies are coming from both sides.

6. Stone ability (Rock)

Just like his previous exploits, he becomes a invulnerable piece of rock, only he can walk in this form! Plus, when he turns back to normal, the rocks spread out (Leaving a blast radius of sorts), damaging enemies. However, he can't fly in this form.

7. Bomb ability (Bomber Kirby)

You know what he does with this ability.....admit it.....and you should know that by holding B, he'll throw the bomb farther. Another handy skill!

8. Fire + Fire (Phoneix Fireball)

He becomes an even bigger fireball (Almost Pheonix-like, might I add), the effect lasts longer, covers an even wider range, and is even quicker! Treat this like the regular fire ability and you'll be fine.

9. Needle + Needle (Sharp and Pointy Objects)

WHAT THE?! Kirby's a living swiss army knife (You know, the kind boy

scouts carry?)! I mean, surely you'll freak out after seeing this ability, and just like the needle ability, he can stay in one place or move in midair while using it! Don't stop playing until you've tried this out!

10. Spark + Spark (An even Bigger Electric Shield)

Just like the normal spark ability, but bigger. Plus, lighting comes out after an enemy touches it! Weird..... again, it's best used if you stay in one place, since if you move, it'll shrink.

11. Cutter + Cutter (Bigger Body Boomerang)

Again, like the regular cutter, just bigger and with more spikes. Also, it travels farther (I think).

12. Ice + Ice (Rolling Giant snowball)

He becomes a snowball, literally rolling over anything in his path. Best used on straightforward areas. Plus, like the stone ability, the snow and the enemies he's rolled over (If any) can damage enemies after he changes back to normal. Unfortunately, you can't jump, and you can't control it, either.

13. Stone + Stone (Boulder)

Just like the normal Stone ability, but even bigger, plus he moves quicker when he walks! Still, you can't jump in this form, however.

14. Bomb + Bomb (Missile Launcher)

Here's something you don't see everyday-Kirby being a missile launcher! By holding B, he can launch up to three missiles! A handy move for airborne enemies. Plus, it's that one ability he used in the commercial for his game!

15. Fire + Needle (Fiery Bow and Arrow)

Kirby becomes a bow and arrow, launching arrows at his enemies. Hold B to shoot farther and higher. Unfortunately, you can only aim in the direction Kirby's facing. Flying enemies will not enjoy this move if you use it on them.

16. Fire + Spark (Static Flame)

Kirby will take out a cloth and rub it on his head. He'll then be engulfed in flames as he runs toward enemies. He can also jump in this form. However, I wouldn't use it much unless you want to run away from danger.

17. Fire + Cutter (Flaming Sword)

Now this is original! He wields a sword that's on fire! He can't fly while using it, though. To get rid of it, press up while holding the sword, then press the control pad left or right and B. He'll then throw it! To take out another one, press B. This is a REALLY useful ability for many stages.

18. Fire + Ice (Flaming Ice Cube)

HA! This ability will have you laughing real hard (If not make you say, "Is this really useful?), as this ability is really useless. He becomes an ice cube, and eventually melts after a second or two because of the fire. The only way an enemy can be harmed is if an enemy touches you before the attack ends. However, if you want to try it at least once, go ahead, but don't say I didn't warn you!

19. Fire + Stone (Volcano)

Kirby transforms into a volcano, and he always stands in one place. The only thing you can control are those short-ranged lava blasts. The plus is that projectile attacks will stop if a blast touches it, and is handy for attacking overhead enemies!

20. Fire + Bomb (Fireworks)

Kirby becomes a living set of fireworks, and each time you press B, he can do this three times! Also, they cover a wide area, and is perfect for flight enemies. The downside is, once you use it, you can't fly or jump, as he'll already bounce, so unless you know what you're doing, be careful when using it to get across gaps.

21. Needle + Spark (Lighting Rod)

Kirby transforms into a weird looking lighting rod, and it'll strike him. Any enemies that touch while he's being hit will also be struck as well. Sadly, it's more of a up close move, but the shockwave it makes can also harm enemies, so remember that!

22. Needle + Cutter (Spike Trap)

This one's weird. He becomes a bear trap. Hold B and he'll have those two arms with spikes ready. Release to close the trap. However, he only does this upwards, plus it's a little slow.

23. Needle + Ice (Snowflake)

Who would've thought a snowflake could be deadly? Yes, that's what Kirby does with this power combo. Although slow, the pointy tips sticking out are huge, as well as the snowflake!

24. Needle + Stone (Drill)

Kirby unleashes a drill by pressing B, and he'll continue to go in that direction until you release the button. Good thing, too, as this helps Kirby get around a little quicker, and the drill, when released, can go through walls (They must be thin enough to pass through).

25. Needle + Bomb (Exploding Spikes)

Kirby turns into a Gordo (A common enemy with spikes in the Kirby series) and after awhile, he explodes, sending the spikes in 8 directions. I wouldn't use it much, as it's a little slow, but you can move with it, at least.

26. Spark + Cutter (Beam Sword/Lance)

Kirby + Star Wars: Episode 1: The Phantom Menace = this fun ability (No, I did not see that movie, I've seen one of those used in the commercial, though). By pressing down, he'll put his beam lance away. it has a

long range and is easy to pull off, but like the flaming sword, he can't fly.

27. Spark + Ice (Refrigerator)

HILARIOUS! Kirby becomes a refrigerator! He actually throws food at his enemies, and he can use that to heal himself! This is so funny, you have to try it out for yourself.

28. Spark + Stone (Electrical Stone)

Okay, this one's odd—a stone that's connected to an electrical chain constantly bounces around Kirby. He can't control it, and it'll stop if he's entering another room/area or if it hits him. It can also be stopped manually by pressing B. It's a good idea to have this when there are lots of enemies.

29. Spark + Bomb (Lightbulb)

Kirby becomes a lightbulb, and after a while, he explodes. Some secrets can be uncovered in dark rooms, but that's really it. Oh, I wouldn't use it much as a weapon, either.

30. Cutter + Ice (Skater)

He becomes a figure skater, and he can only attack (His spin move is how he attacks) in midair. Though not that useful, it can be a big help in certain areas.

31. Cutter + Stone (Friend Sculpture)

He sculpts into one of his animal friends—Rick the Hamster, Coo the Owl, Kine the fish, and three more friends. Coo and that one bird can fly (Press A, of course), Kine doesn't do anything (HUH?), That blob can only jump (THAT'S IT?) This one character (A raccoon, I guess?) can double jump, and Rick can climb walls (Stand near a wall, press the control pad in the direction you're facing, then keep pressing A.). It's not that useful as it looks, though.

32. Cutter + Bomb (Exploding Star)

I love this one! He throws a shruiken of sorts, and if it hits someone, they get stuck, then.....BOOM!!! It's very perfect for bosses, but the problem is that you can't see exactly where it is, and it's hard to time, but with practice, you'll have good accuracy.

33. Ice + Stone (Gliding Puck)

He becomes one of those curling pucks, and along the way, he freezes enemies. And unfortunately, that's all he does. Still if you want to try it out, do so.

34. Stone + Bomb (Dynamite)

He throws some dynamite. The blast will damage him, so to counter this, put on your hard hat (Press down.) and the blast won't harm him. The blast radius is also wide, so it can harm some enemies, but don't forget to put on your hat!

35. Bomb + Ice (Snowman Time Bomb)

He becomes a snowman, and it'll explode. He can't detonate it, so he can either get hit or wait until the fuse is out. Don't forget that the snow freezes enemies after it explodes.

