

Kirby 64 FAQ/Walkthrough

by Dallas

Updated to v1.8 on Dec 9, 2003

Kirby 64: The Crystal Shards FAQ/Walkthrough (N64)
Version 1.8 - Last Revised on 03/16/2001
By Dallas (sdallas19@yahoo.com)

<http://www.gamefaqs.com> - <http://www.dallastm.cjb.net>

This document is Copyright 2000-2001, Dallas (sdallas19@yahoo.com) and may not be reproduced nor retransmitted in any form without advance permission from the author. It may not be altered, edited, sold, given as an incentive to buy, published, etc. without prior consent from the author. If the above terms are broken, legal action will take place on account of Copyright Infringement. This document is unofficial and is in no way affiliated with any company.

Table of Contents

- i. Introduction and Revision History
- I. Story
- II. Game Overview
- III. Walkthrough
- IV. Enemy Listing
- V. Combination Listing
- VI. Secrets/Codes
- VII. Frequently Asked Questions
- VIII. Information

i. Introduction and Revision History

Introduction

Hello, and welcome to my FAQ for the latest Kirby Adventure: Kirby 64. Yes, it's true, the fun loving, enemy inhaling, weapon spitting, big pink puffball named Kirby has come back in his latest 2.5D adventure on the N64. Over the past, several old time Nintendo games have been resurrected onto the N64, such as Donkey Kong, Starfox, Super Mario, Mario Kart, etc. so HAL Laboratories decided to star Kirby in his own game on Nintendo's latest console.

Kirby is back, and better than ever in this new adventure. 6 Worlds, mini-games, and tons of ability combinations you can make have all been combined into one fun-filled game. Some may argue that Kirby 64 is more for the younger age groups, but if you know Kirby like I do, you will surely be a fan of this game.

Revision History

v1.8 (03/16/2001): Changed my e-mail address.

V1.5 (07/05/2000): Fixed a few more errors I found, added a code and added a

couple of questions to the F.A.Q. section. I'm trying to get everything minor done before finishing up the remaining 2 worlds in the walkthrough. More to come...

- V1.4 (07/03/2000): Added some Gameshark Codes, as well as a bunch of questions in the F.A.Q. section. I also fixed a few, very minor errors in the FAQ. More to come on the walkthrough and enemy list within the next few days, I'm working on another "In-Depth" guide for Kirby 64 which will be up soon.
- V1.3 (06/28/2000): First level of World 5 walkthrough complete. Added "Magman" to the enemy listing. Fixed a few things in the "Before Playing" section. Big update coming later today...
- V1.2 (06/27/2000): World 4 Walkthrough complete. Removed the "Master Combo List" because it was mainly just filler space from the looks of things. Also fixed some things in the controls. As usual, more to come.
- V1.1 (06/27/2000): Finished World 3 Walkthrough, and added "Acro" to the enemies section. Much more to come.
- V1.0 (06/27/2000): Added more enemies and that's all for that until I encounter more while playing. Now the fun part begins, finishing up the walkthrough...More to come.
- V0.95 (06/27/2000): Many more enemies in the enemies section. Also added 1.5 levels to the walkthrough. As promised, the walkthrough shall be completed by the end of tomorrow. But I am tired now and need some rest, so until tomorrow you'll have to wait.
- V0.9 (06/27/2000): Added a bunch of enemies to the enemies section. So far I have 32/81 enemies added. More to come...
- V0.8 (06/26/2000): Redid current walkthrough with crystal shard locations. Remaining walkthrough (for the rest of the game) will be done by tomorrow, just in time for the US Release.
- V0.7 (06/26/2000): Added some enemies to the Enemy section.
- V0.6 (06/26/2000): Finished All Combinations in Combinations Section. Also fixed the "Needle" and "Cutter" abilities.
- V0.5 (06/22/2000): Added a bunch of Combinations in the Combinations section. Fixed a few errors in the FAQ. I also realized there are 3 Crystal Shards in each level, so I fixed the first world walkthrough with that. The rest of the walkthrough will be fixed with that on the next update.
- V0.3 (06/15/2000): First 2 Levels of World 3 Walkthrough complete.
- V0.2 (06/15/2000): World 1 & 2 Walkthrough Complete.
- V0.1 (06/15/2000): Initial Release. World 1 walkthrough complete. First 2 levels in World 2 Walkthrough complete.

=====
I. Story
=====

In a distant corner of the galaxy, fairies lived peacefully on the planet called Ripple Star. But then one day, a mysterious black cloud appeared and surrounded the peaceful planet. The cloud, a sinister force known as Dark Matter, had come in search of the fairies' secret treasure -- their shining Crystal.

A fairy named Ribbon knew that dreadful things would come to pass if Dark Matter gained control of the powerful Crystal. She grabbed the shining stone and escaped from Ripple Star--just before the planet was completely engulfed.

But as Ribbon fled, three dark clouds splot from the mass of Dark Matter to

chase her through space. And when they caught up with her and attacked, the fairies' crystal shattered into tiny shards, which dropped like falling stars onto the many planets in the solar system.

Still holding one of the Crystal Shards, Ribbon fell onto the planet called Pop Star, where--perhaps by fate--she ran smack in to Kirby. After hearing her desperate plight, Kirby resolved to help Ribbon recover all of the Crystal Shards.

And so begins Kirby's latest adventure!

II. Game Overview

There are some very important key facts you MUST know before playing this game. I recommend everyone who is not familiar with Kirby 64, or who is just starting the game for the first time, read through this section very carefully and try to remember as much as you can.

Controller Configuration

A Button: Standard Jump

- A (x2): Jump and fill with air to float.
- A (xX): Jump and continually press A to float higher into the air.

B Button: Inhale Enemy; Use ability

- B (xX): Hold down B to continually inhale.

C Buttons: Throw Enemy/Place Enemy on head

- CUp: Place Enemy on top of head.
 - CUp (x2): Throw enemy straight into air.
- CDown: Place enemy on top of head.
- CLeft: Throw enemy into air toward the left.
- CRight: Throw enemy into air toward the right.

D-Pad: Directional

- UP: Swim Upward
- DOWN: Swallow Enemy (For ability, or nothing)
- DOWN: Flatten Kirby, Drop through thin platform
- RIGHT: Move Kirby Right
- LEFT: Move Kirby Left

START Button: Pause Game

START Button: Confirm

Z Button: N/A

Joystick: N/A

Left Shift: Lift Enemy/Ability over head.

Right Shift: Life Enemy/Ability over head.

The Stars

As you may have noticed, there are several different types of stars throughout the game, and as I figure out how many each type gives you, I will be sure to list them here. The most common type you will encounter is the standard yellow star, which gives you one point on your STAR METER. Other colored stars will increase the value of points you get, but you will mainly encounter the yellow ones.

Stars can be hidden almost everywhere. They are inside boxes, under enemies, in water, high in the sky, and virtually anywhere. Try and collect as many of them as you can, because once you get enough to fill up your STAR METER, you will gain an extra life.

The Star Meter

The Star Meter, is the small bar underneath your HEALTH METER. Once this Star Meter is filled up with points, you will gain 1 Extra Life on your LIFE METER. In order to get points on this STAR METER, you must collect stars, of course! Each yellow star you collect gives you 1 point on your STAR METER. Once the Star Meter fills up all the way, an extra life will be awarded to Kirby.

The Health Meter

Your Health Meter is the row of big circles (8 of them I believe). Each time you are hit by an enemy, you lose 1 of these circles, and when they are all gone, you will lose 1 life from your LIFE METER and you will have to play the level over again. You can also eat certain foods, such as Maxim Tomatos, cakes, etc. to fill up your Health Meter "X" amount of circles, as each food item gives you a different amount of health.

The Items

There are several items located in the game, some helpful, some harmful, and some really have no purpose at all, but they are still there. It is always a wise choice to collect all of the helpful and non useful items you can, because you never know what is or what isn't important or when you may need it, so my advice to you is to collect all the items I've listed below whenever you see them.

Stars: If you collect enough stars, you will gain an extra life. There is a standard yellow star which gives you 1 star, a red star which gives you 5 stars, a blue-green star which gives you 3 stars and a blue star which gives you 10 stars.

Maxim Tomato: This is a tomato with an "M" printed on it. If you eat one of these, you will fully replenish all lost or damaged health by enemies. You will find these tomatoes in various places and they become more and more scarce as you enter tougher

levels.

1-UPs: Naturally, these will give Kirby 1 extra life. These are very plain to see, they are just what they say, 1-UPs. Collect as many as possible to save up the lives giving you more tries.

Ability Icons: These appear when you throw out an ability, or when you combine an ability with another and it will form a double ability icon available for inhaling. For more information on the abilities, see the proper section in this FAQ.

Food: Food is located randomly throughout the levels. Single pieces of food, such as: cake, sandwiches, milk, etc. will replenish 1 bar on your health meter. But if you eat a Maxim tomato, you will replenish all bars on your meter. You can also get food using the "Refridgerator" ability combination [see combo section].

The Abilities

Kirby comes equipped with 1 default ability, the Inhale ability. As most Kirby fans know, this simple ability just sucks in any items and enemies within it's range. Once you suck up an enemy, you can then eat them and pick up their ability. There are a few different types of abilities, some of them being the following:

FIRE: Gives Kirby Fire ability.
CUTTER: Gives Kirby Cutter ability.
NEEDLE: Gives Kirby Needle ability.
BOMB: Gives Kirby Bomb ability.
ICE: Gives Kirby Ice ability.
ELECTRIC: Gives Kirby Electric ability.
ROCK: Gives Kirby Rock ability

Those are just the 1ST LEVEL abilities, Kirby can then combine different or alike abilities, making more powerful abilities, which I've explained a bit below this section. Remember, to gain an ability from an enemy, you inhale (B) and eat (Down on D-Pad), then B to use the ability in place of the default Inhale.

If you don't want to use the ability you are using anymore, and you want to go back to the default Inhale ability, you'd press C-Up to lift the ability above your head. This is useful to throw single abilities at other enemies to gain double abilites, or you can simply throw it away and go back to Inhale.

The Combinations

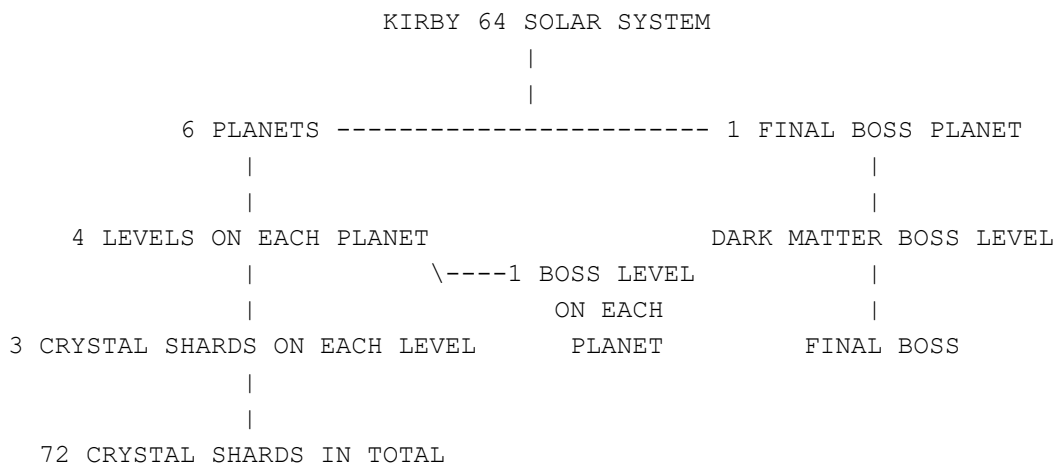
As explained earlier, you can combine abilities gained from enemies. To do so, you'd first Inhale an enemy (with an ability) and eat them using Down. This now equips Kirby with that enemies ability. To use it, you'd use B. This is called a 1ST LEVEL ability or a SINGLE ABILITY. You can also combine similar or different abilities for 2ND LEVEL abilities, which are far stronger than the 1ST LEVEL ones.

To combine a SINGLE ABILITY with another SINGLE ABILITY to make a DOUBLE ABILITY, here's what you'd do...First, (when you have a single ability equipped), take your 1ST LEVEL ability above your head (C-Up) and throw it at the enemy of choice (which has the ability you wish to combine with). This should kill the enemy, leaving a DOUBLE ABILITY lying on the ground, Inhale it and swallow to gain the new DOUBLE ABILITY.

Yes, there are several unique combinations capable of being made (over 22 of them) which I have listed later in this FAQ. You should always try different combinations, and use the suitable ones applicable to the environment you are playing in. For example, if you need to fight flying enemies, you'd want to use the huge clamps, which are capable of killing flying enemies, so it's up to you to use your best judgement when it comes to abilities.

The Worlds

There are a total of 7 planets in the game, 6 of them being gameplay planets, and one being the Dark Matter (Final Boss) planet. On each of the 6 planets, there are 4 levels and one Boss level. In each level there are 3 crystal shards. In total there are 72 crystal shards in the whole game which make up the final product which was shattered in the beginning of the game. Here's a diagram to help you understand more.



The Ending Game

After each level you complete, you will have the opportunity to play a closing mini-game. This mini-game consists of a playing mat with several prizes on it, Kirby on the corner of the map, and Waddle Dee making sure Kirby doesn't cheat. Press A to start moving Kirby, then press (and hold) A for your jump. The longer you hold A, the farther you jump. The goal is to try and land yourself on the prize you want. I prefer going for the 1UP, but you can also go for the star prizes if you desire.

Tips

- * You can only move in 4 directions, Left, Right, Up, and Down. You will notice this right away, as there is no 8-Direction in this game, just the standard 4-Direction (Up, Down, Left, and Right).
- * As you will also notice very quickly, you cannot move on to other levels or worlds in the game UNTIL you finish the current one you are on. This is very good in a game, as it eliminates getting lost. The game is layed out so that you cannot move on to another area until you complete the one before it. This applies to both levels AND worlds. However, you can still go to the next level without getting all 3 Crystal Shards in each one.
- * When you encounter a door, or an opening into a building (or out of a building), keep in mind that there are NO other paths to take, just the straight path through the door. Why? Because the game is 4-Directional.

