

Kirby Super Star Great Cave Offensive Walkthrough

by dancingcabanaboy

Updated to v2.0 on Dec 23, 2005

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| KIRBY SUPERSTAR |
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| THE GREAT CAVE OFFENSIVE Walkthrough |
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v2.0

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UPDATES

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4-7-02: Not a lot here except the old-walkthrough-update craze I've been lately. There were some glaring errors, yes, so those have been rectified, and I've also added my e-mail address to the Intro and Notes section. So carry on about your normal business and pay the minor additions no mind.

INTRO AND NOTES

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This is my introduction to this walkthrough. I have this section in every single one of my walkthroughs because there's usually something about it that might cause confusion if I don't bother to explain it. That said, here are the things that might cause confusion if I don't bother to explain them:

- ** If you need to look up something in the controls, it's probably in the Basic Concept section. Look for anything in the FAQ first before contacting me.
- ** And speaking of contacting me, the address for that is as follows: <eubanks1084@hotmail.com>. E-mail there for any information relating to the game, suggestions, complaints, requests, or tips you have that are relevant and can be added to this document. I always answer my mail, and I never have a lot to answer anyway, so show me the e-mail!
- ** I figured it'd be easier to do a walkthrough for Kirby Superstar in separate sections for each game so that you can find what you're looking for without as much hassle.
- ** Since there's nothing befuddling about the intricacies of the game, let's do this bubba!

BASIC CONCEPT

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The basic idea of The Great Cave Offensive is finding treasure. This is all a big treasure hunt, nothing more, nothing less. There are bosses who will occasionally attempt to stop you, and you will have to beat them to continue. Here are some controls that are good to know:

- + Y inhales and exhales objects. If you want to swallow an object or monster that you inhaled, press Down on the D-pad.
- + Tapping forward twice allows you to run.
- + Up on the D-pad opens treasure chests.
- + Press X to view which treasures you have obtained.

The Great Cave Offensive is listed as having a difficulty of four stars out of five (****).

LOCATIONS OF ALL TREASURES

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For this section I will list the treasures in number order (they are numbered on the treasure chart), the value of the treasure in gold, and then how to receive that treasure. Some are harder to get than others and will require longer explanations. Pay close attention so that you don't get overly confused.

1) Gold Medal

VALUE: 10000G

Swallow the Fighter at the beginning of the second room and gain his power. The Gold Medal is just over the cliff in front of you.

2) Gold Coin

VALUE: 1000G

Kill one of the two flower monsters in front of the pillar ahead of the Gold Medal. The top block will break away to reveal a door. Go in the door and swim to the bottom. When you open the chest, the Gold Coin will go in your inventory.

3) Whip

VALUE: 6800G

Leave the room where you got the Gold Coin and move forward. You will see three bomb blocks. Only destroy the first and third blocks - the second will create a wall of lava and you will have to go in a door and then return to this area to get rid of it. If you successfully cleared a path to the Whip, go in the hole and break the blocks. The Fighter's power will help you achieve this faster.

4) Crystal Ball

VALUE: 200000G

Don't attempt to collect this without the aid of a human ally. If you have the Fighter power, get rid of it so you can have a friend's assistance. Swallow a bird and get the Wing power. Climb down the ladder and open the first door. In this chamber with the two buttons, have your friend stand on the one to the right while you open the door to the left and go through it. Summon him back once you are through both doors, then have your ally stand on the button below the next ladder. Go through the open door and then the next one. The Crystal

Ball is in the chest. If you get stuck anywhere along the way, go in one of the doors available to restart.

5) Lucky Cat

VALUE: 500G

Go in the water where the current drags you to the right. When you get out onto the first plateau, break the star blocks with your head and get the Lucky Cat in the treasure chest above.

6) Seiryu Sword

VALUE: 142000G

In the next room are some gray blocks that break when you walk on them. Do not break the middle one - you will need it to get the treasure. Go up and to the left and use either the Beam or Fighter power to break those bricks that are holding the sword. Backtrack and collect the treasure before the brick breaks and it falls in the lava.

7) Screw Ball

VALUE: 80000G

You need Beam to get this one. To the right of the Seiryu Sword, duck down to where the bomb block is and shoot it with the normal Beam attack. This will lead you to the Screw Ball.

8) Echigo Candy

VALUE: 8000G

To the right of where you got the Seiryu Sword, go up and break the ugly-faced block that blows up six more. Use either the Beam or Fighter ability to break more of them and find the Echigo Candy all the way to the right. You can save your progress in the room below where you obtain the Echigo Candy.

9) Zebra Mask

VALUE: 278000G

Near the door to the next room, break the blocks below to reveal the chest containing the Zebra Mask. Then go back to where you found the off-white bear enemy. Break the star blocks to the right of him with Beam and then eliminate the wall by using it on the ugly-face gray stone. Backtrack and go past where the wall once was. Get the Cutter power from the Poppy Brother with the boomerang and go to the right and up. The Zebra Mask should be there. Hit the bomb block to clear a path to the next room.

10) Star Stone

VALUE: 82100G

Beat the Hammer boss (he's really easy if you have Beam) and go to the right and up the ladder. Up the ladder to the left you'll see a cannon. Shoot straight up to make it into a small cell with the Star Stone, some meat, and a soda pop.

11) Beast's Fang

VALUE: 7300G

Go to the right from where you found the Star Stone and go all the way down the ladder. Kill the Cutter and Mirror enemies and find the spiky guys guarding the treasure chest. Eradicate the star block from a distance and obtain the Beast's Fang when it's safe.