Here's a table I've made for the main 7 abilites and which ones show up on the planet, as well as each stage.

*= It's there

Blank Space= None

	Fire	Needle	Spark	Cutter	Ice	Stone	Bomb

Pop Star		!	!	!	!	!	!
1	*	!	*	!	*	!	*
2	*	!	*	!	*	!	*
3	*	!	*	!	*	!	*
Rock Star		!	!	!	!	!	!
1	*	!	*	!	*	!	*
2	*	!	*	!	*	!	*
3	*	!	!	!	*	!	*
4		!	!	*	!	!	*
Aqua Star		!	!	!	!	!	!
1	*	!	!	*	!	*	*
2	*	!	!	*	!	*	*
3		!	!	!	*	!	*
4		!	!	*	!	!	*
Neo Star		!	!	!	!	!	!
1	*	!	!	!	*	!	*
2	*	!	!	*	!	!	!
3	*	!	*	!	!	!	!
4	*	!	*	!	*	!	!
Shiver Star		!	!	!	!	!	!
1	*	!	*	!	*	!	*
2		!	*	!	*	!	!
3		!	!	*	!	*	!
4	*	!	!	*	!	*	!
Ripple Star		!	!	!	!	!	!
1	*	!	*	!	*	!	*
2		!	*	!	*	!	!
3	*	!	*	!	*	!	*

I know I messed up on some parts, so E-mail me.

3. Characters

Kirby: our hero from Popstar who's saved Dreamland a countless number of times. Here, his current exploit is to find all of the crystal pieces and defeat Dark Matter should he restore peace to Ripple Star and all of Dreamland.

Since you're playing as him, I don't have to tell you what he does!

Ribbon: A fairy from Ripple Star, who accidently drops the crystal and it shatters into pieces. She turns to Kirby for help after her plight.

What she does: Gets crystal pieces after Kirby touches them.

Adenline: A young artist who goes to Pop star to study art. But when she comes across a crystal piece, she gets pulled into Kirby's adventure after you save her.

What she does: Provides puzzles for Kirby to solve (art-wise), and paints helpful items for Kirby.

Waddle Dee: Waddle Dees are usually common enemies in the Kirby series, but this particular one is his friend. He comes across a crystal piece also, but becomes possessed by a Dark Matter scout. Saving him, of course, will let him join the adventure.

What he does: Usually you have to ride something with him (A mine cart, raft, etc.), plus, he leads you into the next area (Even though you know you're going to go there anyway.).

King Dedede: A rival and longtime enemy of Kirby, a crystal piece falls on his castle grounds. Will he reluctantly join in Kirby's adventure, or will he keep it to himself? Decisions, decisions.....

What he does: Mostly you'll have to get on his back and he'll break pillars or strong doors for Kirby, but other times, he'll pound switches or break objects for Kirby to progress through.

4. Walkthrough

Pop Star: This is Kirby's home planet, and the beginning of his adventure. Here, he'll meet a friendly Waddle Dee, Adenline, and the infamous King Dedede.

Part 1: The grasslands

The first stage is so easy, you can just plow your way through! On the way you'll find crystal shard #1. Get the flaming sword (See combos up above) before you enter the cabin. To beat the mini boss, and the others like this, use your special ability or suck in the smaller enemies back at it. I will no longer mention how to beat these from here on out.

After running some more, get rid of your current ability & inhale a Poppy Bros. Jr. for the bomb ability. Blow up that black rock in the pond and go to where it was for crystal shard #2!

Now, you must deal with a possessed, yet completely idiotic Waddle Dee. Use your ability to defeat it, or suck in the stars and spit it back at him. Shard #3 is yours, and the stage is complete!

All I say is, IF YOU LOSE TO HIM, YOU MAY AS WELL GIVE UP ON FINDING ALL OF THE SHARDS-LET ALONE BEAT THE GAME!

Part 2: The forest

Take your bomb ability and combine it with a Sir Kibble for the Exploding Star ability (See Skills for more details). And you'll need this for the entire stage. Keep going until you enter the tree trunk. Work your way up, avoiding enemies, then enter the door ahead. Now, you'll ride on a platform (Waddle Dee will help move it, since someone needs to roll that log.) to the other side. Near the end, you'll see stars going downward, go down for Shard #1.

After dropping through the trunk in this next area (If nesscessary, collect some items), you'll face another mini boss. Beat him for Shard #2.

After that, it's on to a possessed Adenline! First, attack the pictures she makes (Which are common enemies in this game, and rather badly might I add), then, she'll paint the Ice Dragon from Kirby's Dreamland 2. Attack him from afar with your exploding cutter. Then, she'll Paint Dark Matter. Use the same tactic as before, and she'll try to run into you. Slide into her and get shard #3.

Another nice trick is to attack her pictures with the Spark/Cutter Ability. It'll still give you the distance you need to attack, but it will also drastically hurt them! About 3 swings and they are gone.

3. Part 3: Dedede's Castle

You no longer need your current ability, so lose it, then the upgraded cutter ability (Combine the same power, e.g. Ice + Ice). Continue until you enter the castle. Go up the stairs and in the next room, a platform moves while Bronto Burts come toward you. Then, scale the small tower, avoiding the Gordos, and you'll be back outside. Continue going through *Yawn* until you reach another hole.

Inside, break the green block with your upgraded Cutter, and drop down for crystal shard #1. This next room contains Adenline painting you a lup (She's too kind, I tell you!), and when you enter this next room, go above the entrance for crystal Shard #2. Get rid of your current ability, and suck in a Sir Kibble or a whirling blade for the Cutter ability (Again.), then go on up, and combine that ability with the fire ability, and.....ta da! A flaming sword! Go up the chain rope with light shining on it, because it's time for.....

A POSSESSED KING DEDEDE!!!!!!!!!!

Okay, since you have the flaming sword, this battle should be a piece of cake. Throw the swords at him and get out of the way when he attacks. After that, he'll fly over you and try to attack you. To get around this, stand under him while holding your flaming sword up high. Now, it's only 5 more seconds before he's no longer possessed.....*Chuckles* Now grab crystal shard #3 and leave.

Boss: Whispy Woods

Oh, look! It's Whispy Woods from Kirby's Dreamland 1, 2, well...almost every Kirby game in existence. However, he's still the same old stationary tree he's always been. So, to defeat him, here's how it goes.....keep your Flaming sword ability, and attack those smaller trees that encircle him.

After that, he'll go mad. He'll drop lots of apples and make his roots pop up from the ground. Attack those with your flaming sword. Keep this up until he's defeated. And you'll have the big crystal piece!

It is possible to hit him 3 times on his second phase, which requires the flaming sword. When he releases his roots, stand ahead of it, and the sword he carries behind him will obviously harm the root. After the second hit, immediately throw it, it should hit the next one ahead before it goes back into the gorund. That'll speed up the fight some.

By the way, I'm surprised he doesn't cry on this one. Could he be holding back his sap tears (Yes, sap tears, it's not a typo. He's a tree, after all.)?

2. Rock Star: This is a deserted planet with lots of sand, rocks, and even A UFO is found in the middle of nowhere!

Part 1: The desert

Get rid of your current ability and look for an enemy with the stone ability, and work your way through the stage, killing everything in your path. After entering the building, fly up to the top, and you should spot some platforms. By landing on those platforms and following them, you'll find crystal piece #1.

Fly up to the top, and face your next mini boss, then collect the crystal piece he leaves behind. In this next room, you have to climb all the way up to the top while sand is quickly coming up. Use those weird looking blocks for ladders and you'll be out in one piece. Waddle Dee will make a hole for you, allowing to exit.