=====
III. Walkthrough
=====

Okay, first you'll have to start a new game. Select the Save File you wish to save on (1, 2, or 3) and you will be asked if you want to get training or just start the game (and view the opening story). For beginners, I recommend taking training. Once you're ready, start the game and you will view the opening story and finally be left to enter the first world.

WORLD 1: POP STAR - LEVEL 1

CRYSTAL SHARDS: 1.) In the beginning, when you go down ramp, jump to get piece.
2.) Blow up small platform with 3 stars on top of it.
3.) Defeat evil eyeball inside friend.

Okay, from the beginning of the level, go backwards (Left) to find a yellow star, collect it and then continue back forward (Right). Once you come to a white fence, start Inhaling (B) to suck up a black enemy. You can either spit it or eat it, whatever you choose. Now is the time you want to gain your first ability, and I suggest you do it with the fire enemy you encounter next.

Press B to inhale it, and DOWN to gain the ability. Continue on and jump up and over the block in your path. Kill the enemy on top of this block and continue on. You will now encounter enemies on wooden platforms suspended in mid-air. Jump onto these platforms while Inhaling to suck up the enemies. You can gain some abilities here, or just use them to shoot at the enemies up ahead.

Continue on, and you will come to 2 more wooden platforms in the air, kill the enemies on them, and continue on to where the bridge is. Kill the spring enemy and cross the bridge. On the other side, kill the flying and spiky enemies. Then jump up onto the ramp and go down. Kill the 2 enemies at the bottom and jump up to get the piece of shard (1).

Keep going and kill the enemy blocking your way into a ditch of water. Come up on the other side and kill the other enemy there. Then you will come to a wooden house with a Maxim Tomato in front of it. Eat the Maxim Tomato to restore all of your health on your HEALTH METER. Now go inside the wooden house with the open door.

From here, you will face off against a giant black enemy. He will summons his little friends to drop in on you. You can either use his little buddies as ammo. to kill him with, or just use your ability you have to kill both the big and little ones. Either way you choose, you only have to hit the big black enemy a total of 3 times to kill him.

Once he's dead, go out through the back door of the wooden house where the rest of the level is located. Follow the path and kill the 2 enemies you come to, then jump up onto the platform and kill the throwing enemy. Jump off onto the ground and kill the flying enemy as well as the black enemy. Continue you on and jump onto the block with a dandelion on it.

Right after this block, you will find a little cannon sitting on a block. Destroy the block to make the cannon fall. Then collect the star that came out of the box and the piece of food while avoiding being shot by the cannon. You will then come to another block with a dandelion on it, do the same things here as you did with the other one.

Finally, jump onto the last block with a dandelion on it and kill the 3 enemies on the other side (2 Flying, 1 Black). Now watch out for the bomb thrower on the other side of the little block you see. Kill him before he hits you with a bomb, if you eat him, you will naturally get the bomb ability if it's your 1ST LEVEL ability.

Kill the spring enemy on the tall block as well as the fire enemy on the other side of it. Head into the water and into the middle where you will find a small platform with 3 yellow stars on top of it. Throw a bomb on this small platform, it will blow up revealing the 2nd crystal shard (2). Collect the stars and continue on (killing the enemies in your way). Eat the food item up ahead and then get rid of another bomb thrower.

Walk forward to exit the level. You will view a clip of Kirby's friend playing with the piece of Crystal Shard when a dark, evil eyeball possesses his body. You will know, unfortunately, have to do battle with Waddle Dee, who's body is inhabited by the evil, black, eyeball.

This is pretty easy to complete. You can either use the ability you have (if you have one equipped) and continually hit the eyeball, or you can wait for him to bump into the wall or smash the ground, which is when he releases stars you can use as ammo. if you are using your Inhale ability. Once you defeat him (by getting rid of all his health meter), you will collect a piece of the Crystal Shard (3).

After this level is over, you will play the closing game. This game is played after each level you complete. Basically, Kirby stands on the corner of a mat turning back and forth. On the mat are several prizes. You stop Kirby in the direction you want him to jump by using A, and then he gets ready to jump. To make him jump far, press A when he has his arms fully back, if you want him to jump short, press A when his arms are extended. The farther Kirby's arms are extended when you press A, the shorter Kirby will jump. If you are lucky, you will land on a prize, which is yours for the keeping, and you're first level will be complete.

WORLD 1: POP STAR - LEVEL 2

CRYSTAL SHARDS: 1.) When moving down platform, jump off to get piece.
2.) Kill the large spring enemy.

3.) Defeat Adeleine

From the beginning, once again. Go backwards (Left) to collect a hidden yellow star. Then continue going forward (Right). When you come to the Dandelion on the ground, start inhaling or using your ability to kill the oncoming enemy just ahead. You will now come to a bomb thrower standing on a tree stump. Kill him and continue on.

Kill the enemies on suspended wood platforms and keep going straight. You will come to several rock enemies, so kill them off and follow the path. You will soon come to a set of 3 suspended wood platforms in the air with 3 parachuting enemies dropping down. Kill the parachuting enemies and jump up to the top platform, where you will find a pumpkin. Eat it to replenish your HEALTH METER.

Continue on (Right) and kill the bomb thrower you come up to as well as any enemies behind or near it. Also, you may want to be careful here because gophers will burrow out of the ground and start coming at you, so make sure you stay alert so you'll be able to eliminate a gopher before it does you. You will come to another big wood stump with a bomb thrower on it. Kill the thrower and hop onto the stump. There is a Needle trapped in between the ground and a box. Destroy or inhale the box to release the Needle, then drop down into the area where the Needle was. Collect the 2 stars and hop out on the other side.

Do the same thing to the next one you come to. Then hop out onto the other side and kill the rock enemy waiting for you. Go straight near the tree and kill the electric enemy. Then go inside the tree. Once inside the tree, make sure you have some type of ability equipped, if not, just inhale an enemy and takes it's ability. Hop up the platforms and kill the 3 spider like enemies hanging from strings. Continue up the next 2 platforms and kill the bomb thrower. Go up another 2 and kill the electric enemy. Finally, head up the last 2 and kill the 2 enemies on top, then go out the door straight ahead.

You will now get a "free ride" from Waddle Dee, who will hop on top of a transportation platform. He wheels the platform, you stand on it. Collect as many of the yellow stars as you can without falling off, when you come near the end of the ride, you will see 3 stars down below, jump off and get the shard piece just below these stars (1), it will sacrifice a life, but you need to get the peice of shard. Once on the other side from your "free ride", jump off the platform and go into the open tree.

Now, first jump over the middle area and eat the food to replenish health. Now, jump down the middle but FLOAT down so you can collect all of the stars. At the bottom, go through the hole to drop down to find a mini-boss. It's a giant spring enemy. Kill it with your ability, or inhale ammo. from the mini springs that drop down, once it's dead, you will get the 2nd cystal shard (2).

It is now time to face the Level 2 boss(es). Adeleine will be overtaken by the evil, dark eyeball again, and it will eventually gain possession of the Shard piece, and will paint pictures of enemies and bring them to life to fight you. Kill all of the enemies the painting sends out until she sends out a large, frog looking type enemy. Hit the frog a few times to kill it, and Adeleine will then send out an evil eye enemy from her painting.

Make sure you destroy it quickly using an ability, otherwise you may take damage from it swooping down. Adeleine then gets so angry she jumps down from her spot and tries to fight you, one hit and she's gone, and you will gain possession of the cystal shard. You will then view the closing cinema of Adeleine regaining her body, and Kirby will own the 3rd cystal shard (3). Play the closing game (preferably going after the 1UPs) and you will be finished

with the second level of the first world. There is one more level and a boss, and you will then have all of the Crystal Shards for World 1.

WORLD 1: POP STAR - LEVEL 3

CRYSTAL SHARDS: 1.) Use Boomerang ability on block inside tower to drop down.
2.) After you see Adeleine & go through door, float up & left.
3.) Defeat King DeDeDe.

As always, go backwards (Left) and collect the yellow star, then continue going forward (Right). You will come to some boxes, one with a rocket on top, go ahead and destroy the boxes, as well as the rocket. Continue going right and kill any flying or ground enemies you encounter, or if you see something interesting, take their ability. You will then come to a set of 4 boxes with a rocket on top, destroy the boxes to find a yellow star in the bottom middle box.

Venture on, and you will come in range with 2 fire enemies. One on top of a set of boxes and one on bottom, destroy both the boxes and the enemies. You will then find 3 boxes, 2 with enemies on top, one with food on top. Break all of the boxes and kill the enemies, and you'll find a yellow star in one of the boxes. At the last box, eat the food.

Kill the 2 spring enemies you come to next and then jump up onto the drawbridge. From here, go into the opening at the end of the bridge. You will be taken inside of a castle. Kill the guard enemy standing on a box when you come in. The box contains a yellow star. Go up the stairs and into the opening. Once in this room, head down the set of stairs and kill the Needle enemy. You will step onto a platform that begins to move. You have to be careful here, because several flying enemies will fly toward you, trying to knock you off the moving platform. Once on the other side, kill the shooting enemy and go up the small flight of stairs and into the opening.

You will be taken into the inside a small area. Break the boxes you see somehow to collect 2 yellow stars on the bottom. Now float back up to where the black Needle enemy is. Wait for it to pass and then climb up to the next platform, do the same thing here and once again for the last one, where you will now climb out into the light opening.

You will pop out of a hole in the ground, now continue going right. Kill the shooting and flying enemies as well as the parachutes. Continue venturing right until you come to another hole in the ground, jump in. Once inside, break the block you are standing on by using the 2ND LEVEL boomerang ability or another ability that's capable of destroying the block. Once it's destroyed, you can drop down and collect the crystal shard (1). Go through the opening where you will find Adeleine again.

This time, she'll paint you a treat which comes to life! Pass her and through the next opening. Right from the door, float up and left to find the 2nd shard piece (2). Walk up the spiral staircase, killing all enemies you come to and collecting all yellow stars. You will soon come to a chain leading upward. Climb the chain and hop off to the right when you go up one level.

Now, continue going right but PASS the next chain you come to. Go to the next chain (one with light coming from top) and climb it to the top where you can exit. Here you will view a cinema of Kirby and the gang just about to grab the crystal shard when the king grabs it instead. Then the evil dark eyeball comes

and possesses King DeDeDe, fending him against you.

Hit the King several times with your ability or inhale the stars he releases. Once his HEALTH BAR is empty, he will float in the air and resurrect himself. He will also start shooting mini black particles of evil. Once you kill him this time, he will stay dead. The evil is now released from the King's body, and you will be rewarded with the last crystal shard (3). You will now see a cinema of the King pretending to be angry, but eventually joins the gang. Now, play the closing game, collect your prize (if any) and you will be finished with the 3rd level in this world.

BOSS: WHISPY WOODS

CRYSTAL SHARDS: 1.) Defeat Whispy Woods

The first real boss you will be facing in the game is this one, Whispy Woods. He is rather easy to defeat, just not as easy as the mini-bosses you played in the levels. First, you will have to destroy the mini-trees of the large tree. To do so, rotate around the tree until you approach a small tree. You can either use your ability to hit them a few times to kill them, or you can inhale apples the tree drops and spit them at the mini-trees. Once all of the mini-trees are gone, the big tree gets angry and then starts his cycle. His cycles goes like this:

Shake out Apples from tree
Spit out electric bolt
Release Roots

Whenever the roots are released and visible, circle around and hit them with your ability or your stored fruit. Continue going around the tree several times hitting the roots until the tree eventually dies, he will then leave you with the only crystal shard in this level (1). You will then see the gang place all of the pieces together to create the first Shard of the main crystal. They then all gather up and transport to the next planet.

WORLD 2: ROCK STAR - LEVEL 1

CRYSTAL SHARDS: 1.) Where the eyeball anvils are, float up to find the piece.
2.) Defeat cactus enemy.
3.) Break striped wall with Rock + Electric ability.

Hop off into the desert and kill the parachute enemy, then hop back onto the land and kill the enemy there. Continue on and do the same thing, and you will now come to the desert area with a cactus in it. Kill the cactus and jump onto the piece of land, kill the 2 enemies and destroy the boxes, one of them has a yellow star in it.

Kill the cactus in the desert again and then blow up all the boxes and eat the food. Kill the next cactus and blow up more boxes to get a yellow star, kill yet another cactus in the desert ground and blow up the 2 boxes as well as the 2 parachute enemies. Then kill the desert cactus.

Now jump up onto the platform and continue straight. Kill all the oncoming

rock enemies, but make sure you inhale one of them so you can have a rock ability, keep this ability. Hop back off into the desert. Here, you will kill another cactus, then jump over the wall to eat the meat. Jump over the other edge of the wall and kill the enemies. Also, watch out for the sand gophers here.

Jump over another wall and eat the cake, then continue on killing enemies as you come to them (or taking and testing new abilities). Now, hop up onto the thing in the center, and when the heads pop up, that's when you kill them. Then take the yellow stars on top of their heads. On the other side, go through the opening to the building. Once in here, blow up the boxes and enemies, then you will come to a large anvil with an eyeball on it.

From here, float up above the anvil and you will find the 1st crystal shard (1). Be careful of it and cross under the anvil when it's safe. Do the same for the next 2 you come to. Then on the other side, destroy the rock enemies and blow up the boxes around them. Jump up onto the metal boxes to collect the yellow star, followed by another set of metal boxes, jump onto those too. Go up 2 more sets and you will be under a sand fall area.

Jump up to get out. Now, you will be taken to a room with large mounds of sand going up a hill. Walk up the hill of sand while attacking because several cactuses will pop out. At the top of the hill there is a big cactus. Hit it a few times to destroy it and take the piece of the shard (2). Now go through the opening and the room will begin to fill with sand. Make your way up, staying as high up from the sand as possible. Use the ladders on the sides of the walls as well as Kirby's floating ability until you get to the top. Once at the top, go to the center of the blocks and Waddle Dee will poke a hole in the ceiling, allowing you to escape.