Now you can't get back inside again, as the sand will have filled up to it's highest point. Go forward until you spot a lightbulb enemy, combine it with that for the Spark/Stone combo. Go back to that striped rock and use your combo on it for the final crystal piece. Exit, stage right.

Part 2: The ruins

Okay, get rid of your current ability and pick whatever ability you need for the moment-then go forward. Soon, rock enemies will drop on you, run like heck to avoid them. Now, you are in a maze-like area, go around, searching for the exit, and watch out for those mummies that'll be chasing you! On your way out, walk around on the floor, part of it will break, allowing you to get first shard below.

The next room has these weird looking guys in the background throwing fireballs at you. Drop down in the center of this room for Shard #2. Another room will have platforms that has crush you when you stand on them. Move back when that happens, then start moving again. After a straightforward route with lots 'o enemies and cannons attacking you in the background.....

Dedede will give you a piggyback ride (HUH?). Explore the upper left hand corner hand of the maze for the final shard! Now find your way out of this maze and the stage is finished!

Part 3: The caverns

Do you have that stone ability with you? Good, you'll need it for shard #1. (If not, go back and get one, silly!) Go forward until you see a skelton. Use the stone ability on the brown bone and go to the jaws for the first piece. Keep going until you see a hole, drop down.

Now you're in a room with 2 holes. One hole leads to a path with stars and a hole ahead, while the other hole leads to another crystal shard, but you'll have to beat a mini boss for it! After collecting it, drop down the hole.

Okay, the next room is just your average enemy filled room, get any

abilities you need and go until you reach another hole. Then, after blasting through more enemies, you'll enter a underwater tunnel. The first half has you swimming down, avoiding enemies, the second half wants you to swim up, avoiding bones that fall on you! They should be easy to avoid, since they fall slow. At the very top, you'll find the last crystal shard, but you'll have to duck in the stage's exit (Don't enter it completely-yet.) to avoid it.

Part 4: The UFO

Prepare for a fun stage, everyone! Here, get rid of your current ability and inhale the missile for the bomb ability. Go forward and board the ship. As you are listening to this catchy music, you'll be greeted by cannons firing at you, avoid those. In the next room, carefully move up the platforms that move back and forth. Don't go up to the top yet-instead, drop down the center and go down for crystal piece #1. Hit one of those eyeball turret enemies with your bomb ability for the Spark/Bomb ability.

Okay, in this next room, Adenline will be Standing near 3 panels. Using your lightbulb ability (See combos), you'll light up the 3 panels. These pictures, I'm assuming, have some compatibility with the weather. In the next room, step on the swiches according to the 3 pictures you revealed for the second shard.

After going up the ladder, get rid of your current ability and continue going on up the platforms to the top, and now, time for another round of.....dun dun dun dun.... Fight the Mini Boss! *audience applauds* Tell them the prize if they win, Rod. *Goes to Rod Roddy's voice* The last crystal piece! *Audeince appalauds* It's a shiny piece from a 16 karat crystal which is currently broke into pieces. This, and all the other pieces is worth.....\$15,775! *Goes to normal voice* Thanks, Rod. After the battle, go up the ropes while avoiding those sparks and you're done!

(NOTE: I'm not offending Rod Roddy in any way. So don't sue!)

Boss: Pix

Use the bomb ability for this boss. Unfortunately, It'll introduce you by attacking you before they show it's life meter! Avoid the red cube, then a green one will join in. Avoid those two, and a blue one will join in. Avoid all three and the battle will FINALLY start.

Use the bombs or those molecules to attack them. When they appear, they'll do one of their three attacks:

1. Fire blasts at you. This attack is easy to avoid. Run under it, then bomb the cube several times. If you're lucky, you may have enough time to finish off the second one!

2. Attack with it's laser lances in a unusual pattern, plus, it'll move back and forth. A little tricky to avoid, unless you know the pattern.

Red-Random Directions. (In other words, it moves back and forth while moving up and down. You'll see what I mean when it does it.) Very hard to avoid unless you are far away.

Green-Back and forth. (In other words, it spins around clockwise/counter-clockwise depending on the direction they move.) Very

easy to avoid, just stay under.

Blue-Up & Down. (In other words, the lance spins around the floor, then goes back up, and repeats in a clockwise/counter clockwise direction.)
Best to run away.

3. They spin around the arena in a group. VERY hard to avoid. The only way to avoid it is to keep running. Oh, and each time a cube is destroyed, it will become transparent and you can pass through it. Use this to your advantage when they do this.

You obviously have to bomb all three. Thankfully, you can pass through a destroyed cube and not take any damage. Once all three are gone, you get another big shard!

3. Aqua Star: As the name implies, it is a water planet. And there are lots of it, too. But in one set of underwater caverns, they tend to have strong currents.

Part 1: The Islands

Keep your bomb ability, and start off by working your way to the caves, bombing everything in your way. Next, enter the green balls inside this one room. Along the way, you'll pass up the first crystal shard! No problem, just drop down under the platform to get it.

As you enter the caves, you should be looking for a penguin (Who'll run away from you) in the next 2 rooms. If you have the bomb ability, combine it with that for the Ice/Bomb ability. Continue going until you reach the mini-boss. Now, you need this ability, so drop through the platform and use your ability to hit him from below.

Adenline will paint you a Maxim Tomato. Good thing, too, this final area is though! Go forward 'til you spot some platforms, and drop down until you get to the bottom. After that, stand on the block and use your exploding snowman ability to break it. Enter the green ball, and you'll blast up to the shard! Lose your ability and continue on forward to exit.

Part 2: The waterfalls

Here, you'll have to find an enemy with a stone ability and an with a fire ability. The stone, you probably would've gotten that in the star's first stage, as well as the fire ability. However, you'll spot them along the way. After crossing some bridges and entering the cave, keep running across the walkway that breaks apart.

You know how to defeat mini-bosses, but now you have to break the red/brown block for Shard #1. Then, you'll have a waterfall ride with Waddle Dee. Remember, when "!" flashes, jump or you'll lose some health. Along the way, you'll grab crystal piece #2, but you have to jump at the right time! After you eventually fall off the raft.....

Run down the waterfalls and grab the invincibility, as you're going down, you'll find the final piece near a waterfall, hard to miss. Scale up the waterfalls while avoiding spiked logs to exit.

Part 3: The beach

Before starting, get the Cutter/Bomb combo. Once you've gotten that,

proceed. After a while of fighting, you'll get to an area with a wooden bridge, go up to the top and enter. Inside, break the green/black block with your combo for crystal piece #1. Lose your ability, and go back up.

Return to the second part of the stage and inhale the green guy throwing spiked rings at you for the cutter ability. After that, continue on forward again until you reach a stone enemy, combine the abilities for the Cutter/Stone Ability. Step on the catapult and Dedede will pound it, so you'll enter the next area.

Continue, and climb the cliff, and drop into the hole. Defeat the mini-boss (But try not to get too close) for the second shard. Drop down and use the sculpt ability until you get Rick the Hamster. Stand near a wall and press left on the control pad, then keep pressing A to climb the wall. After that, you'll reach the final crystal piece. Now all you have to do is leave the stage.

Part 4: Underwater Caverns

I'd say use the stone ability for this stage, it's a tad tricky. Here, drop down and swim into the tunnel. After that, keep swimming to avoid the rocks. Then, stick to the left wall and when you reach the top, stick to the ceiling, because there is a crystal piece in that alcove up there.

Inside this current filled tunnel, you'll find another crystal piece, just grab the pole, let go, then stand under the shard and grab it. You must get this the first time or the currents will push you away. After that, it's time for another mini boss.

After he's defeated, you'll be in a straightforward tunnel, marking this stage's final area. Stick to the bottom with your stone ability and search the alcoves along the bottom for the final crystal shard! Now, it's time go.

Boss: Acro

This shark was on Kirby's Dreamland 3 (Heard of it, yes, seen it, yes, played it, no.), and now, it's revenge time! I'd say use the Fire/Cutter combo or the Spark cutter Combo. Whack him from above while avoiding this garbage (i.e. enemies) and move away when he tries to bellyflop you. But wait.....there's more!

The camera will scroll up into a tunnel, stick to the sides and whack him with your ability (Trust me, he's too dumb to do anything about this. Oh sure, he'll swim into the background, but that's not much of a threat.) and collect the big crystal after he dies.

Another nasty trick is to bomb him from above in both phases.

4. Neo Star

A cavernous, volcanic planet, filled with lots of wildlife and traps. However, the heat will turn up for our group as they approach a HIGHLY active volcano.....

Part 1: The Jungle

Go forward, killing everything in your path. Along the way, you'll

encounter grass traps. Some hold traps, others hold items. One of them holds Shard #1, and that's between the second and third stumps of the first part of the area.

Next, when you enter this area with vines to climb up, go down first, as you'll find Shard #2 over here! Now, work your way up and move on. After killing another mini boss, I'd say from here on out you'll be jumping on lots 'o platforms. When you get to a point where you jump on circular platforms that fall when you land, go up to the top of the first platform for Shard #3! But it's hard to spot, because of the branches, but by following the trail of stars.....mmm hmmm.....and in the last area you'll find a powerup, grab it and plow your way through. Now exit this place!

Part 2: The Mines

Make sure you have the Bomb/Stone ability before you enter this stage. First, fall to the left at the start for Shard #1. Next, during the mine cart ride with Waddle Dee, jump up to the second set of tracks and time your jump for the second shard (Wow, how quick.....). Only one more left!

Now, you'll progress through your average enemy-filled room, use your Dynamite ability (Don't forget to put on your hard hat!) to blast the enemies along the way. Next, you be in a area where cannons shoot from above and puddle-like enemies drop on you. Take your time on this one, or keep running, you pick. Either way avoid them as best as you can.

After that, keep going until you reach a Brown/Black Rock, break it with your Dynamite ability for the final crystal piece! Now, you just have to worry about getting out of here. Kill all of the enemies in the next room to continue, and don't get squashed by the moving walls in the final area! Stage complete!

Part 3: The Mountains

Getting the Needle ability shouldn't be a problem. Good thing, too, because just ahead is a orange block you'll need to break with that ability for Shard #1. Lose your ability and inhale one of those purple Propeller Bombs for the Ice ability. Why? Because the you need this for the next stage.

Keep moving until you see Adenline. Here, a picture of a hat, umbrella, or a pizza will appear on her canvas. The next area has blocks for you to break so you can try to make it resemble that item she just painted for the next crystal piece. However, you'll have to see Crystal Shard Locations for the solutions. If you give up, return to the stage and hope for something easier.

Now, from here on out it's all straightforward, but we haven't found the third crystal shard yet. Well, somewhere near the end, it's above a bottomless pit where a star is above After scaling a wall. Go across the platforms that spell out KIRBY (Very creative, HAL!) and the stage is finished.

Part 4: The Volcano

Okay, be prepared for a long stage here, folks. First, run like heck, either avoiding the rocks or stopping to attack them with your Ice ability (You should have it, right?). And enter inside. Use your Ice

ability and freeze the enemies along the way, and after that, it's time for another piggyback ride on Dedede! Here, time your jumps carefully and break through the pillars. At the end, one of the pillars has a breakable top. If it cracks, you know what that means.....crystal piece #1 is collected! Woo hoo! After reaching the end, Dedede will throw you into the next room.

Keep moving, freezing everything you come across (Don't be afraid to take your time on this stage, this is hard!), until you reach the next room. Now, break the volcanic rock with your Ice ability (That's why I told you to bring it here!) for Shard #2. Get rid of your ice ability and continue. Swallow an enemy with a fire ability and continue until.....uh oh.....lava's flowing toward you!

No time to waste. Run like heck! The only time you should stop is to combine a fire ability with the bomb ability and obtain the firecracker ability, but that's it. Thankfully, there are lots of food along the way. Then, last but not least lava will gradually flow up to the top (Though it'll eventually speed up). Stick to the left and kill the enemy guarding the final shard for this stage! Break through the blocks with the firecracker ability (Needle ability will also work) and this insane stage is finally over!

Boss: Magman

When the battle starts, use the Bomb/Cutter ability. He'll either (A) Have two lava pillars surround you, then the first one falls, followed by the other one (If you're not between them, they should be easy targets, but if you are, jump to the other side when the left one falls.), (B) Send three lava pillars toward you (Obviously, you must quickly jump to the platform which he did not send a pillar toward you.), or (C) Send one lava pillar after another and sends the platforms up to the ceiling (Easy to avoid, as long as you know which one comes toward which platform, although it is always random.). Hit the lava pillars to wipe out the first boss meter. Now, for Phase 2!

Hit his face with your ability. His attacks are easy to avoid, except for that one attack where he breathes fire. No problem-stand close to him and the fire will miss you! Then, the big Shard is yours for the taking!

TIP: The fireworks ability also works, especially in the first phase. That's because the spread of the attack (Depends on how many times you do it) can hit some of the pillars, dropping the damage like a hot potato.

5. Shiver Star: This is a Icy planet, hence the name "Shiver Star". Plus, somewhere up the the sky is a huge city in the clouds that no one has even seen before.

Part 1: Snowy Hills

Here, lose your current ability and go for the fire ability, and plow your way through, burning everything in your path. Then, climb on up the ladders and keep on moving until you get to a raft ride with Waddle Dee. The first Shard is found along the way, and it's very easy to get.

Now, it's time for another mini-boss! After he's dead, melt the ice on top for the Second Shard. After that, you'll be in an area with lots of frozen ponds. In the one of the ponds, go to the right and you'll be in

a frozen pond where you can't enter. Here, you'll find the last crystal piece!

Now, work your way to the end of the stage, watching out for little guys pushing rocks, snowmen, and who else knows what to the end.

Part 2: The Cloud World

Get the Needle/Spark combo ability, and enter the green ball. Work your way through the stage, and under a cloud, you'll find crystal shard #1 on the left side. Soon after a while, you'll be in a green ball, aim it to the top left corner for the screen for Shard #2. Then, fire the ball up to the top.

Getting through this next area is hard with the Needle/Spark ability, so move carefully and take your time. One of those clouds has a blue muncher at the top which is hard to work with, so be careful. Then, you'll face a mini boss, Break the Yellow/Orange Barrier for Shard #3 after he dies.

Now, lose your ability and work your way to the exit!

Part 3: The Shopping Center

Welcome to one of my favorite stages. Start off this fun stage by going up the conveyor belts and get the Bomb/Cutter ability along the way. Here, near the top, go to the left for the first crystal piece. The next area is simply a matter of going up elevators after going through a room with enemies.

After defeating another easy mini boss, and collecting the second crystal piece, Adenline in the next room will paint three foods on a mirror, each responds to a different flavor (e.g. Cherry is red, Apple is green, Chocolate is brown, etc.) Step on those switches related to those flavors for the final crystal piece!

The next area is one room after another, avoid the plants, frogs, and other traps, and at the end, run like heck as cannons shoot at you, thus, ending this fun stage.