Exit through the hole and it will quickly fill up with sand when you get out. Drop off the edge back into the desert area. Walk up the steep hill killing all floating enemies. At the top you will find a squirming fish in a little water. Kill it and continue on down the other side of the hill. Kill all floating enemies once again. Now, at the bottom of the hill, you will find an electric enemy, throw the rock ability you kept from earlier at the electric enemy to combine abilities. Now, go back to the beginning of this area (where the striped wall is), and use this ability (Rock + Electric) on the striped wall, which will make it break and reveal the hidden, and last crystal shard of this level (3).

Now, go back to where you inhaled the electric enemy. Destroy the boxes here, but be very careful of the background enemies, they look like cacti, but they chomp at you from behind. Walk past them when the coast is clear and destroy the box for a yellow star. Continue straight to where you find a black Needle enemy, just go past it and out where you will finish the level. Play the closing game to finish it off.

WORLD 2: ROCK STAR - LEVEL 2

- CRYSTAL SHARDS: 1.) Drop to bottom of structure where 2 enemies are.
2.) Float down from center box.
3.) Break wall to find the last piece.

Go backwards (Left) and collect the yellow star, then go forward again (Right) and kill the electric enemy you come to. Continue on, and jump over the pillars,

killing the cacti on them. Jump off and onto the ground again, and kill the hammer on the ground. Now you have to be very careful in this area. The pillars in the background will fall and kill you if you aren't careful. Continue on and jump over each pillar while killing the flying enemies at the same time.

At the end, kill the spring enemies standing on the boxes and break open the boxes as well, just to see if there are any hidden stars or something useful. The middle box contains a yellow star. Venture up the steps and you will come to a guard enemy, kill him. Hop over the large fallen pillar onto the other side. Eat the food, and then kill the large pig walking back and forth. Now, jump back onto the left pillar so you can get on top of the 2 platforms, collect the stars here and continue on. Kill the enemies and walk down the steps, destroy the fire enemy and go in between the 4 pillars where there's a star in the air, collect it.

Be careful in here because enemies will fall from on top of the pillars. Continue going through all of the sets of pillars, collecting each yellow star and avoiding the falling enemy. Once you leave this area, venture forward to be taken to the next part of the level. Float up so you can get on top of this structure and kill the cactus up above. Then jump on the small platform and through the hole in the ceiling to go up another level. Kill the enemies here first, then climb up all the small platforms to go to the tip top of the structure where you will find a 1UP, collect it.

Now, drop down to a lower level of the structure and find your way to the center where there are holes in the ground, drop down to the very bottom where you will find a crystal shard (1). Collect it and kill the guard enemies on both sides. After they're dead, jump back up and go off the right edge of the building. Kill the enemies and float up to eat the cake for 1 circle on your HEALTH METER. Then go inside the opening in the building. Now go up the steps and you will notice figures in the background coming out of windows, these are ghosts and they cannot be killed, but watch out for the fire they throw at you.

Carefully climb the RIGHT set of boxes to find a Maxim Tomato which will fully replenish your health, then hop back down and go up the LEFT set of boxes to find a 1UP, collect it and carefully make your way back down, all while avoiding the fire these ghosts throw. Now, from the box in the center on the bottom, hop off and begin floating, float down to collect the 2nd crystal shard (2), then quickly float to one of the nearby platforms, otherwise you will die and lose a life.

Now hop down the stairs on the right and exit this building. Okay, you can use the boxes to get across the water (and kill the flying enemies) or you can just swim your way across (and kill the water enemies). Your choice, just make your way across. Okay, now this part is rather alarming, when you come to the large white block on the ground, do NOT step on it, it lifts up and smashes with another rock up above, which will kill you. Continue on, kill the Cutter enemy and then float all the way up in between the 2 large blocks to find a lone star on a platform. Get it and jump down, then float over the next white block, making sure not to step on it.

When you land on the ground, kill the enemy and float over another white block on the floor. Kill the guard enemy standing on the platform and then jump up onto it. Then go up to the next platform for a yellow star. Collect it, and then float over the next white block. Kill the fish on the other side, and if you wish, kill the guard enemy on top of the platform.

You will now have to cross over more water, here I suggest you swim in the water and kill the 2 enemies there, it's much easier than confronting the flying enemies. But be careful, because there is a white block, under water here.

Swim/Float over it and on the other side, float up a lot to get on top of the wall, go up the steps, collecting the yellow stars and into the opening at the top.

On the other side, go over the wavy wall, and kill the guard enemy you first come to. Continue going over it, and be careful of many things. There are cannons shooting at you in the background as well as enemies to deal with in the foreground, so kill the enemies as best as you can without being hit by any oncoming cannon balls. There are also many yellow stars on this platform, so collect all of them as you go. Continue on, killing the spring enemy near the end of the wall. Head down and back up the sets of stairs, and kill the guard enemy at the end, then walk through the opening in the wall.

You will now get help from the king, he lets you ride on his back, and you will now be controlling him. The king uses a hammer as his weapon, so venture forward and break the wall with the hammer. Now, climb up the pole (and hop of for a second to collect the 2 stars), and jump off on the left side to find another pole. Climb it to the top, and jump off to the left. Climb the small ladder on the wall and break the wall blocking your way with the king's hammer. Climb the long ladder on the side of the wall, and try to avoid being hit with the toad enemies fire. At the top, jump off to the right and do a super long jump right at the edge to get to the next platform.

Break the wall, and collect the cystal shard (3). Head back to the bottom where the first pole was, jump off and break the wall to find another pole, climb it, and jump off to the left, break this wall and climb another pole, jump off once more, break the wall and you will find 3 stars in a little area, collect them all. Climb down one pole and hop across, break the wall and go down the ladder (after going up to get the 2 yellow stars) on the right wall, where you will find 2 more yellow stars. Climb the ladder back up and jump out the way you came in. Climb down the pole and break the wall to find another ladder on the right wall and some enemies below.

Kill the 2 spider enemies which will dangle from the celing. Then go forward and eat the Maxim Tomato, you will then come to a dead end. Head back out the way you came in. Go across the pole into the next area, climb down this pole to find 2 blocked walls, break them both and go into the one on the right. Kill the cactus enemy and eat the food here. Then hop out and go through the other wall you broke, climb the ladder on the left wall. There is just a guard enemy here, so kill it and go back down.

Now head to the center of this room where you will find a long pole, climb it to the top to find a wall blocking your way, break the wall and continue out through the opening in the wall to finish the level. Play the closing game to fully complete the 2nd level on the 2nd world.

WORLD 2: ROCK STAR - LEVEL 3

- CRYSTAL SHARDS: 1.) Break through dinosaur bones and collect shard in mouth.
2.) Defeat Arrow Enemy.
3.) Swim to the upper left corner when going upward underwater.

Okay, you will be dropped into this level. Make sure you have the rock or double rock ability equipped for this level. Go backwards (Left) quite a bit this time to find a piece of cake, eat it for one circler on your HEALTH METER to replenish, then continue forward again (Right). You will come to some skull

headed enemies that can fly here, there will be about 4 of them, kill them and continue going right. Go up the hill of sand where you will find a fire enemy, kill it and go up the next hill. Break open the 2 boxes, the one on the left contains a yellow star. Kill the next fire enemy you come to and continue going.

Break the next 2 boxes you come to and kill the flying skull enemy. You will then come to 3 mini-eyeballs of darkness and evil. Kill them and break open the box. Now you will be placed in front of the mouth of a dinosaur, which has the crystal shard in it's mouth, but you can't get in yet. Float up and land on top of the dinosaur skull. Then, go down the back of the dinosaur killing the flying skull enemies. You will notice a brown colored bone on the back of the dinosaur. Use your rock ability on it to break through and go into the dinosaur's mouth to collect the crystal shard (1). Hop back out and continue down the back of the dinosaur.

At the bottom, drop of into the sand again and go up the small hill of sand. Kill the fire enemy and the 3 eyeballs and continue on. Then go down into the sand and destroy the 2 gophers (sand), then go up another hill of sand to find 2 bone throwers and some meat all on 3 different platforms. First, eliminate the 2 bone throwers, then jump up and eat the meat on the 3rd platform. Go down the hill to find a swirling funnel of sand. In the middle are 3 stars, jump in and fall through the funnel of sand and you will land on another pile down below.

Go left to find yet another funnel, jump in and you will land right into the hands of the arrow boss. Stand on the rock underneathe him and hit him with your ability, or you can inhale the mini arrow enemies and spit them at the large one, you choose. Once he is defeated, the rock will disappear and you will drop into the background where you can collect your crystal shard (2). Now go right across the bridge, killing the 3 enemies and hop into the sand funnel at the end. Go right and kill the 2 fish, and destroy the snowman. Now, you will see a very large funnel in the middle here, don't go in it. Instead, hop onto the platforms and make your way across, just make sure you aren't caught by the claw that comes up from the funnel, also beware the the sailing enemies that will knock you off the platform if you aren't careful.

Once on the other side of the funnel, you will find a pond. Break the boxes and then go in the water, killing the enemies and fish below. Hop out and kill the next arrow enemy (that tries to knock you off the platforms). You will find another large funnel with the same platforms and same claw. Cross the platforms while avoiding the claw and get the food on the middle platform. On the other side, you will see a hidden hole underwater with 2 stars coming out. Jump into it and swim down to go through. You will land in a small pond. Go right and jump/float over the funnel with the claw in it, you will then come to another funnel right after that one as well as one more after that, don't go into any of them. On the other side, kill the bone thrower.

You will then find a large pond with 3 yellow stars under water and an opening underneathe. Swim through, collect the stars and go through the opening. You will now be pitted under water. Swim right collecting the stars you come to. Now, you will be going down. Avoid being hit by the arrow enemies on each side, while collecting the yellow stars and going down. Continue doing this all the way to the bottom, where the path of stars will veer right. Follow them, and go through the next opening. You will now be doing the same thing as before, only you will be going UP instead of down. Follow the path of stars as they move upward. Go all the way up to the top avoiding the arrow enemies on the sides and collect all the stars.

On your way up you will encounter a large blue sea enemy, just move out of it's way to make sure you won't get hit. Once at the top of the path, swim to the upper left corner, where the blue enemies are coming from, and you will find the

3rd crystal shard (3). Collect it and then follow the stars right and go through the opening (which is shaped as a dragon mouth) to finish the level. Play the closing game to fully finish level 3.

WORLD 2: ROCK STAR - LEVEL 4

CRYSTAL SHARDS: 1.) Climb up moving blocks and jump in middle for the piece.
2.) View 3 Pictures on the wall, press down those buttons.
3.) Defeat Diamond shaped mini-boss.

Go right and inhale the first enemy for the bomb ability, keep this. Jump up onto the block and collect the star, then continue on over the next block as well. You will then cross a broken bridge, jump over the broken parts and watch out for the pig that runs up from behind. Kill the enemy on top of the block at the end. Cross along the plane killing the gophers that pop out of the ground. You will soon move into the shadows of a large object. Be careful for running pigs from behind. Jump up onto the large blue platform you come to and you will be teleported up into this structure. You will be placed on this ascending platform and you must avoid being shot by cannons on the ride up, just jump to avoid the shots.

The elevator then takes you up to the inner of the structure. Jump up to the moving platforms and make your way to the inside part where the crystal shard is (1). Drop down when no platforms are in the way and get the piece. Once you get it, float straight up and land on the little platform above. Now, throw your bomb ability at one of the 2 diamonds on the left or right of you. Inhale this combo for the Light Bulb Ability. Now, go through the hole in the ceiling. You will be taken to a room with Adeleine. Use your new ability and you will see 3 pictures on the wall. These are random pictures and will be different for everybody. Remember these pictures and go into the next room.

In this room, stand on the blocks that correspond to the pictures you saw in the previous room and press DOWN on the block to push it down. If you press the 3 correct blocks down, the crystal shard will appear for you (2). Now, climb up the ladder on the far right wall, it will lead out of this room and into the next area. Climb up the steps and go onto the moving blue box. Hop off to the right when the box stops moving. Kill the enemies here and hop on to the next blue box right ahead.

Now, get off when the block stops and wait on this little platform for the next blue block to arrive. Jump on it and take it up to another single platform, wait here for the next block to arrive from the left. Jump onto it and then you will have to jump onto another one in mid-air. Take this one to the platform, then step on the odd shaped block which will take you up and through the hole in the ceiling. Here, you will have to face off against the boss of the level.

He's an electric boss and sends out little electroids after you, just hit him until his HEALTH METER is empty and he will be defeated giving you the crystal shard (3). Climb up the ladder and through the hole in the ceiling. From here you will be left with 2 yellow poles to climb, these are no ordinary poles, however. There are little yellow enemies that crawl through them. Climb up, jumping off on platforms whenever the yellow enemy crawls up, to the top, where you will float through the hole in the ceiling to finish the level. Play the closing game to fully finish off level 4.

BOSS: PIX

CRYSTAL SHARDS: 1.) Defeat Pix.

Okay, this boss is surely not going to be easy. Here's the deal. First off, there are 3 different colored orbs (Red, Green, Blue). You must first avoid these 3 orbs' attacks until you reach the top of the statue. Jump and float as much as possible until you reach the top of the statue, that way you will get hit less by the orbs' attacks. Once at the top, you will now be able to attack the orbs.

There are 3 different colored ammo. Red, Blue, and Green. You need to inhale a color and then hit that orb which matches the ammo. color. So if you have red ammo. you have to hit the red orb with it. This is very tedious, as the orbs also attack you while you try to hit them. It takes 2 hits for each orb to break. Once an orb is broken, it will become transparent. The orbs will also change their attacks each time, so it's not always the same thing. Once all 3 are gone, they will blow up, killing Pix and revealing the crystal shard (1). You will then view the closing cinema of Kirby and the gang having a feast in the desert. They are then teleported to the next world.

WORLD 3: AQUA STAR - LEVEL 1

CRYSTAL SHARDS: 1.) Use green balls to go up, then drop off to the left.
2.) Defeat Snowman enemy.
3.) Break checkered block with Bomb+Ice and shoot up to piece.