Part 4: The Underground Factory

Okay, get the Needle/Stone ability before coming to this stage, then jump down the manhole. Move on down until you see boxes blocking a ladder, here, use your drill ability on the boxes (Stand near wall and fire it at them from there, silly) for the first Shard of this stage.

For the moment, exit this stage (Don't worry, your shard will be saved) and get the Spark/Cutter ability, then go back here and continue. You'll be getting your final piggyback ride on Dedede and break through the doors, but these robots will smash you with the hammer. Get back when they do it, then when they are lifting it up, run through again and smash the next door (DUH!). Repeat until Dedede throws you to the next room. After getting through an easy area with conveyor belts *Yawn* you'll face the next mini-boss. After his death, break the cage with the Spark/Cutter ability and collect the second shard.

Lose your ability, and after getting through a tricky area where ceiling tries to smash you (There are alcoves on the floor, but sometimes, you'll have to duck), the last room has you running from robots armed

with walls that try to smash you. On the fourth floor, you'll find the final crystal shard! However, you might risk losing a life getting it! After that, this crazy stage is finished!

Boss: HR-H

Again, time for the for the Bomb/Cutter ability. You'll have to stick to side to avoid most of his attacks. Hit his badly animated arms to end phase 1.

Now, he's gone crazy! Again, run to the far end of the screen and fly away when he attacks. Hit the front of his body and pick up the big Shard to end the Battle!

6. Ripple Star: The home of the fairies is now being stolen by Dark Matter, and as the approach to Dark Matter gets closer, the sky will become completely dark.....

Part 1: The Castle Grounds

This is just like Pop Star's first stage. The first Shard is easy to get. However it's also a little different. First off, Shard #2 is gotten by beating the last mini boss, and the final one is grabbed by using the Needle/Bomb Ability on the rock in the pond. The exit shouldn't be far now.

Part 2: Underground Tunnel

Laides and Gentlemen, the game has officially stopped being cute. Now where getting to a more serious side here. First, get the Spark/Cutter (Or just plain spark) ability to break the rock after you fall in the pond for the first Shard of this stage. After that, you'll keep going until a rock blocks your path, Dedede will break the rock for you.

Then, you'll proceed through a maze of sorts. At the bottom, stick to the left and search along the wall for the second shard. Leave the stage for now, get the cutter ability, and come back here and continue.

Adenline will paint you an invincibility powerup. Break through the blocks and hit the green pillar for the third and final shard! The exit is just a hop on the elevator.

Part 3: Ripple Castle tower

Okay, get the Needle/Fire ability. This stage is linear, because for Shard #1, defeat the first enemy room, Shard #2, use the Needle/Fire ability on the Orange/Red carpet in the third enemy room (The arrow must hit the carpet), and the final shard is grabbed by beating the last enemy room. Now, it's time to face.....

Boss: Miracle Matter

Okay, to deal with this nut, turn his own ability against him. For example, suck in those sparks and spit it back at him in spark form, spit the ice crystals back at him in star form, and so forth. This works for every ability he does. Oh, yes, you can also have Kirby swallow the abilites use them on him.

Here's how to avoid each attack.

Fire: He'll attack in 3 three ways.

1. He goes to a corner and shoots fire at you in four directions. He only does this once.
2. He attacks from the top and the bottom and shoots fire at you from two directions, and they go the side. He does this twice.
3. He attacks across the screen, by going to the right (Or left), then to the middle, and then the other side. He attacks by shooting fire to the top and the bottom of the screen. He does this three times.

Needle: Very easy to avoid. Just go in a corner.

Spark: LISTEN VERY CAREFULLY TO WHAT I HAVE TO SAY HERE!!!! Stand in a corner and jump over the lasers, and stay RIGHT WHERE YOU ARE and let the other lasers bounce around the rest of the room. You shouldn't get hit once if done correctly. They may attack from the area you're standing in, but that doesn't happen that often. And if it does, be sure to move out of the way.

Cutter: Again, stick to a corner.

Ice: Suck in the crystals, they'll give you more room to dodge the other ones. That, or.....yep.....stay in a corner.

Stone: Keep moving when he's above you, and fly over him when he rolls.

Bomb: I can't give you any helpful strategies, it's all luck. Just move around and anticipate where the bubbles will move next.

Just learn how to avoid his attacks for each ability and you'll beat him! And the final Crystal Piece is yours! Now, you should have all of the crystal shards, so now it's on to.....DARK STAR!

7. DARK STAR:

The main base of Dark Matter is nothing more than a black cloud sailing throughout the entire system of Dreamland, and the final confrontation against Dark Matter has been triggered. Kirby will have to destroy Dark Matter once and for all!

Boss: 02 (That's his name?) After going through a short course, you'll face this nut. Shoot him in the eye (Very hard to hit.....for the moment) with your crystal gun while circling to avoid his shots. After several hits, you'll automatically fly up to his halo. Fire through it to hit the bandage a few times, and he'll flap around, trying stay up. Hit both wings first, because this does 2 things: (1) His eye is easier to hit, and (2) it'll be easier to hit his tail under him, which is his weakpoint.

Now, his eye is easier to hit! After that, hit that bandage by firing through the halo, and now, he'll have a harder time getting up! Shoot the tail from under him a lot of times while avoiding his poison blasts, and he'll eventually get back up. Rinse and repeat to beat the game (And watch a VERY funny ending!)

This boss, is so easy, you may just beat him the first time you play using the above strategy!

5. Crystal Shard Locations

Sick of reading the walkthrough? You've come to the right place. I can't include bosses, because you eventually get the big shard after you beat them.

Pop Star

Part 1: The grasslands

Shard #1: In plain sight at the beginning.

Shard #2: Blow up the black rock with the bomb ability.

Shard #3: Defeat Waddle Dee.

Part 2: The forest

Shard #1: While riding the platform with Waddle Dee, look down for a trail of stars. You'll find the shard there.

Shard #2: Defeat the mini-boss.

Shard #3: Defeat Adenline.

Part 3: Dedede's Castle

Shard #1: Use the upgraded cutter ability to break the green block.

Shard #2: Before ascending the spiral tower, look to the left and fly up for crystal shard #2.

Shard #3: Defeat Dedede.

Rock Star

Part 1: The desert

Shard #1: In the room with those blocks that try to flatten you, fly up to top. In the middle of the room, shard #1 should be here.

Shard #2: Defeat the mini-boss.

Shard #3: Look for a striped yellow-brown rock, you'll need the spark/stone combo to break it for the final piece.

Part 2: The ruins

Shard #1: Explore the stone maze, you should drop through a loose floor which will lead you to it.

Shard #2: In the room where the weirdos throw fire at you, look down in the center of the room for the next piece.

Shard #3: Just explore the maze as Dedede. The piece should be somewhere in the top left corner of the maze.

Part 3: The caverns

Shard #1: Use the stone ability (Upgrade it if necessary) to break the

brown rock in the skeleton, you'll find it at the mouth.

Shard #2: After defeating the mini-boss, drop down and go to the left.

Shard #3: Near the end, swim up to the top and avoid the log, then grab it.

Part 4: The UFO (How odd.....)

Shard #1: Jump up through the platforms, then go into the center for it.

Shard #2: Use the Spark/Bomb ability to light up the pictures, and then in the next room, you'll find 8 switches, step on three according to the pictures you uncovered, and you'll get it.

Shard #3: Defeat the mini-boss.

Aqua Star

Part 1: The island

Shard #1: While using those green balls to launch you up, go up to find a crystal shard under a platform.

Shard #2: Defeat the mini-boss, then drop through the floor.