Walk forward (Right) and kill the rock enemy just past the white fence. Kill the fish and flying enemy, then destroy the boxes, the left one has a yellow star in it. Keep going and destroy the next box (which contains a yellow star) and the enemy. You will then come to 2 fish holes. Kill the fish and jump over the holes. Jump up the hill and kill the fish and kill the enemy on the platform, jump up onto the platform and to the next and eat the meat. Then jump down and kill the Cutter enemy on the next platform.

Go forward, kill the fire enemy in between the white gate. Venture forward and eliminate the air shooting enemy as well as the parachute enemy on top of the boxes, then break open the boxes themselves. Continue along the skinny walkway and destroy the boxes and enemies you come to, then jump up the hill and kill the fish and walk through the opening. You will now be taken to a room with a wavy walkway. Go through and kill the 2 enemies. Then you will come to 3 stars and a green ball with a face, this is a human cannon. Jump in and it will launch Kirby up to the next platform.

From here, jump into the next cannon, which will launch you up to another platform and collect you some stars on the way. From here, be careful of the arrow enemies and jump into the cannon. When you are launched, you will destroy all 3 of the arrow enemies and land on the platform above. From here, drop down on the left side to find the first crystal shard (1). Now, float or use the cannons to get back up to the platform you were on. You will see 3 platforms, there are flying enemies on top of all 3. Kill them, and then jump over all of the platforms.

On the 3rd platform, jump up onto the wavy platform again. Kill the air shooting enemy and walk through the opening. Walk forward and inhale the penguin, keep

this ice ability. Then kill the 2 rock enemies standing on the weak bridge. When you step on the bridge, it will fall. So go ahead and cross it, and if you fall, just float back up to the other side. You will now see a pair of eyes in a hole in the wall of the background. These eyes belong to a big green toad, so be careful as you pass them. Cross over the weak bridge and it will fall. Now, destroy the 2 boxes and eat the meat above them. Do the same thing to the next set of boxes and eat the ice cream. Finally, cross the last 2 bridges and combine your ice ability with the bomb thrower at the end, then go through the opening in the wall.

Kill the spear thrower on top of the box and then destroy the box in this room. Pass the waterfall and kill the fish and box. Pass through the next waterfall and kill the fire enemy on top of the box, then go through the set of 3 waterfalls and you will be confronted with 3 parachute enemies. Kill them and continue on through the next set of 4 waterfalls, and kill the ring thrower at the end. Go through the next waterfall and kill the fire enemy lying on top of the box. Collect the star in the next waterfall and destroy the box after it. Finally, pass through the last set of waterfalls and kill the spear thrower on top of the box, then go through the opening in the wall.

Here you will have to fight the giant snowball mini-boss. When fighting him, keep on the lookout for his little buddies down below, who will from time to time poke you with a stick. Use your ability (if you have one equipped) on the big snowball until his HEALTH METER is empty and he will then be defeated. Once he's dead, press DOWN to drop down into the hole to collect the crystal shard (2). Kill the 2 mini-snowmen and jump back up on the platform, then leave through the opening.

Adeleine will paint you a maxim tomato to eat and it will fully replenish all of the circles on your HEALTH METER. Continue straight and kill the flying enemy, followed by the fish that is jumping out of the hole in the ground. Jump up onto the platform and jump across the next 3 to the other side. Once here, kill the 2 enemies. Kill the lightning enemy on the cloud above then drop down onto the lower platforms, kill all the snowmen heads here. Drop down to the bottom where the bridge is and follow it.

You will see a checkered board which stands out from the others. Use your combo on this board to break it and drop into the cannon below. This shoots you up into the area where the last crystal shard is (3). Cross the rest of the bridge to the other side, then climb up the platforms to the top. From here, jump over the small hill and kill the Cutter enemies inside the ground holes. Destroy the boxes as well as the enemies in the holes. Go through the white gates and off screen to finish the level. Play the closing game, and remember, go for the 1UP. You will then have fully completed the first level.

WORLD 3: AQUA STAR - LEVEL 2

CRYSTAL SHARDS: 1.) Defeat Crab mini-boss.
2.) Jump with boat after waterfall to get the crystal shard.
3.) After a drop down, go left to find it in a waterfall.

Go past the Dandelion and through the water, then kill the fish on the other side. Kill the 2 flying enemies on platforms and eat the meat on the middle platform. Destroy the fish in the water as well as the bomb thrower on the other side. Jump up to where the bridge is. Kill the bomb thrower and eliminate the spring enemy on the bridge. Watch out for the circling black Needle, just

destroy the box and avoid coming in with contact with the Needle. Inhale the rock enemy at the end of this bridge and kill the bomb thrower right after the bridge and save the rock ability.

Jump off onto the small ground platform and kill the flying enemy. Jump across the water onto the next ground area. Once again, avoid the Needle and break the box, then continue on. Do the same thing for the next 2 boxes. Then go through the water and into the opening of the tunnel. Here you will be travelling in the water current, so make sure you don't accidentally run into any enemies. Kill the crab and the flying water enemy. Now, be very careful at this part. When the water ends and there is just ground, this is very weak ground. When you walk on it, it will crumble beneath your feet, so walk fast.

You will soon come to more water, only the current is travelling in the opposite direction, making it harder to walk forward (Right). Kill the penguin and jump onto the tall ground, then combine your rock ability with the fire enemy for the volcano head ability. Go through the next tunnel opening. Now it's time for another fight with a boss. First off, climb up to the first platform and kill the small crab here.

Once you move up to the next platform you will see the big crab at the top, you can either use your ability on him or inhale small crabs and shoot them at him, once you empty his HEALTH METER he will be defeated. Now, use your volcano head ability to shoot through the wall blocking the crystal shard. Then float up and collect it (1). After that, drop down off of all the platforms and exit through the opening in the wall.

Drop down into the water and walk forward a bit, you will see Waddle Dee in a wooden box he's using as a boat, Kirby will join him and now you have a boat to control! You will be going down hill in the current, and all you can do is jump. So jump over all enemies in the water and jump up to collect stars, food, and other useful items in the air. Whenever there is an obstacle in your way, such as a box or rock, there will be a yellow "!" above the boat telling you when to jump.

Soon, you will come to a waterfall that has the crystal shard right above it. Jump at the edge of the waterfall to collect the crystal shard (2). After a long downhill ride, the boat will drop off a big fall and they will both fly out of the boat, Kirby will land down in the stream below. Continue on and kill the crab. You will see a sparkling lollypop in the air, eat it and Kirby will become invincible for a short time. Continue down the stream walking through all enemies, keep doing this until the invincibility wears off, then continue down carefully, killing all enemies in your way.

After one jump down you will find the last crystal shard lingering in a waterfall, make sure you get it, as it is hard to miss (3). At the end of the stream, go up the dirt hill and off screen. Continue on, back in the water. Watch out for the rolling Needle logs right after the platform with the star on top of it. Continue to push your way upstream against the current. Get rid of the spring enemies that get in your way, then watch out for another rolling Needle log right after the platform with the flying enemy on it.

From here, there are 2 more rolling logs and a fire enemy on a platform, kill the enemy and continue on, avoiding the logs. There will be a bunch more of these logs, just keep going up, killing the enemies on platforms and avoiding the logs, after going up one long stream you will come to an area with a bunch of platforms leading upward. This is a high danger area. Go up and kill the flying enemy, then immediately jump up to avoid the rolling log which will land on the platforms you are walking on. Climb up to the top of the platforms and then float across the 3 Needle logs to the right. Continue to go offscreen

to finish the level. Play the closing game to fully complete Level 2.

WORLD 3: AQUA STAR - LEVEL 3

CRYSTAL SHARDS: 1.) Float into mountain, break checkered wall to reveal piece.
2.) Defeat cutter mini-boss.
3.) Break checkered wall underwater and climb up left wall.

You start off on the beach, walk right killing the enemies. Go past the 2 mini platforms with stars on them (with crabs underneath them) and continue on killing enemies as you go. Pass the sand pit with the claw enemy that comes out from the middle and continue going right. You will come to an area with a sand castle, go off screen to enter the next area.

Go through the sand pits here killing the enemies. Then go into the water filled area. Watch for the crab enemies in here as well as the cannons firing at you from the background. When you come to the set of boxes with a green, crown throwing enemy, inhale that enemy and steal it's cutter ability. Now, continue going right and swim through the water, avoiding the crab enemies. At the end, you will find a green fish. Throw your cutter ability at it very quickly before it explodes to make a Bomb Ninja Star combo.

Hop out of the water and onto dry land again. Go off screen to enter the next area. Venture past the black spiky enemies (Gordos) and onto the wooden bridge. The bridge is weak and some of the boards will be shot up by water with you standing on them, so be careful. Once you cross the bridge, keep going right, and eat the piece of cake. Now, float upward and onto the top of this mountain.

Once at the top, enter the mountain via the hole on top. You will drop to the bottom. Now, use your ability combo on the checkered wall to the left. It will explode revealing the first crystal shard (1). Break the box in the middle of the room and stand on the rock which will be lifted by water and take you out of this mountain. Drop down to the right and head across the next bridge. Run quickly across this bridge and do not stop, if you slow down or stop, you will be lifted by a weak board in the bridge right into a Gordo just above. Once on the other side, go past the rock enemy and around the cove.

You will find King DeDeDe here next to a see-saw. Kirby will jump on one end and the King will hit the other end with his hammer projecting Kirby to a new area. Go right and over the many platforms. You will soon come to some thick logs in the water with Bronto Burts on top of them. Once you stand on one of the logs, it will sink into the water, so be quick about it. You will come to some platforms on the side of a rock wall. Climb them up to the top where you will find a hole in the ground, jump in.

This will take you to a new area with a cutter mini-boss, the crown throwing one to be exact. To defeat it, use your ability, or inhale the mini cutter enemies above and spit them at the big one. Once all of it's health is gone, it will be defeated and leave the 2nd crystal shard behind (2). Upon defeating this mini-boss, a hole forms in the ground to the left. Hop in and you will take a super long fall down to the bottom into some water. You will have to come back for the 3rd crystal shard, as you need a different ability combo to break the checkered wall to get to the piece.

Once you gain the Rock + Cutter ability combo, come back to this area and break the checkered wall on the left. Continue to use your ability, until Kirby sculpts himself into the mouse. With the mouse, press A continually

while hugging the left wall and the mouse will climb up the wall to the top where the 3rd and final crystal shard is located (3). Now, go back into the water area at the bottom and swim right under the wall. Avoid the crab and come out onto the platform above.

Upon stepping on this platform, it will tilt causing a spiky log to roll down. So jump as soon as the platform tilts. Another easy way to do this is to just float over the platform entirely. Go up and do the same thing with the next 3 platforms until you reach the last one. Then jump off to the far right and you will fall again collecting stars on the way down. Kirby will land in the water, then go out the door with light in the opening to finish the level. Play the closing game to finish it off.

WORLD 3: AQUA STAR - LEVEL 4

CRYSTAL SHARDS: 1.) Float up and get the piece in a little space at the top.
2.) Climb down pole and jump up to get the piece.
3.) Float along the ocean floor into the ditch with the piece.

The level starts out with Kirby floating downward. Swim down, avoiding all of the jellyfish and other enemies. Make your way down to the bottom of this area. Kill the 3 enemies at the bottom and go through the opening to the right into a new area. From here, go right. Kill the crab enemy, and pass the fish, you will now cross an area with a lot of falling boulders. Try to avoid them as best as you can by swimming on top or quickly underneath their falling wrath.

Once on the other side, kill the green exploding fish and head through the opening. Now, this area is kind of tough because it has a hard to get shard piece and a strong current trying to prevent you from reaching that piece. Swim upward and hug the left wall as much as you can. Continue to do this all the way up to the top, while avoiding the fish and other enemies on the way. Once at the top, you will be carried right with the current. Press Up when you get above the area with the crystal shard to collect it (1).

Continue through the current and through the opening into the next room. There is a very strong current tunnel. Float through, past the jellyfish enemies, past the crabs and past the blowfish until you come to a pole in the water. Kirby will hang on, now go over to the right of the pole and climb down all the way to the bottom. Walk along the floor and center yourself directly underneath the crystal shard, then jump up to get it (2). Continue through the current, past all the enemies until you come to the opening in the right wall, go through to face off against the blowfish mini-boss.

You will be taken through a circular current where you will find the giant blowfish enemy. In order to defeat him, you can either use an ability or you can inhale the jellyfish on the sides of the rock and spit them at it, just try to avoid coming into direct contact with it and once it's defeated, swim out through the next hole and you will be faced with another current moving right with rocks flying at you from behind. This is a very high hazard area and you should stay near the floor to avoid the rocks. Hug the ocean floor and you will soon come to a little ditch with some food, get it and continue on to come to another ditch with the crystal shard in it (3). Once you come to the end, float up and go through the opening to finish the level and play the closing game.

BOSS: ACRO

CRYSTAL SHARDS: 1.) Defeat Acro the whale.

The boss of the 3rd world is Acro the whale, and he puts up quite a fight. In the beginning he will move backward (right) against the wall and begin to shoot gordos (black spiky enemies) and skull enemies at you. Inhale these enemies and fire them back at Acro whenever you get a shot in, after he gets up to the wall, he will charge right and go into the background and then come back on the other side and do a flip and land in the ground stirring up some rocks. Inhale a rock and spit it at Acro.

He will then repeat that process on the left side of the screen, then back to the right, and then left, and a couple more times. He will also start spitting arrow enemies at you. Inhale all the rocks and enemies (except for Gordos) he spits at you and fire them back his way. Acro is a 2 part enemy meaning once you defeat him the first time, he will fall and the floor will crumble, but he won't be dead yet.

The screen will now scroll up and rocks will fall, but they can't harm you. The rocks will stop and Acro will come up from below. He will begin to spit out enemies at you, which you can inhale and use as ammuntion. After he spits a few rounds of enemies, he will charge upward hitting anything in his way and then come back down in the background and repeat that whole process again. On your way up you can use the fish as well as the enemies Acro spits as ammuntion. Continue firing at him until he finally explodes and dies leaving the cystal shard behind, and that ends the 3rd world.