Shard #3: Use the Bomb/Ice ability on the blue and black block after you drop through the platforms, and enter the green ball.

Part 2: The waterfalls

Shard #1: Use the Fire/Stone ability to break the block after the mini-boss is killed.

Shard #2: That's gotten by riding the raft with Waddle Dee. Time your jump to get it.

Shard #3: Near a waterfall, while you're going down.

Part 3: The beach

Shard #1: Enter the hole at the top of the mountain (Where those wooden bridges that have boards popping up) and use the Cutter/Bomb ability.

Shard #2: Defeat the mini-boss.

Shard #3: Use the Stone/Cutter ability to break the rock. Then transform into Rick. Go to the wall to the left and while holding left on the Control Pad, climb up the wall by pressing A repeatedly. (Also works for the wall on the right.)

Part 4: Underwater caverns

Shard #1: At the top of the room with air currents going to the left and right, you'll find it at the top in an alcove.

Shard #2: In plain sight in the twisted tunnel, but grab it the first time or you won't get it again because of the strong currents.

Shard #3: Ditto, but in a straightforward tunnel at the end. It's in an alcove at the bottom in the middle of the tunnel.

Boss: Giant Shark (Not it's real name)

Neo Star

Part 1: The jungle

Shard #1: Under one of those grass traps.

Shard #2: In the area where you climb the vines, go down the vine on the right, you find it.

Shard #3: Above a platform that falls down when you touch it.

Part 2: The Mines

Shard #1: At the start, fall down to the left.

Shard #2: During the mine cart ride with Waddle Dee, go up to the top set of tracks and time your jump to get it.

Shard #3: Use the Bomb/Stone combo to break the rock for the crystal piece. Don't forget to put on your hard hat by pressing down!

Part 3: The Mountains

Shard #1: Use the Needle/Fire combo to break the block.

Shard #2: Adenline will have a picture shown up. Here, it'll be either a hat or an umbrella. Here's the solution to all three.

* = Block

Umbrella

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     * * *
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   * * *   * * *
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      *
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Hat

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Pizza

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Shard #3: Near the end, it's above a bottomless pit where a star is above after you scale the wall.

Part 4: The Volcano

Shard #1: As Dedede, break the pillar near the end. Look for a pillar near the end that has a breakable top half (Bottom explains itself).

Shard #2: Use your Ice power to break that volcanic rock in a small room (It has two fireball people and a guy shaking his (Her?) maracas.) to uncover it, but don't touch the lava!

Shard #3: While going up to avoid the lava rising, go to the left for it.

Shiver Star

Part 1: Snowy Hills

Shard #1: During the innertube ride with Waddle Dee. Getting it should be no problem.

Shard #2: Use the fire ability to melt the ice, and then defeat the mini-boss. After that, grab it.

Shard #3: Jump into the pool. Swim to the right at the pond where there is no hole in the ice, here, you'll find it.

Part 2: The cloud world (I knew there was going to be one sooner or later..)

Shard #1: Under a cloud.

Shard #2: Aim the green ball to the top left of the screen.

Shard #3: Use the Needle/Spark ability, then fight the mini-boss. Grab it Afterwards.

Part 3: The Shopping Center (How original! This is also my favorite stage!)

Shard #1: In the area where you ride the conveyor belts up, go up to the top and head to the left for crystal piece #1.

Shard #2: Defeat the mini-boss.

Shard #3: Okay, Adenline will paint three pictures of food, then there are colors in the next room. When you step on a color, it'll pertain to a flavor of ice cream (I'm assuming). For example, Red is cherry, brown is chocolate, etc. Step on three of the flavor switches related to the flavors she paints for this Piece.

Part 4: Underground Factory

Shard #1: There are boxes blocking the ladder. Stand on the wall near them and use the Needle/Stone ability to clear them all. Then climb up the ladder for crystal shard 1.

Shard #2: Defeat the mini boss, and use the Spark/Cutter combo to break the cage for the shard.

Shard #3: on the fourth floor in the final room, go to the left for the crystal piece and go up to the next floor before you get smashed.

Ripple Star

Part 1: The Castle Grounds (Almost like Pop Star's first stage.)

Shard #1: In plain sight.

Shard #2: Defeat the mini-boss.

Shard #3: Blow up the rock with a Needle/Bomb Combo.

Part 2: Underground tunnel (What creepy music.....)

Shard #1: At the bottom of the pool in the beginning, hit the rock with a Spark/Cutter combo. (On the chance that the plain cutter won't work. In reality, I learned that you only need the Spark ability, but hey, it still works.)

Shard #2: After dropping in the pool inside the maze, go to the left and search along the walls for shard #2.

Shard #3: Use the cutter ability to break the pillar.

Part 3: Ripple Castle Tower (Not that creepy....it's scary, but catchy.)

Shard #1: Beat the first enemy room.

Shard #2: In the third enemy room, use the Needle/Fire Combo on the center of the red/orange carpet. The arrow must hit the carpet by the way.

Shard #3: Beat the final enemy room.

6. Mini Games

Here, I'll explain the the rules of the mini game, as well as the strategies. Also included are the differences between the difficulty settings.

100 Yard Hop

Hop across from circle to circle while avoiding frogs, holes, and other traps to make it to the finish.

A: Hop 2 spaces

B: Hop 1 space

Easy: Lots of mistakes are made, plus, they move slow. Plus, there are few hazards, so it can't be a problem. Traps are frogs and puddles.

Tips: This is where your first few strategies should develop. Don't pay any attention to your opponents, and look ahead for any obstacles.

Normal: Just a few more hazards, and introduced are banana peels and grass traps.

Tips: A new strategy should be inserted to your head right now-any suspicious space you see should be jumped over.

Hard: Computer obviously gets smarter, along with lots of obstacles.

Tips: Now you must learn never to overjump your spaces, since lots of obstacles are in your way.

Intense!: Uh-oh. Okay, here are a few differences in here. (1) You're skipping across rocks, and there are shells to help you across the water. (2) Lots of traps await, and the CPU moves really fast, making little or no mistakes. Traps are empty spaces with water, lily pads, frogs, and fish.

Tips: Now it's serious! Along with the other strategies you should've learned, here are the following others:

1. Unless they're part of the course, never ever jump on blue shells. Because they go back into the water sometimes, they'll cost you the lead if you're not careful. A perfect example includes stepping on the shell, then you unintentionally miss your jump, by the time the shell sinks, you'll fall in the water, making you go back some more!
2. Don't let the CPU's head start (They get a head start if you don't press a button quick enough) discourage you, you'll eventually catch up.
3. No careless mistakes! If even one mistake is made, there's little or no chance of you winning the race (Exception: The CPU players mess up 2 or 3 times, but that's rare.)!

Bumper Crop Bump

Control Stick: Move

A + Control Stick: Bump

Catch the fruits that fall from the tree. Also, bumping your opponents can also help you get some points. The most fruits wins.

Easy: The CPU misses a lot, and they don't bump as often.

Tips: Master the bump technique and practice here A LOT! Also, bump when someone's about to catch something.

Normal: CPU behaves regularly, and introduced are exploding fruits. If you stupidly catch one, you lose everything you once had!

Tips: Obviously, you'll need to avoid those so you won't lose everything.

Hard: CPU pushes you around a little more, more exploding fruits.....*YAWN*

Tips: Okay, now's the time to force someone to catch a fruit that

explodes, though it's likely they'll move away.

Intense!: Okay, now they aren't playing! You'll be pushed around here and there, and exploding items will appear every few seconds!

Tips: First off, you should've mastered that bump technique, as you'll need it to beat this difficulty level. And here's a sign to see if you're winning.

If you get 10 or more fruits, and they get 5 or less, you're on a roll. In order for that to happen, they either (A) accidentally caught the exploding gems (Which hardly happens), or (B) you've mastered the bump technique. However, the last few fruits will make it come down to the wire.....

Checkerboard Chase

Control Stick: Move

A: Drop blocks

You'll chase your opponents on a checkerboard platform of sorts, and by creating a line, blocks corresponding to your color will fall. If anyone stands on the line you made, they'll fall as well. Once they fall five times, they're out. Last one standing wins.

Easy: They have little or no tricks, plus, they're stupid. However, they're a little tricky the first time.

Tips: The first few strategies should form in your head. First off, attack when they attack (As long as you're not in the way of their attack.), because, they won't be able to get away in time. Next, before the battle starts, you and your opponents will move freely, giving you time to plan an attack and counter theirs. Last, form an "Island". This is where you trap someone in a corner or another area with little space to move, giving you time to go for the kill.

Normal: They get a little smarter.

Tips: Another strategy! Along with the others, try and get two (maybe three) people to attack each other. As long as you're not in the crossfire, you're okay.

Hard: And the CPU's AI gradually increases.....

Tips: Now, because they'll attack more often, attack as less as possible. Why? Because you might trap yourself or someone will cheapshot you, giving you little or no time to run. Only attack if you're certain you've got them right where you want them.

Intense!: They attack a lot, and they are completely smart in their movements. Uh-oh.

Tips: This tip, along with the others, will help you win the intense level. Unless you got nowhere else to go, or the middle area is becoming too crowded or dangerous for you, DO NOT GO TO THE CORNERS! You'll just get trapped.

7. Enemy Guide (Bosses are also included!) You need to collect all the info cards to get these.....

Card 1: Whispy Woods

This stupid tree is the end boss of Pop Star. However, he has devolped a different strategy this time.....

Card 2: Whispy Woods Jr.

Whispy's a proud father? Who would've guessed? They should be destroyed during phase 1 of Whispy Woods.

Card 3: Pix

You were expecting intergalactic multicolored dice? These annoying cubes are the boss of Rock Star.

Card 4: Acro

The killer whale that spits out more garbage at you than a drunk person is Aqua Star's boss.

Card 5: Magman

The lava beast with very cool looking lava effects is Neo Star's boss. Scary looking, yes?

Card 6: HR-H

The big robot with the nasty arms is phase 1 of Shiver Star's boss, which is of course, a robot. Cool Futuristic background.....

Card 7: HR-E

The second form of Shiver Star's boss, with better arms and tricky attacks. Nice shifting animation.....

Card 8: Miracle Matter

Think of that one dice you roll on Scattergories, but it can shift to multiple elements (7 to be precise), and has lots of eyes. Ripple Star's boss, and the last one if you didn't get all of the shards. That, and you get a scary "fake ending".....*Shudder*

Card 9: O2

The boss of Dark Star, and the final one if you find all of the shards. Do not say he's scary until you've seen him for yourself!

Card 10: N-Z

These black guys walk around like they own the place.....yeah right....they have no abilites, and very easy to take down.

Card 11: Rocky

They try to land on you from high places most of the time. Avoid it, then swallow it for the Stone ability.

Card 12: Bronto Burt

We figured those flying guys would return. They have no abilites, and

they always fly around.

Card 13: Skud

This missile locks on Kirby the moment he gets close. Swallow one for the Bomb ability.

Card 14: Gordo

It just wouldn't a Kirby game with out those guys, wouldn't they? These black balls with spikes can't be inhaled or destroyed. Avoid them.

Card 15: Shotzo

And another popular enemy from Kirby returns! They always fire shots at you in one direction and are invincible.

Card 16: Spark-i

These diamonds open up and fire at Kirby when he comes close. Swallow for the Spark ability.

Card 17: Bouncy

They just bounce up and down for no reason. They have no abilities, either. Swallow and spit, they're a little hard to dodge.

Card 18: Glunk

These underwater creatures that cling to the surface (Or anywhere underwater) will fire at Kirby. Some of them are out of the water.

Card 19: Slushy

These white blobs just float there. They have no abilities whatsoever.

Card 20: Chilly

These snowmen will try to freeze Kirby. Swallow one for an ice ability.

Card 21: Propeller

They usually hover in place, but if you have an ability, they'll come toward you! Why you get an Ice ability when you swallow these guys instead of the Bomb ability is one of life greatest mysteries-they don't even try to freeze you.

Card 22: Glom

Aren't these frogs cute? Yes they are.....just don't let them swallow Kirby or you'll regret calling them cute! You'll know when there's one when you see a pair of eyes sticking out of a hole. Fool them or work around them, then move on. Don't try to kill them, it doesn't work.

Card 23: Mahall

These yellow guys with green lids stick out and spit bubbles at you. No abilities, just inhale, and don't step on the lid when it's on the ground.

Card 24: Poppy Brothers Jr.

Surely you recognize these guys? They throw bombs at you. Swallow for the Bomb ability.

Card 25: Splinter

When they roll, get out of the way! Don't even think about harming them or swallowing them, they have spikes which can hurt you!

Card 26: Goblin

These plants in the background try to bite you, wait until they bite, then move on.

Card 27: Kany

A crab with claws: ISN'T IS OBVIOUS NOW?! Don't have them snap you! They have no abilities.

Card 28: Bivolt

These glowing light pulses appear when climbing ropes. Jump off when you see one. They can't be inhaled or destroyed.

Card 29: Sir Kibble

They throw a cutter at you, and when in the air, they'll get at an even height to throw it at you. You'll have the cutter ability when you swallow one.

Card 30: Gabon

They throw bones at you. Ouch. They have no abilities, although it's funny to see them running around without their skeleton hat on. He he he he.....

Card 31: Mariel

A black spider that tries to bump into you. No abilities, and it looks like it came out of a cross between another dimension and a pile of black sand.

Card 32: I3

I need to find out how they come up with weird names. Anyway, this green block with one eye will try to smash you. Odd, it doesn't kill you instantly unlike other times when Kirby gets smashed.....let it drop, then as it rises, continue. No abilities, and they are indestructible.

Card 33: Snipper

They come out of holes and try to pinch you. Easy to avoid. They have no abilities, and they can't be harmed.

Card 34: Blowfish

Once Kirby get close to this green fish, it'll explode. Immediately swallow it before it explodes for the Bomb ability.

Card 35: Bonehead

Once Kirby gets close, they'll fly into him. They have no abilities, but they shouldn't be hard to take of.

Card 36: Squibby

A very annoying underwater enemy, they stick out three stingers which can harm Kirby. No abilities.

Card 37: Bobo

These fireballs just run around. Perfect for getting the fire ability if you swallow it.

Card 38: Bo

Just black balls that float around. No abilities.

Card 39: Punc

These green guys curl up into a ball and try to hit Kirby. Once swallowed, you'll have the fire ability.

Card 40: Mite

They dig out of the ground to surprise you. They have no abilities.

Card 41: Sandman

Small hills of sand that rise when Kirby gets close. No abilities for these guys either.

Card 42: Flopper

They swim around like everyday fish, and some flop on land. They have no abilities.

Card 43: Kapar

These green guys function just like the Sir Kibbles. They too, have the cutter ability.

Card 44: Maw

Just as annoying as the Gloms, they try to swallow Kirby from floors and ceilings. They can be killed, but they can't be swallowed.

Card 45: Drop

Just drops of water that fall from the ground. No abilities.