WORLD 4: NEO STAR - LEVEL 1

CRYSTAL SHARDS: 1.) Trigger 3rd trap after water filled area to find the piece.
2.) Drop down after you go through the first opening.
3.) Underneath the first crumbling platform.

This jugle level is filled with traps, so keep on the lookout. From the start, go right and kill the rock enemy, continue going right, killing the catapillar enemies until you come to a spike pit. After this pit you will be introduced to the traps, the traps have stars on top of them and are pretty noticable if you look closely on the ground. Continue going right, killing the enemies you come to. After a while, you will come to a water filled area.

Go through it, and once on the other side, hop over the first spike pit, kill the rock enemy on the post, hop over the next trap, and you will land on a platform with another trap under it, jump down and trigger this trap, it contains not spikes underneath, but the first cystal shard (1). Now continue over the reamaining traps and kill the Hack enemy up ahead. Continue through the opening in the wall.

You will now be placed in between to large cliffs, instead of going upward, first drop downward to find the 2nd cystal shard (2), and then go upward. Float up to where the dragon enemy is, kill it and eat the cake, then continue to float up. Land on the leaf and go up to kill another dragon enemy and eat the meat. Float up again to the next platform, kill the spear thrower and eat the ice cream bar.

Float up again and kill the next spear thrower and eat the food. Then finally float up to the next platform where you will find an opening. Go

through it. Kill the parasol enemies and then hop onto the rope, move right across the ropes collecting the stars. You will soon come to a platform with moving ropes on the right side. Wait for the ropes to come near you and jump across waiting for the ropes to come near. Continue across the ropes collecting stars on the way until you come to the other side.

Kill the catipillar enemies here, and then go through the opening to the right to face off against the mini-boss for this level. He is a big fat dragon enemy that blows fire. To easily defeat him, simply inhale any spear thrower that appears on the left and spit it at the big dragon when he's not breathing fire. Once you defeat him, go through the opening to the right.

This is a high danger area, and the graphics are very nice here. You are placed thousands of feet in the air above a large forest and water, if you fall, you're dead. Hop across the logs to the right and be careful of the catapillar enemies that drop down in your way. Continue hopping from log to log, and when you come to the flat ones, they will fall after Kirby steps on them, so be fast on these. Under the first one of these collapsing platforms, you will find the last crystal shard (3).

Once you get to the other side, go through the opening to come to the final area of this level. Take the lollipop to become invincible. Cross over the platforms until you come to the other side, go through the opening to finish this level and play the closing game.

WORLD 4: NEO STAR - LEVEL 2

CRYSTAL SHARDS: 1.) Right in the beginning go left while falling.
2.) Jump onto higher track to find the shard.
3.) Break checkered wall with Rock + Bomb combo to find it.

Right when you start out this level, you will be freefalling. Right as you start, press left to move over to the left side where the 1st shard piece is located (1). Now, keep falling into the pit below which will lead you into a mine cart with Waddle Dee who will push the cart to get it going then he will hop in. Now be careful, because when you see a yellow "!" you had better jump, because if you fall on your head you will lose a life.

Now, jump over the first block you see and on the 2nd jump, do a "light jump" by tapping A. The "!" will appear again right after that, jump high so you can make it to the higher track. The next jump you come to will have the crystal shard just above (2). Jump up to get it and continue on through the underpass until you come to the end where the cart will crash sending Kirby down to a new area.

Go right, past the crab and avoid being hit by the eyeball anvil (I3). You will come to some holes in the wall in the background with eyeballs in them, as usual they contain green toads that will gobble up Kirby as he walks by, so watch out for them. Pass the toads and go under the next I3, after it, you will see a star above. Float up to collect 3 stars and a piece of meat at the top. Drop back down and go under the next I3.

Float over the 2 holes in the background to avoid the frogs. When you come to the boxes, jump up and get the 1-UP on top avoiding the cannon on the middle box. Venture right, kill the enemies remaining and go through the opening to the right. In here, jump across into the water area, and continue going right on the platforms. Go through the opening on the other side to find more water. There are purple patches of water in this area, these are

whirlpools that suck Kirby down when he steps on them. They don't do any harm to Kirby, but they do slow him down.

Continue past a big bunch of these, killing the cloud and other enemies. You will soon come to the end of this cliff, drop down and you will find a checkered wall. You cannot break this wall without the Rock + Bomb ability combo, so you will have to get that in another level and come back to break it where you will find the 3rd crystal shard (3). Continue right past the 3 whirlpools and jump up onto the platform, killing the crown throwing enemy.

Go through the opening to the right to fight a mini boss. It's actually just a bunch of blue blobs that appear in the air, this is one of the easiest mini-bosses in the game. You simply have to inhale them as they appear to take health of their meter. Once all the health on their meter is gone, they will stop appearing. Now go through the opening into the next area which has a bunch of moving rock pillars.

Jump down, kill the bone thrower enemy and wait for the rock pillar to move down so you can cross. Continue through this room, going safely through each rock pillar until you get to the end where you will find an opening. Go through it and play the closing game to finish the 2nd level.

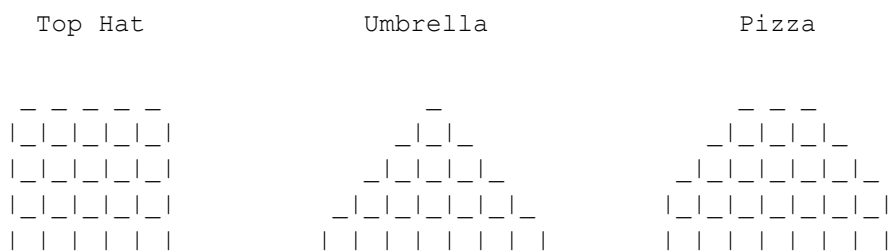
WORLD 4: NEO STAR - LEVEL 3

CRYSTAL SHARDS: 1.) Break orange platform with needle ability to get crystal.
2.) Draw picture in star block wall to get crystal.
3.) Drop down after you climb up structure with holes on side.

From the start, go right and inhale the spikey enemy to gain the needle ability, you will need this to get the first crystal shard. Continue going right and up the platforms, killing all enemies that get in your way. Soon enough, you will come to an orange colored platform in the ground. Use your needle ability to break it and drop down into the lower area to collect the first crystal shard of this level (1).

Hop out of this ditch and continue right into the next area. You will go over many platforms here. Kill the enemies as you go right into the next area. Here you will be doing a lot of jumping, there are several broken platforms with enemies over them. Go along the long path of broken platforms killing the enemies you encounter. You will soon come to little pole platforms. Jump up these pole platforms and up into the next area where you will find Adeleine.

There will be a painting of a picture (random) on the canvas. Remember this picture and go into the next room. Now, this is probably the toughest puzzle you will encounter in the whole game. You will find a wall of star blocks. The task you must complete is to draw that picture you saw on the canvas by inhaling the correct blocks. If you can get the drawing correct you will be rewarded with the 2nd crystal shard (2). Below, I have a diagram for each picture, thanks to Devin Morgan:




```

  |_|_|_|_|_| |
  |_|_|_|_|_|_|
  |_|_|_|_|_|_|

  |_|
  |_|
  |_|

  |_|_|_|_|_|
  |_|_|_|_|
  |_|_|_|
  |_|_|

```

You will be drawing each picture using the Star blocks and removing the excess blocks around the picture. Use whatever method you can (other than inhaling, because that won't work all of the time). This is probably the hardest puzzle in Kirby 64. Once you finish it the crystal shard will appear (2).

Now, go right and cross over the several platforms you come to, killing all the enemies as well. Some of the platforms here are weak (the ones that look like 3 flat stones stacked on top of each other) and will fall when Kirby steps on them, so be careful. Continue venturing right and you will come to a solid structure with platforms on the side. Climb up the platforms, collecting the food items in the holes on the side.

Make your way to the top of this structure and continue going right, but don't jump across this gap just yet. Instead, drop down to find the 3rd crystal shard in this level (3). Once you get it, float back up and continue going right. You will cross over some rocks shaped into the letters that spell out "KIRBY" which is pretty cool. Continue past these and off screen to play the closing game and finish this level.

WORLD 4: NEO STAR - LEVEL 4

CRYSTAL SHARDS: 1.) Break top piece of rock in lava pits to reveal crystal.
 2.) Break platform with Ice + Ice combination.
 3.) Float up and to the left all the way up to find the crystal.

Before entering this level, go back to Level 3 and inhale the water drop enemy that flies in the beginning of the level and then combine it with that same enemy again to get the double ice ability (giant snowball) as you will need it in this level. Go right from the start, jumping over the lava pits you come to and killing the enemies that get in your way. There will be large rocks falling from above, so watch out for those. Go off screen and into the next area.

Continue right through this area. You will cross over several moving odd shaped platforms that take you across the lava. Be on the lookout for the firey Dark Matter balls that pop up occasionally from the lava pits. Venture through this whole area, killing the enemies and hopping from platform to platform until you reach the opening on the other side, go through it. King Dedede will help you here.

Jump over the lava pits with the King and go up each hill, avoiding the little holes with lava in them. Break the rocks that are blocking your way and do the same thing over the next hill. Now, jump up onto the pole platforms avoiding the Bronto Burts. Jump up and collect the cake and continue going right. Break the blocks with the hammer and continue to kill the enemies you encounter.

Once you come to the rocks that are single. Jump over to the first one and break BOTH pieces of it (top and bottom) on the top you will find the first crystal shard hidden in the rock after you break it (1). Continue over the remaining small platforms in the lava and break the next rock wall. Kill the dragon enemy that blows fire and go right. Kirby will tap the King

on the shoulder hinting that he wants to get off, so the King throws Kirby into the next area waving at him.

Go right through this long lava pitted area. Cross the bridge, killing the enemies you come to, and continue going right hopping from bridge to bridge killing the enemies that get in your way. You will soon come to an area where there are several Bronto Burts (flying enemies) in the background. Be careful when you cross this bridge because they will fly at you when you go by. The easiest way to avoid them is to just float across the bridge as far as you can.

Continue on and jump over the lava streams pouring out of the wall in the background when you come to it. Kill the dragon enemy ahead and finally go off screen into the next area. In here it seems like there is nothing to do, but you will notice a platform in the middle of the room, use the double ice ability you got earlier on this platform to break it and reveal the 2nd crystal shard for this level (2), hover above it and drop down quickly to get it and then float over to land quickly before the lava hits Kirby.

Now, go through the opening into the next area. Walk forward a bit and a flood of lava will roar through and start chasing after Kirby. Go through this WHOLE area as quickly as you can, get rid of any enemies or boxes that get in your way. Continue running all the way right, jumping over platforms, killing enemies and avoiding the lava flood. You will soon come to the end where you will find an opening. Go through it.

In this room, float up all the way to the left, landing on platforms to rest every now and then. Once you get to the top you will find the crystal shard on top of a dragon enemy, collect it (3). Continuing going up and to the right where you will find an opening at the top, go through and play the closing game to finish the level.

BOSS: MAGMAN

SHARD PIECES: 1.) Defeat Magman.

Magman can be easy after you learn the pattern in which he attacks. He will be cowering in the background when you first start. Inhale the fireballs that pop up from the lava and save them. He will send up lava piles toward you. Once you have a clear shot, spit the fireball at the lava pile to do some damage on Magman's health meter. He has multiple of these type of lava pile attacks. Sometimes 3 piles will come and destroy anything on those 3 platforms. Other times, the 2 piles will curl over onto the platform they are next to, and sometimes the piles will come randomly and life the platforms into the air. Avoid these attacks and continue to inhale fireballs and spit them at these piles. Once all the health is gone, the first phase of Magman will be defeated.

Magman will now appear in the foreground and attack you himself. You will now be able to run to the right, so do so. Magman has 3 attacks in his 2nd phase. One is where he shakes making several rocks fall from the ceiling. You can inhale these and use them as ammunition against Magman. The next attack he has is his fire breath attack. He will start to shake and then inhale his breath. The ONLY way to avoid being hit by this attack is to go near Magman's body, but don't touch it, and duck down (press down). His final attack is where he forms into a liquid puddle of lava and then moves across the room and releases fire enemies into the air. Inhale these and spit them at Magman when he reforms. Continue to do those 2 attacks and he will be defeated in

no time revealing the crystal.

WORLD 5: SHIVER STAR - LEVEL 1

CRYSTAL SHARDS: 1.) Jump on to of one of the hills when in the bobsled.
2.) Defeat snowman mini-boss and break ice for crystal.
3.) Coming Soon...

From the start, head right as usual. Go past the bomb and spike enemies until you come to 2 fire enemies. Inhale one of them, take their fire ability and combine that ability with the other fire enemy to make a Double fire combo which you will need later in the level. Continue right through this level all the way, killing enemies as you go, you can even use your new fire ability to kill them if you wish.

Once you reach the end of this area, go off screen to go into the new area. Go up the small hill and climb the series of ladders, collect the stars and food in the little holes as you go up. Once at the top, go right and off screen into the next area. Walk forward a bit to find Waddle Dee with a sled ready to take off. Kirby will hop in with him, and you will get set for a long ride down the snowy hill. Go down the long hill to the bottom, collecting all the items and killing the enemies on the way down.

On top of one of the hills you will find the first crystal shard (1). Collect it and continue down to the bottom of the hill. At the bottom, Kirby will crash into the snow pile below and will be launched into a new area with a snowman mini-boss. Use your double fire ability combo to break the icicle up above, and then go right and start attacking the giant snowman with your combo. Once it's dead, jump up and get the 2nd crystal (2).

More To Come...

IV. ENEMY LISTING

There are a total of 81 enemies and bosses, I've listed some with descriptions here, more to come as I get them.

ACRO: BOSS

Boss for World: 3

Description: Acro the Whale makes his return and he's meaner than ever. When you first start out, he will back up to the right wall and spit boneheads and gordos at you. Inhale the boneheads and spit them back at Acro to do some damage. He will then go into the background, return, do a flip and land stirring up some rocks. You can use these rocks as ammunition against acro. He will repeat this attack process about 4-5 times, alternating left and right each time. Continue to hit him until he dies, that's his first phase. Now, the screen will begin to scroll upward and Acro will make his attack from below, he charges up from the depths of the water spitting enemies at you. Inhale them and use them as ammunition against Acro, as well as the fish on the sides of the walls. He will charge upward, go into the background

come back down and repeat the process over and over until you kill him and he will explode.

ADELEINE: MINI-BOSS

Boss for World: 1, Level 2

Description: Adeleine is a young painter girl who is inhabited by Dark Matter and turns evil, she will, however join you once you defeat him and the evil matter leaves her body. She will paint pictures of enemies that pop out of her paintings and turn to real life. You simply have to defeat all of these painting enemies. She will soon release the dark matter eyeball which can be pretty tough to defeat. Once all of the enemies she painted have been defeated, she will become angered and hop down from his pedestal to fight you. After one hit, she will be gone and the Dark Matter will come out of her body and Adeleine will now join you. She will also paint you useful items (food) throughout the levels to come.

BIVOLT

Ability: None

Information Card Number: 28

Habitat: Poles

Description: These enemies like to form on poles or chains that Kirby climbs and then crawl after him, trying to knock him off the pole. Beware of these guys when climbing up poles, as they can cost you a lot of time.

BLOWFISH

Ability: Bomb

Information Card Number: 34

Habitat: Underwater

Description: These fish are found all over underwater, they infalte their bodies and are a great hazard. To acquire their bomb ability, inhale one and eat it on land.

BO

Ability: None

Information Card Number: 38

Habitat: Air

Description: These are rather simple to get rid of, one inhale and they are gone, as they have hardly no hazard at all other than when Kirby touches them. They do not attack, and serve as a good source for ammunition when needed.

BOBO

Ability: Fire

Information Card Number: 37

Habitat: Land

Description: A standard Fire enemy, you will find these all over the ground, on platforms and sometimes on blocks, they walk back and forth and aren't a very big hazard because they don't attack you.

BONEHEAD

Ability: None

Information Card Number: 35

Habitat: Air/Land

Description: Boneheads are a bit tougher than other enemies, as they fly up and land on the ground, which can sometimes interfere with Kirby. They are basically a skull with wings that fly around. Nothing special, but something to look out for.

BOUNCY

Ability: None

Information Card Number: 17

Habitat: Land

Description: These little creatures get their name on a count of their movement which of course is bouncing. Although they don't have any abilities, they are still a high hazard to watch out for.

BRONTO BURT

Ability: None

Information Card Number: 12

Habitat: Air

Description: Another useless enemy, Bronto Burts are those flying enemies that constantly float up and down over blocks in the air. They are a big problem when Kirby is trying to jump on platforms, but when on land, they aren't a big deal.

BUMPER

Ability: None

Information Card Number: 64

Habitat: Air/Land

Description: You know these guys, they're the ones with parasols attached to their heads floating down and getting in your way. They are useless, as they don't carry any abilities, but they are a high hazard because they drop unexpectedly anywhere.

BURNIS

Ability: Fire

Information Card Number: 52

Habitat: Air

Description: These birds are a big hazard to Kirby, they will fly along right in Kirby's path and drop steaming boulders to the ground making them 2x the danger when compared to other enemies. The easiest way to defeat these things is to simply inhale or attack them before they get to you.

CAIRN

Ability: Rock

Information Card Number: 49

Habitat: Land

Description: Cairn is the pile of 3 rocks you encounter every now and then. It can make Kirby lose his current ability sometimes because of it's unexpected high leaps. Be careful of these things.

CHACHA

Ability: None

Information Card Number: 62

Habitat: Land

Description: As the name suggests, this is a musical enemy. It's actually a fat maraca shaking enemy that is immune to ability attacks. You can try inhaling or simply just jumping over them to avoid them when attacking doesn't prove successful.

CHILLY

Ability: Ice

Information Card Number: 20

Habitat: Land

Description: These are enemies in the disguise of snowmen, they will naturally use snow for an attack. Use an ability or just inhale them to get the Ice ability if needed.

DROP

Ability: None

Information Card Number: 45

Habitat: Air/Land

Description: The name describes the action would be the best case here. These small enemies like to linger above your head and drop unexpectedly on Kirby's noggin. The overall best way to avoid them would be to wait for them to drop, and then pass by and kill them.

EMP

Ability: Ice

Information Card Number: 67

Habitat: Land

Description: An odd name for a penguin, these guys are actually frightened to death of Kirby, which is why they run for their lives whenever you approach them. They serve no threat to Kirby and are strictly for ability purposes.

FISHBONE

Ability: Cutter

Information Card Number: 53

Habitat: Air

Description: I like to call these the "Arrow" enemies, as they are shaped as 3 arrows and fire at Kirby whenever he comes within range of them. They can be inhaled for the cutter ability, or you can just avoid them.

FLOPPER

Ability: None

Information Card Number: 42

Habitat: Land/Water

Description: These fish can jump out of nowhere unexpectedly, or they can just flop on dry land, but either way they aren't a very big hazard. The only real danger I found with these enemies is when they flop out of holes unexpectedly, otherwise they can be defeated rather easily.

FLORA

Ability: None

Information Card Number: 75

Habitat: Air

Description: A simple, yet slightly dangerous floating flower that floats along through the air, if Kirby is hit by it, he will lose some health, but these are really no hazard when Kirby is on dry land.

FLUTTER

Ability: None

Information Card Number: 70

Habitat: Air

Description: A simple bird that floats around in the air, not a big danger, but still something to look out for. They can easily be defeated via inhaling or using an ability.

FRIGIS

Ability: Ice

Information Card Number: 54

Habitat: Air

Description: I feel these are actually a big hazard to Kirby, as they constantly drop ice balls down on Kirby as he walks by and there really is no way to avoid them without inhaling them before they get to you. These are pretty much like Burnis enemies only Icy.

GABON

Ability: None

Information Card Number: 30

Habitat: Land

Description: I refer to these guys as "Bone Throwers" they are blue, mean, and they throw bones at Kirby from a distance. However, despite the 2x hazard they have, they can easily be defeated up close with a simple ability or inhale.

GALBO

Ability: Fire

Information Card Number: 63

Habitat: Land

Description: These fat creatures are too slow to move, so instead they sit on their stoop and spit fire at you. Beware, these things can be a great danger if you don't know when they are about to attack. If you see one of these, stay at a distance and attack, otherwise, you are bound to be hit.

GHOST KNIGHT

Ability: Needle

Information Card Number: 58

Habitat: Land

Description: 2x the hazard are what these guys are. They are almost impossible to attack because of their long sword and armor they wear. If you see one, be sure you jump over it at a distance and attack from behind, otherwise you are most likely to never get a hit in.

GLOM

Ability: None

Information Card Number: 22

Habitat: Holes

Description: Ever seen a pesky frog? Now you have. These large green toads hide out in holes in the background waiting for Kirby to pass by, so they can chomp him up and spit him out. If you see a pair of white eyes in a black hole, beware, because you know there is a glom inside.

GLUNK

Ability: None

Information Card Number: 18

Habitat: Land/Water

Description: These jellyfish creatures perch themselves onto land or on top of a ceiling and even underwater and fire little bombs at you from the spouts on their heads. These are good to suck up and use as ammunition but they can sometimes be pretty tough to conquer if approached the wrong way.

GOBBLIN

Ability: None

Information Card Number: 26

Habitat: Background

Description: These cactus like enemies linger in the background of the desert levels snapping at Kirby each time he walks by. These things can only be gotten rid of by inhaling them when they snap. Beware of strange looking cacti in the background, it may be a Gobbler.

GORDO

Ability: None

Information Card Number: 14

Habitat: Air/Land

Description: Indestructable is the word that describes these black balls of fury. They have a round black ball for a body, 2 eyes and a whole bunch of spikes surrounding them. They cannot be killed or inhaled so don't bother to try. You'll just have to avoid coming in contact with them.

HACK

Ability: Rock

Habitat: Land

Information Card Number: 51

Description: You will very rarely come into contact with these things, but when you do, you will have a hard time avoiding them. They are nothing but a large stone hammer, and they will shop Kirby down quicker than a blink of an eye if you aren't careful.

I3

Ability: None

Information Card Number: 32

Habitat: Air

Description: You remember those anvils with eyeballs on them, well they are called I3s. When you come near one, it will drop attempting to crush Kirby, but if you let it drop and wait for it to come back up and run under it as it goes back up, you can avoid getting

hit. You can also try floating on top of the I3 to pass over it in some cases.

KACTI

Ability: Needle

Information Card Number: 60

Habitat: Land (Desert)

Description: These smiling Kacti are anything but happy when it comes to Kirby. Kacti are mainly found in desert areas, but they have been known to be found in other rural areas, beware, and don't be fooled by the innocent look on their faces.

KANY

Ability: None

Information Card Number: 27

Habitat: Water/Land

Description: This cranky crab walks around, mainly in water areas, clipping it's claws trying to attack Kirby. They are rather easy to defeat and aren't a big threat to Kirby in the long run. Just inhale them or use an ability to remove them from your path.

KAPAR

Ability: Cutter

Information Card Number: 43

Habitat: Blocks/Platforms

Description: These little green guys like to linger on platforms and mainly blocks. They have a golden crown, and when Kirby comes near, the crown will be throw at Kirby as an attack. Kapars are one of the 2x hazard enemies due to this crown attack. You should immediately inhale these things or just all out avoid them if possible.

KEKE

Ability: None

Information Card Number: 72

Habitat: Air

Description: When you think of witches, you think of Keke's. These creatures fly around on broomsticks and have no attacks or abilities, they are pretty much just pests that can easily be taken care of with an ability attack or a quick inhale.

KING DEDEDE: MINI-BOSS

Boss for World: 1, Level 3

Description: King Dedede has been inhabited by the evil dark matter and will steal the cystal shard from Kirby as he tries to get it. He will then fend off against Kirby due to the Dark Matter. Once you

eventually dodge his attacks and hit him a few times with an ability, the Dark Matter will flee from his body and he will act stubborn and not join you until he sees the gang leaving, then he will finally decide to join the gang.

MAGMAN: BOSS

Boss for World: 4

Information Card Number: 5

Description: Magman comes in 2 phases, the first being his lava hill phase the 2nd being his 3 attack phase. Magman can be easy after you learn the pattern in which he attacks. He will be cowering in the background when you first start. Inhale the fireballs that pop up from the lava and save them. He will send up lava piles toward you. Once you have a clear shot, spit the fireball at the lava pile to do some damage on Magman's health meter. He has multiple of these type of lava pile attacks. Sometimes 3 piles will come and destroy anything on those 3 platforms. Other times, the 2 piles will curl over onto the platform they are next to, and sometimes the piles will come randomly and life the platforms into the air. Avoid these attacks and continue to inhale fireballs and spit them at these piles. Once all the health is gone, the first phase of Magman will be defeated. Magman will now appear in the foreground and attack you himself. You will now be able to run to the right, so do so. Magman has 3 attacks in his 2nd phase. One is where he shakes making several rocks fall from the celing. You can inhale these and use them as ammunition against Magman. The next attack he has is his fire breath attack. He will start to shake and then inhale his breath. The ONLY way to avoid being hit by this attack is to go near Magman's body, but don't touch it, and duck down (press down). His final attack is where he forms into a liquid puddle of lava and then moves across the room and releases fire enemies into the air. Inhale these and spit them at Magman when he reforms. Continue to do those 2 attacks and he will be defeated.

MAGOO

Ability: Fire

Information Card Number: 68

Habitat: Lava Pits

Description: You will mostly only find this enemy in lava pits in fire levels. It hops up and down out of the lava and can easily be avoided by a simple float over it. Or you can always use an ability on it if you choose to do so. They are somewhat of a threat, but not a big hazard.

MAHALL

Ability: None

Information Card Number: 23

Habitat: Underground

Description: These enemies are quite easily noticeable, as they are the only ones with green tops sticking out of the ground! They will pop out unexpectedly as Kirby nears them, so keep on the lookout

for green objects on the ground.

MARIEL

Ability: None

Information Card Number: 31

Habitat: Land

Description: A 3x hazard enemy! This is one of the most dangerous enemies you will find in the game. It begins as a ball of Dark Matter, and when Kirby nears it, it will grow legs and turn into a spider, that's the 2x hazard. And to top it all off, if you inhale it, and eat it, it will take off some health, making it one of the most dangerous enemies in the game. Just use an ability to kill it, and remember, don't eat it.

MAW

Ability: None

Information Card Number: 44

Habitat: Air

Description: These are actually found up in the clouds. Whenever Kirby passes under them, they will drop down and try to gobble up Kirby as an attack. The only way to avoid a Maw is to run quickly underneath it, or slide underneath it.

MITE

Ability: None

Information Card Number: 40

Habitat: Underground

Description: These are one of the most pesky enemies I've seen in any game! When Kirby comes near them (which is totally random, it can be at any spot in the ground), they pop up and start crawling. Just jump over them to avoid them, as they are everywhere.

MOPOO

Ability: None

Information Card Number: 80

Habitat: Air

Description: This white spherical creature is located up in the clouds and moves upward and downward in a similar fashion as Bronto Burt. These are rather easy to avoid and don't pose any real threat to Kirby.

MUMBIES

Ability: None

Information Card Number: 78

Habitat: Air

Description: This floating sphere seems harmless from a front view, but once Kirby has his back turned, Mumbies starts to follow and attempts an attack. So be careful, if you see one of these, keep in mind that it will turn mean once Kirby has his back turned.

N-Z

Ability: None

Information Card Number: 10

Habitat: Land

Description: For some reason, you won't find many N-Zs around the game except for in the early worlds. They are black, have pointy ears and are a great danger to kirby if they come in contact with him. Kill them before they harm you.

NOO

Ability: None

Information Card Number: 47

Habitat: Air

Description: These white, spherical enemies pose no threat at all to Kirby. They can be inhaled, avoided, or destroyed by using an ability, whichever you choose. It's best just to avoid them, because they contain no abilities or anything.