Card 46: Pedo

Underwater torpedoes that come out of underwater alcoves. One swallow will get you the Bomb Ability.

Card 47: Noo

Appearing in the background, they throw fire at you when you get close. They can be harmed, but that counts a stun. They'll only come back.

Card 48: Tick

Not the superhero "Tick", but these annoyances. They appear from under the floor and will shoot their needle-like hair through it! Swallow for the Needle ability.

Card 49: Cairn

Think of a snowman, but it's with stones. They bounce up and down and when swallowed, they give you the stone ability.

Card 50: Pompey

These stones shoot volcanic rocks at you when you get close. Swallow one for a Stone ability.

Card 51: Hack

A stone axe with no eyes will try to chop you. Because it's a stone axe, you'll get a Stone ability, not the cutter (Which is more dangerous, getting cut in half or getting smashed?).

Card 52: Burnie

A fiery bird that drops volcanic rocks on you, and some dive bomb you. These can be swallowed for the Fire ability.

Card 53: Fishbone

Weird triangle fish that spit triangles at you, swallow one for the cutter ability.

Card 54: Frigis

Same as Burnie, but it drops icy rocks on you and can be swallowed for the Ice ability.

Card 55: Sawyer

They remind me of those circular saw-like enemies in Super Mario World, but they go through the ground instead. Cutter ability can be obtained once swallowed.

Card 56: Turbite

They float in place, and when Kirby comes, they'll run into him and zap him. Dodge and swallow for the Spark ability.

Card 57: Plugg

Aproppriately named for these guys, they plug into the ground and emit an electrical charge when Kirby gets close. Also has the Spark ability when swallowed.

Card 58: Ghost Knight

They'll poke Kirby with their lance, and block any projectiles with

their shield (Exception: Explosives, since they may go through it).
It's better to swallow one for the needle Ability.

Card 59: Zoos

These Lakitu rip-offs throw electriciey at Kirby, and will drop
raindrops on him. Get in the air and swallow one for the Spark ability.

Card 60. Kacti

These cactus will roll into Kirby. One swallow, and you'll have the
Needle ability.

Card 61. Rock'n

A uh.....missile that come out of alcoves on the walls. Like the
Pedos, they can be swallowed for the Bomb ability.

Card 62. Chacha

They shake their maracas, occasionally at you! They have no abilites.

Card 63. Galbo

These small dinosaurs are asleep, but when you get close, they wake up
breathe fire at you! The Fire Ability can be gotten if swallowed.

Card 64. Bumber

They float to the surface, then walk around. No abilites.

Card 65: Scarfy

Uh.....not these guys. If you try to swallow it, it'll freaky until it
either (A)hits you, or (B) explodes by itself. They'll also do this
whenever your back is turned. You can kill in other ways, like using
your abilities, but it's better to run. Obviously, they have no
abilites.

Card 66: Nruff

These hogs just run around. No abilites.

Card 67: Emp

Scamper the Penguin was more cuter than this. This penguin runs away
when you gets close. For multiple laughs, swallow one for an Ice
ability while it's running away.

Card 68: Magoo

A black fireball. It'll give you the fire ability if you swallow it.

Card 69: Yariko

These jungle natives throw spears at you from high places. They have no
abilites.

Card 70: Flutter

These butterflies just fly in background.

Card 71: Wall Shotzo

Same as Shotzo, but is stuck to a wall and the cannon tracks your movement.

Card 72: Keke

It's not that beautiful teenage witch that does a delivery service, rather, it's a witch that flies in the background. I sometimes wonder why they put those there.

Card 73: Sparky

The infamous lightbulb enemy has returned to try and shock Kirby again! Swallow one for the Spark Ability.

Card 74: Ignus

These Volcanic rocks fall on you in the volcano stage on Neo Star. No abilites.

Card 75: Flora

These flowers float toward Kirby when he gets close. No abilites.

Card 76: Putt

This little fathead will push a boulder toward you on a slope. Dodge the boulder, then harm him. He has no abilites, and it kinda makes you wonder why a little weakling would push something this big....

Card 77: Pteran

These prehistoric birds fly back and forth, and they have no abilites. I know what bird they are, but I forgot how to spell it.

Card 78: Mumbies

When your back is turned, they follow you! They can't be swallowed, so they have no abilites! But they can be harmed. I'd rather run from them.

Card 79: Pupa

They drop down in front of you. They can't be harmed, but they can be killed by either hitting them with a ability or by touching the wire. Beware of the explosion, though.

Card 80: Mopoo

They come in and out of the clouds. They have no abilites, and can be very annoying, since they appear out of nowhere.

Card 81: Zebon

These are more of "helpers", but who cares? Jump in one and they'll launch you! Some you'll have to aim manually on (Press A.).

And these are all of the info cards.

8. Boss Battle Walkthrough

Okay, it's an option where you have to beat those bosses unarmed, with one life, and can't recover your health (Insane people.....) here's the complete walkthrough for that, also.

1. Whispy Woods

You know what to do. Suck in the tomatoes. If you get hit even once, stop playing this game right now!

2. Pix

Suck in the molecules and spit those back at the cubes. Again, try to remain untouched, especailly during the beginning.

3. Acro

Suck in the enemies (Except Gordo) and the rocks and.....you get the idea, but try not to get hit even once again.

4. Magman

Same idea-rocks at the lava pillars in the first phase, rocks and his face the second phase. If you get hit only make sure you get hit once, and only once!

5. HR-H

This guy's tricky! Suck in the missiles and try to hit his arms, then run to the far end of the screen in his second phase. Inhale the missiles from afar when they reach their highest point, and....you know what to do. If you get hit again, make sure it is only once or twice.

6. Miracle Matter

You know what to do, see the walkthrough (I made a rhyme!). You should have at least three or four pieces, but if you have all 6, you're better than I am at this (I usually have two when I reach him.)!

7. O2

Ditto, especailly if you dodge his shots 99.9% of the time (If not 100%). If you have one piece on you life meter left, just dodge as best as you can (Although I have beaten him with one bar left, and that was luck!!)

If you beat them all you get some cool art saying "Congratulations!" from the designers!

9. Credits

HAL/Nintendo: For making this game.

Me: For writing it.

CJayC: Created this oh-so fun site, www.gamefaqs.com

Man, was that short, or what?

10. Disclaimer

1. You will print out this FAQ with my permission. Besides, who wants to waste time going back and forth through the internet reading walkthroughs like these?
2. You can post this on your site with my permission, but posting it directly without my permission will result in me taking lights, camera, and more importantly, action! Well, just action, just joking about the lights and camera.
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Well, that's it! My first guide is finished! Any questions, comments, blah, blah, blah, can be sent me at cedoda@cs.com.

One more thing before I go-this game took me 2 days to beat, including all of the crystal shards! I've seen both endings, the fake one and the real one, and the fake one scared me at the end. The real one, however, was pretty funny. Plus, I've also played the mini games! How nice! The only thing I didn't want to see (Besides Dark Matter) was that option where you fought the bosses in consecutive order, that got me very mad.

Also, why isn't Kracko (That eyeball character) in this game? He was the only other common boss besides Whispy Woods and King Dedede! Plus, what happened to his "Traditoinal Victory Dance?" (You know, where he splits into three and starts dancing.) And we could use more worlds/levels (Like 9 or 10 planets, or maybe 10 stages per planet.).

Nevertheless, HAL should be given credit for such a short, yet fun and creative game. (Don't forget to read my review at www.gamefaqs.com!)

Until the next guide, everyone.....
PEACE!!!!!!

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- "And that's the end of that chapter!" -