NRUFF

Ability: None

Information Card Number: 66

Habitat: Land

Description: This enemy looks sort of like a pig or hog of some type. It will run from behind or from the front, and sometimes unexpectedly. NRuff's can pop up from nowhere, so keep on the look out for a giant brown hog coming from behind.

PEDO

Ability: Bomb

Information Card Number: 46

Habitat: Walls/Water

Description: This Bomb enemy pops out of walls and sometimes in water filled areas. Don't try to hit it with an ability or it will explode, harming Kirby. Instead, just try to avoid these things as best as you can and you should remain safe from harm.

PIX: BOSS

Boss for World: 2

Description: First off, there are 3 different colored orbs (Red, Green, Blue). You must first avoid these 3 orbs' attacks until you reach the

top of the statue. Jump and float as much as possible until you reach the top of the statue, that way you will get hit less by the orbs' attacks.

Once at the top, you will now be able to attack the orbs.

There are 3 different colored ammo. Red, Blue, and Green.

You need to inhale a color and then hit that orb which matches the ammo. color. So if you have red ammo. you have to hit the red orb with it. This is very tedious, as the orbs also attack you while you try to hit them.

It takes 2 hits for each orb to break. Once an orb is broken, it will become transparent. The orbs will also change their attacks each time, so it's not always the same thing. Once all 3 are gone, they will blow up, killing Pix.

PLUGG

Ability: Electric

Information Card Number: 57

Habitat: Land

Description: These Plugs will hop up and plug into the ground causing an electrical current to flow to the left and right of the enemy. If Kirby comes within this electrical radius, he will be harmed. It's best to eliminate these guys before they jump up and plug into the ground.

POMPEY

Ability: Rock

Information Card Number: 50

Habitat: Land

Description: These volcano headed enemies are a double hazard due to their constant firing of molten rocks out of their heads. Avoid these if possible or inhale them for a rock ability, they aren't all that dangerous, but you should be careful of them.

POPPY BROTHERS JUNIOR

Ability: Bomb

Information Card Number: 24

Habitat: Land

Description: This little guy may be small, but he sure can toss those bombs. You will find Poppy Bros. Jr. scattered everywhere throughout the game. Avoid his bombs and inhale him to obtain the bomb ability, or just kill him, you decide. He isn't a big threat if you just keep clear of the bombs.

PROPELLER

Ability: Ice

Information Card Number: 21

Habitat: Air

Description: Another one of the "harmless" enemies would be the propeller,

a purple floating blob in the air which doesn't attempt to attack Kirby, but is valuable for it's ice ability. So if you need some ice, suck this guy up.

PTERAN

Ability: None

Information Card Number: 77

Habitat: Air

Description: These don't pose much of a threat to Kirby, but they can be pesky. As their name suggests, they are pterydactls (purple ones) and they follow Kirby around as he moves. Just avoid them or kill them to get rid of them. They can become rather annoying after a while.

PUNC

Ability: Neelde

Information Card Number: 39

Habitat: Land

Description: You will come in contact with these in the early levels of the game. They are green, they have spiky shells and they curl into a ball and roll when Kirby comes near. Inhale them for the needle ability, or just simply jump over them to avoid them.

PUPA

Ability: None

Information Card Number: 79

Habitat: Air

Description: These are catipillars cocooning into butterflies from the look of things. They hang by a string and can only be defeated if the string they hang by is destroyed by using an ability or just jumping through it.

PUTT

Ability: None

Information Card Number: 76

Habitat: Land

Description: These guys have only one task, and that is to crush Kirby. In some levels, you will find large boulders coming at you, Putt is the one rolling them. To kill these guys, float over the boulder they throw and inhale/use an ability to kill the madman behind it all.

ROCKN

Ability: Bomb

Information Card Number: 61

Habitat: Underwater

Description: These bluish tornados of fury can be a big hazard if they aren't properly taken care of. Inhale or use an ability when you see these things underwater to get rid of them before they do the same to you.

ROCKY

Ability: Rock

Information Card Number: 11

Habitat: Rooftops

Description: Rockies are very sneaky enemies. They will sit on top of ledges or rooftops and wait for Kirby to walk underneath, and then they will roll off attempting to crush Kirby. Whenever you pass under structures, look up and make sure these things are nowhere in sight before you pass under.

SANDMAN

Ability: None

Information Card Number: 41

Habitat: Underground

Description: These tannish colored enemies sort of "blend in" with the color of the sand, but are easily noticeable due to their dark eyeballs. They pop out of the sand, but they cannot move. They serve no threat whatsoever to Kirby unless he runs into them. Inhale, use an ability, or just all out jump over these guys to get them off your back.

SAWYER

Ability: Cutter

Information Card Number: 55

Habitat: Land

Description: A sawblade enemy! These things look exactly like sawblades, only with an eyeball in the center. Inhale them for the cutter ability or just destroy them with an ability if you don't want to deal with them. They are pretty harmless unless they actually touch Kirby.

SCARFY

Ability: None

Information Card Number: 65

Habitat: Air

Description: Very deceiving air dogs are what Scarfies are. When Kirby is looking in the direction of a Sparky, it will seem like a cute, innocent dog head, but once Kirby turns his back they become vicious, mean, and everything in between. Beware of these, as they are pretty hard to kill unless you have the right equipment.

SHOTZSO

Ability: None

Information Card Number: 15

Habitat: Background

Description: Yes, the cannons count as enemies too. These cannons are all over in the backgrounds of levels, they will fire cannonballs at Kirby as he passes by them. They cannot be destroyed so don't bother, you will just have to avoid their shots.

SIR KIBBLE

Ability: Cutter

Information Card Number: 29

Habitat: Land

Description: You will find Sir Kibble dressed in an armor suit, and he is no good Sir, let me tell you that. He will throw boomerangs and other odds and ends at Kirby until he hits him, by inhaling these guys you will acquire the Cutter ability.

SKUD

Ability: Bomb

Information Card Number: 13

Habitat: Air/Land

Description: This is a rocket ship that will launch when Kirby comes near. It will then fly through the air and home in on Kirby as he moves. These really aren't that dangerous and can easily be taken care of with a quick inhale or ability attack.

SNIPPER

Ability: None

Information Card Number: 33

Habitat: Underground

Description: These hide underground in sand/desert areas. When Kirby passes over one of them, it will come up and try to gobble down Kirby and spit him out. Be cautious of these dangerous enemies and make sure none are within Kirby's site before proceeding.

SPARK-I

Ability: Electric

Information Card Number: 16

Habitat: Air

Description: These are shaped as diamonds, and are inactive until Kirby comes near, that's when they open up and shoot out electricity. Suck them up for an electric ability, or just use an ability to get rid of them.

SPARKY

Ability: Electricity

Information Card Number: 73

Habitat: Land

Description: They look cute, but these electric droplets are far from cute. Don't try to kill/inhale them when they are attempting to attack you, because you will fail. Instead, inhale/kill them when they have no electric barrier around their bodies.

SPLINTER

Ability: None

Information Card Number: 25

Habitat: Land

Description: These non-living spiky logs are a great hazard to Kirby. They are found in many places and will greatly harm Kirby if one rolls into him. Be careful and make sure none of these are within range of Kirby because they cannot be destroyed.

SQUIBBY

Ability: None

Information Card Number: 36

Habitat: Underwater

Description: These transparent enemies will put up a defense of ropes from their head whenever Kirby comes near. They are very easy to get rid of, but are also a high hazard due to their defensive attack, be careful of these.

TICK

Ability: Needle

Information Card Number: 48

Habitat: Land

Description: These snowball looking enemies are a very high hazard, especially when Kirby is above them. They will make the point on their head greatly expand to poke Kirby in the rear end, make sure you don't stand on top of one of these guys.

TURBITE

Ability: Electric

Information Card Number: 56

Habitat: Sand Pits/Desert

Description: These claws will come up out of sand or desert areas, mainly in ditches and try to claw up Kirby and spit him out while he crosses. Beware of these things, as they look like antlers of a deer, you can't miss them.

WADDLE DEE: MINI-BOSS

Boss for World: 1, Level 1

Description: Waddle Dee was an enemy in past Kirby games, and this time he is taken over by Dark Matter and you will have to fend off against him early in the game. He has several attacks, one being where he blindly runs into the wall releasing stars that Kirby can use for ammunition. He cannot see where he is going because the Dark Matter eyeball has inhibited his body. Once you defeat him, he will become the first friend in your gang.

WALL SHOTZSO

Ability: None

Information Card Number: 71

Habitat: Walls

Description: These are mounted on the sides and tops of walls. They shoot out fireballs or cannonballs, and are basically the same thing as Shotzso's only on the wall. They cannot be destroyed, only avoided, just jump over the shots they deal.

WHISPY WOODS: BOSS

Boss for World: 1

Description: Whispy Woods makes his return, and he is still the same old tree, out to get Kirby. You are placed on the outer part of a round circle with Whispy in the middle. He has pretty much the same attacks, with some new ones in store. He will shake apples from the branches of his trees, he will spit fireballs at Kirby, and he will bring up his ever so famous roots to attack Kirby as well. To defeat him, first kill all his "mini trees" he sends out, and then go after the roots he pops out of the ground. Once his health bar is empty, he will be defeated and that's that.

YARIKO

Ability: None

Information Card Number: 69

Habitat: Platforms

Description: These are probably the most annoying enemy I've ever seen in any game, ever! They are little cavemen looking enemies that stand on platforms throwing arrows at Kirby, they almost never miss their target and it makes you look foolish. Kill these guys in any which way you can.

ZEBON

Ability: None

Information Card Number: 81

Habitat: Air

Description: This is really what I would consider an enemy, it should really be classified as a friend, considering it does help you. These green blobs with faces linger in the air, and when Kirby jumps into one, it will launch Kirby up to a safe place. I don't know why they classified these as enemies.

ZOOS

Ability: Electric

Information Card Number: 59

Habitat: Air

Description: These electric balls will float around in the clouds shooting off electric bolts at Kirby. Inhale them for some electricity, kill them with an ability, or just avoid them, you choose.

=====

V. COMBINATION LISTING

=====

What is a combination?

You can combine abilities gained from enemies. To do so, you'd first Inhale an enemy (with an ability) and eat them using Down. This now equips Kirby with that enemies ability. To use it, you'd use B. This is called a 1ST LEVEL ability or a SINGLE ABILITY. You can also combine similar or different abilities for 2ND LEVEL abilities, which are far stronger than the 1ST LEVEL ones.

To combine a SINGLE ABILITY with another SINGLE ABILITY to make a DOUBLE ABILITY, here's what you'd do...First, (when you have a single ability equipped), take your 1ST LEVEL ability above your head (C-Up) and throw it at the enemy of choice (which has the ability you wish to combine with). This should kill the enemy, leaving a DOUBLE ABILITY lying on the ground, Inhale it and swallow to gain the new DOUBLE ABILITY. I've listed the combinations possible below for each type of ability.

Total Number of Abilities: 7

Total Number of Combinations: 28

Total Number of Abilities + Combinations: 35

FIRE COMBOS

Fire + Nothing = Fire Spin
- Kirby spins as a fireball into oncoming enemies or boxes, he basically destroys everything he comes into contact with.

Fire + Fire = Super Fire Spin
- Enhanced Fire Spin, Kirby will have a bigger flame radius and will travel much farther.

Fire + Needle = Fire Arrow
- Kirby will make his body into a bow and launch a flaming

arrow at anything that comes into his path.

- Fire + Cutter = Fire Saber
- Kirby equips a flaming saber (sword) and swings it at anything in his path, very cool.
- Fire + Electric = Fire Head Kirby
- Press and hold down "B" to conduct electricity which will cause Kirby's head to become a flaming ball. It will wear off after a few seconds.
- Fire + Bomb = Fireworks
- Kirby will spin in a ball of fireworks, and anything within the radius of his fireworks will be destroyed.
- Fire + Ice = Ice Melter
- Kirby forms into a block of ice and a fire starts melting the ice, as well as destroying enemies/blocks within range of the fire.
- Fire + Rock = Volcano Head
- Kirby's head will change into a volcano and he will fire rocks out of his head until B is let go of.

BOMB COMBOS

- Bomb + Nothing = Bomb Throw
- Kirby will throw a single bomb at an enemy or an item or obstacle that gets in his way, blowing it up.
- Bomb + Bomb = Bomb Rockets
- Kirby will launch up to 3 rockets that explode when they hit their destination.
- Bomb + Cutter = Bomb Ninja Star
- Kirby will throw a Ninja Star which is really a bomb. It will blow up anything that it's thrown at.
- Bomb + Fire = Fireworks
- Kirby will spin in a ball of fireworks, and anything within the radius of his fireworks will be destroyed.
- Bomb + Rock = Dynamite
- Kirby throws out a massive stick of dynamite that blows up a HUGE radius. I don't really like this combo because it takes too long and it can harm Kirby. However, if you press DOWN when using this, Kirby will put on a hard hat making him immune to damage, but I still prefer not to use it.
- Bomb + Electric = Light Bulb Kirby
- Kirby will become a glowing light bulb, and after a few seconds he will explode and shatter into pieces. Those pieces will destroy anything they hit.
- Bomb + Ice = Explosive Snowman
- Kirby forms into a snowman that is actually a bomb. After a certain amount of time, the snowman (Kirby) will explode

or when it runs into an enemy it will explode.

Bomb + Needle = Black Spike Kirby
- Kirby will turn into one of the black spike enemies and explode after a few seconds, which causes all of the spikes surrounding his body are fired off, killing any enemy they hit.

ROCK COMBOS

Rock + Nothing = Rock Kirby
- Kirby will turn into rock and destroy all enemies he comes in contact with, press B to break out of the rock. When he's rock, he walks very slow.

Rock + Rock = Super Rock Kirby
- Kirby will triple in size and turn into rock, he will destroy anything he comes into contact with, he also walks a bit faster with this.

Rock + Fire = Volcano Head
- Kirby's head will change into a volcano and he will fire rocks out of his head until B is let go of.

Rock + Cutter = Morphing
- Kirby will become a solid block of rock, then sculpt himself into a random animal, such as a bird, a rat, a cat,
a fish, etc. Each one of these can do it's own thing, such as the bird will fly.

Rock + Bomb = Dynamite
- Kirby throws out a massive stick of dynamite that blows up a HUGE radius. I don't really like this combo because it takes too long and it can harm Kirby. However, if you press DOWN when using this, Kirby will put on a hard hat making him immune to damage, but I still prefer not to use this ability.

Rock + Electric = Bouncing Electric Rock
- Kirby will make a huge boulder into a bouncing ball by giving it some electric juice. The boulder will explode when it comes in contact with something.

Rock + Ice = Curling Stone
- Kirby will turn into a curling stone and will curl quite a way killing all enemies in his way until he stops on his own, or stops by pressing "B."

Rock + Needle = Drill
- Kirby will take out a moving drill and follow along with it as long as "B" is held down. Once "B" is let go of the drill piece will be released and fly forward.

CUTTER COMBOS

- Cutter + Nothing = Boomerang
- Kirby will throw his head as a boomerang at any oncoming enemies or obstacles in his way.
- Cutter + Cutter = Super Boomerang
- Kirby will throw an even larger amount of his body into the boomerang, making it larger and also giving it some Needles around the edges.
- Cutter + Rock = Morphing
- Kirby will become a solid block of rock, then sculpt himself into a random animal, such as a bird, a rat, a cat,
a fish, etc. Each one of these can do it's own thing, such as the bird will fly.
- Cutter + Bomb = Bomb Ninja Star
- Kirby will throw a Ninja Star which is really a bomb. It will blow up anything that it's thrown at.
- Cutter + Fire = Fire Saber
- Kirby equips a flaming saber (sword) and swings it at anything in his path, very cool.
- Cutter + Electric = Light Saber
- Kirby will equip a light saber (sword) swinging it at anything that gets in his way. To put it away, press down.
- Cutter + Ice = Ice Skating Kirby
- Kirby will put on Ice skates and whenever you jump, he will do a tornado twirl killing all enemies within range. To take the skates off, just press "B" again.
- Cutter + Needle = Scissor Hands Kirby
- Kirby's hands form into 2 large scissors or clamps allowing high reach for airborne enemies.

NEEDLE COMBOS

- Needle + Nothing = Needle Kirby
- Kirby shapes his body into a bunch of needles like a porcupine.
- Needle + Electric = Lightning Strike
- Kirby will make his head into a Needle that attracts a large bolt of lightning, it will kill anything that near Kirby.
- Needle + Fire = Fire Arrow
- Kirby will make his body into a bow and launch a flaming arrow at anything that comes into his path.
- Needle + Bomb = Black Spike Kirby
- Kirby will turn into one of the black spike enemies and explode after a few seconds, which causes all of the spikes surrounding his body are fired off, killing any enemy they hit.

- Needle + Ice = Icy Snowflake
- Kirby will form into a giant snowflake made out of ice. All enemies within range of this giant icy snowflake will experience instant death.
- Needle + Rock = Drill
- Kirby will take out a moving drill and follow along with it as long as "B" is held down. Once "B" is let go of the drill piece will be released and fly forward.
- Needle + Cutter = Scissor Hands Kirby
- Kirby's hands form into 2 large scissors or clamps allowing high reach for airborne enemies.
- Needle + Needle = Swiss Army Kirby
- Kirby will release 5 sharp objects (long ones) from his body [Compass, Pencil, Corkscrew, Ice Pick, Cactus] and anything that is within the range of this porcupine of objects is destroyed.

ELECTRIC COMBOS

- Electric + Nothing = Electric Ball
- Kirby is surrounded in a ball of electricity and will destroy anything that comes in his path.
- Electric + Electric = Electric Orb
- Kirby meditates and creates a huge orb of electricity that surrounds his body making him immune to anything that comes within the radius of this electric orb.
- Electric + Rock = Bouncing Electric Rock
- Kirby will make a huge boulder into a bouncing ball by giving it some electric juice. The boulder will explode when it comes in contact with something.
- Electric + Needle = Lightning Strike
- Kirby will make his head into a Needle that attracts a large bolt of lightning, it will kill anything that near Kirby.
- Electric + Cutter = Light Saber
- Kirby will equip a light saber (sword) swinging it at anything that gets in his way. To put it away, press down.
- Electric + Ice = Refridgerator
- A 2 for 1 ability! Kirby turns into a refridgerator (hence electric + ice) and will spit out food items which he can eat for health, and if the door of the refridgerator hits an enemy, it will be killed.
- Electric + Fire = Fire Head Kirby
- Press and hold down "B" to conduct electricity which will cause Kirby's head to become a flaming ball. It will wear off after a few seconds.

Electric + Bomb = Light Bulb Kirby
- Kirby will become a glowing light bulb, and after a few seconds he will explode and shatter into pieces. Those pieces will destroy anything they hit.

ICE COMBOS

Ice + Nothing = Icy Circle
- Kirby will spin in a circle shooting out icy breath freezing any enemy within range of the circle. This freezes the enemy into an ice block which you can push into other enemies.

Ice + Electric = Refridgerator
- A 2 for 1 ability! Kirby turns into a refridgerator (hence electric + ice) and will spit out food items which he can eat for health, and if the door of the refridgerator hits an enemy, it will be killed.

Ice + Bomb = Explosive Snowman
- Kirby forms into a snowman that is actually a bomb. After a certain amount of time, the snowman (Kirby) will explode or when it runs into an enemy it will explode.

Ice + Rock = Curling Stone
- Kirby will turn into a curling stone and will curl quite a way killing all enemies in his way until he stops on his own, or stops by pressing "B."

Ice + Needle = Icy Snowflake
- Kirby will form into a giant snowflake made out of ice. All enemies within range of this giant icy snowflake will experience instant death.

Ice + Fire = Ice Melter
- Kirby forms into a block of ice and a fire starts melting the ice, as well as destroying enemies/blocks within range of the fire.

Ice + Cutter = Ice Skating Kirby
- Kirby will put on Ice skates and whenever you jump, he will do a tornado twirl killing all enemies within range. To take the skates off, just press "B" again.

Ice + Ice = Giant Snowball Kirby
- Kirby will roll himself into a giant snowball and will continue to roll until he hits a wall or an enemy or when "B" is pressed.

You should always try different combinations, and use the suitable ones applicable to the environment you are playing in. For example, if you need to fight flying enemies, you'd want to use the huge clamps, which are capable of killing flying enemies. So it's up to you to use your best judgement when it comes to abilities.

VI. SECRETS/CODES

Below are a collection of codes, hints, tips, and secrets compiled with my knowledge of the game as well as contributions by readers.

Codes

Thanks to Kwitswaiping Ourcohdz Avohlt:

If you collect all crystals in the game (the number on your file select screen should say 100%), you will be able to check out two secret modes: Boss Battle (Bosubuchi) and Movie Viewer (Zenbu Miseru). Like the name suggests, you can fight all the bosses in the game in Boss Battle. The Movie Viewer lets you watch all the cutscenes in the game in order.

GAMESHARK CODES (THANKS TO CMGSCCC.COM)

1E	Enable Code (Must Be On)	DE000400 0000
1M	Master Bryan's Activator 1 P1	D0098AB4 00??
2M	Master Bryan's Activator 2 P1	D0098AB5 00??
1D	Master Bryan's Dual Activator P1	D1098AB4 00??
1	Infinite Lives	800D6F4F 0009
2	Infinite Health	810D6E50 40C0
3	Max Stars (Press L+R)	D0098AB5 0030 810D6E60 0000 D0098AB5 0030 810D6E62 001D

Hints/Tips

- Always search for stars. The more stars, the better chance you have of getting an extra life. Always keep your eyes peeled for stars.
- Always remember to collect the Crystal Shards in each level, or playing the levels are just useless.
- Try out different combinations, the more you try, the funner the game is. Don't just stick with one basic ability, experiment with the 22+ Combinations you can make in this game.
- 1UPs are very important here, collect as many of them as you can, some of them are hidden in levels, some are gained from the closing game, and some are gained just by filling up your STAR METER.
- Getting lost in this game is almost nearly impossible. You only move left and right, and there are no forks in the road, just one straight path, if you follow my walkthrough correctly, you should have no trouble with getting lost.
- Watch your HEALTH METER. Always keep a watchful eye on your HEALTH METER, because you don't want to get far in a level and then die because you didn't know your health was low.

=====

VII. FREQUENTLY ASKED QUESTIONS

=====

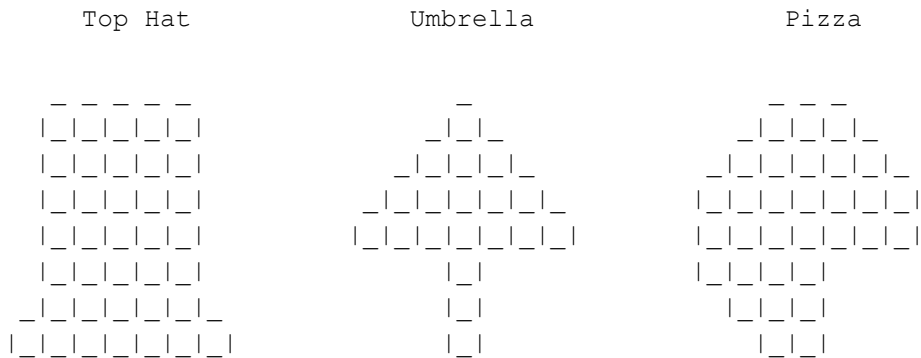
Q. Isn't Adeleine a Female?

A. Yes. Due to human error, I recently referred to her as a Male all throughout this FAQ by accident. I have fixed all occurrences of that gender reference so there is no longer a need to report it to me. However, if you find any remaining occurrences of this error, please report it to me ASAP, thanks.

Q. For World 4, Level 3, how do I draw that picture to get the shard piece?

A. This is one of the toughest, if not THE toughest puzzle in Kirby 64. There are 3 items which can be drawn, an umbrella, a pizza or a top hat. The way you

draw it is crucial if you want to get it right. You will be drawing the picture using the blocks and inhaling all the others around the picture. Inhaling doesn't always work, as you will inhale too many blocks at times. Use any possible way to get rid of the blocks. Here is the diagram for each picture, thanks to Devin Morgan:



Q. Do you have any codes for the game?

A. All codes I have are in the "Codes" section, so please don't ask for any others, because I don't have any more than what you see.

Q. What's the difference between the US and JP versions of the game?

A. The only real difference is that in the JP version, the "Sushi" food item has been replaced with a "Sandwich" in the US version. The menus are also in Japanese in the Import, naturally.

Q. Are there 4 player games in Kirby 64? I can't find them.

A. Yes, there are 3 mini-games you can play as Multiplayer games or solo.

Q. How does the game save (i.e. - What is it's Save System)?

A. Kirby 64 has in-game memory saving. There are 3 save slots in the game, and you cannot use the memory pak to save/backup your game.

Q. Is the Expansion Pak required to play?

A. Nope. You don't need the Expansion Pak to play Kirby 64.

Q. Are some of the Planets classified by their names?

A. Each planet's name relates somehow to the environment of that planet's levels. Such as Shiver Star has snowy, ice filled levels, hence the SHIVER in the planet name.

Q. Who are those 3 guys Kirby fights, and then they become Kirby's friends?

A. Their names are: Waddle Dee (Red guy), King DeDeDe (Guy in the robe), and Adeleine (Painter Girl). You will fight them (against their will) and when

you defeat them, and rid their bodies of the evil matter, they will be your allies throughout the rest of the game.

Q. Do I have to get 100% in order to face the final boss?

A. Yes, If you have 99%, you still can't face the final boss, you must collect every last one of the 72 crystal shards in order to get 100% and face the final boss.

Q. How many worlds are in the game?

A. 6 Worlds, Ripple Star, and the main boss Planet.

Q. What does X + X combination make/do?

A. See the combination list in this FAQ to see what each combo does.

Q. When was Kirby 64 released in the US?

A. June 27, 2000.

Q. What makes the game so fun?

A. Probably the combination factor of the game. You can make 28 unique ability combinations in all, as well as 7 normal abilities, making a grand total of 33 abilities (including combos) very interesting to experiment with.

Q. I've heard from other people and other site reviews that this game is meant for the younger age groups, is this true?

A. It depends on what you consider a "childish game." The game isn't very easy, but the design of it is a bit toward the "childish" side.

Q. Should I buy this game?

A. If you liked past Kirby games, you'll love this one. If you aren't into platformers much, I suggest you skip over this game.

Q. How do I beat Level X on World X?

A. Read my walkthrough, if I don't have it done yet, I will soon.

Have any more questions? E-mail them to DScott@vfaqs.net, and if any one specific question is asked multiple times, it shall be added in this FAQ. Thanks for the support.

=====
VIII. INFORMATION
=====

Credits and Sources

Jeff "CJayC" Veasey - <http://www.gamefaqs.com>

For posting this FAQ on GameFAQs and for running this excellent site.

Kirby 64 Instruction Manual

For the story of the game.

Dingo Jellybean - <http://www.vfaqs.net>

For being one of the very few honest, hard-working and inspirational FAQ authors out there. Thanks for all the inspiration.

Devin Morgan

Gave me the diagrams for the 3 pictures in World 4 - Level 3.

Contact Information

Have any comments, questions, suggestions, complaints, contributions, praise, constructive criticism, or anything else about this FAQ (or any of my others?) Please contact me via one of the following, and I'll get back to you as soon as I can. All questions asked that have already been answered in the guide will be ignored:

E-mail Address: sdallas19@yahoo.com
ICQ Number: 100893080

Webmasters

Want to host this FAQ on your website? Please contact me via one of the above methods and send me the URL of your site, and I'll give you the terms I have for webmasters hosting my guides. If you post this (or any of my other FAQs) guide on your site without asking first, your host and/or ISP will be contacted and notified of your illegal actions.

=====
The latest version of this document can always be found at:

GameFAQs - <http://www.gamefaqs.com>
dallasMac - <http://www.dallasmac.com>

=====
Copyright 2000-2001 Dallas Scott. All Rights Reserved.

-EOF-

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