12) Bandanna

VALUE: 1990G

Find the wall with bomb blocks on all sides of it (two on the left side and one on the right). Blow them up to get the Bandanna. If you have an

ability, make sure the Copy monsters don't steal it. This is hard, considering they're everywhere in this area.

13) Springtime

VALUE: 250000G

Near the exit is a platform hanging from a rope. Use either Cutter or Sword (which you can get in the next room) to cut the rope. You will find the chest holding Springtime, which is just a simple pink heart, in here along with a valuable 1-up.

* BOSS: WHALE *

Before you come in here, have Mirror as your ability and Sword for your computer ally's ability. There is a room that allows you to configure yourself in this way.

Use Mirror when he slowly approaches you and spouts water out of his blowhole, but use discretion and run away when you are about to get hit. Don't try to use the Mirror trick where you duplicate yourself and hit the enemy - too risky. Float away whenever he does anything except move forward and spout water, and try not to let stones fall on you. Your ally can do a good job of protecting you from plummeting boulders, and if he is dying and one falls on him, he will turn into the Stone monster! (Which is practically useless, but oh well!) It will take loads of perserverance to beat the whale - unfortunately, you do not have many lives with which to do so.

In the next room, ride the mining cart along the track and drop down to the room below.

14) Dime

VALUE: 10G

In the crystal room, go to the right and fall in the water. Swim down past the door in the middle and open the chest to get the Dime.

15) Glass Slippers

VALUE: 120000G

Break the bricks below the chest with the Dime and you will find the Glass Slippers and a 1-up.

16) Goblet

VALUE: 800G

Go in the door in the middle of the pool (above the Dime) and locate the save point and the tomato that heals you fully.

Then, from the save point, go in the room to the lower left and hit the pink button. This will create a waterfall with a pond below. Swim down and to the left to get the goblet.

17) Saucepan

VALUE: 10G

Even though this treasure is one of the El Cheapos, you still need to get it to get 100% on this mini-game. Swim all the way down after you get the Goblet and you'll notice a pink switch. Very carefully, hit the switch and swim like the wind to get the Saucepan before it falls in the pit. It isn't a far swim, and it's actually rather easy to catch - you just need to have quick thumbs.

18) Brass Knuckle

VALUE: 20000G

Go up and left after you obtain the Saucepan. Get rid of whatever ability you have and swallow the Crash monster. Use Crash in front of the door to open it. You will then be able to obtain the Brass Knuckle.

19) Amber Rose

VALUE: 22100G

Go to the left and up after getting the Brass Knuckle. Avoid the Crash and Bomb monsters.

20) Fish Fossil

VALUE: 8250G

To the right of the Amber Rose, hit the bomb block and go in the room to the right. Struggle against the current in this area and go in the door. The Fish Fossil is the one to the left.

21) Beast Fossil

VALUE: 24220G

The Beast Fossil lies to the right of the Fish Fossil.

22) Nunchuks

VALUE: 55480G

After you get the Fish and Beast Fossils, hit the bomb block and go up. You can't go through that narrow tunnel above your head, so go to the right and prepare to fight the Poppy Brother. Use whatever power you have to eliminate him. Once he's dead, the Nunchuks chest will fall from the ceiling.

23) Bucket

VALUE: 200G

After getting the Nunchuks, bomb the wall to the right. You will now have made a full circle through this area. Go in the door. This would be a good time to save and refill your health with a tomato.

Drop to the low level after the save point and go in the middle door. Swim up and get the Yo-yo ability - it will prove invaluable to you here. Kill the Cutter enemy so that he's not harassing you, then swim to the left and to the right. Paddle upward in the narrow space ahead until you reach the box with the Bucket.

24) Summertime

VALUE: 250000G

Hit the bomb block to eliminate the row of blocks below you. This will make a current that sends you up. Kill the Yo-yo monster and watch out for the Jet foe - if he charges into you at full speed, you'll lose your ability and have to chase it down. Below, you will have to hitch a ride on some moving platforms. Get the Tomato to the right of the first set, then board the left one in the third set and destroy the blocks with Yo-yo quickly. This will lead to Summertime, which looks exactly like Springtime except that it is green instead of pink.

25) 100 dollar coin

VALUE: 10000G

If you came in the room and swam down, you noticed a treasure chest and couldn't beat the waves in order to get it. Well, to get it, swim down after you get Summertime and let yourself flow with the current. Stay low, except to maneuver over the urchins. When you float in front of the chest, press Up to open it.

26) Ancient Gem

VALUE: 68000G

Exit the second door, get a Tomato, and save your progress. Go in the

third door and kill the Cutter. Float up as fast as you can to avoid having your power stolen by the Copy monster. Hit the pink switch and carefully guide Kirby to the left to get the Ancient Gem.

27) Falcon Helmet

VALUE: 41000G

Go down after you get the Ancient Gem and climb down the ladder cautiously (beware the Copies). Blast through the wall however you can to obtain the Falcon Helmet. I wonder if it belongs to anyone... :)

28) Dud

VALUE: 30G

Find the Popsicle that will refill your health minorly. From there, go down the ladder and kill the Copy (man, they're everywhere here!). Head immediately to the right and destroy the bomb block with Cutter, or Yo-yo if you still have it. This will let you get the Dud, an aptly named nuclear bomb. To the left are some helpful healing agents.

29) Truth Mirror

VALUE: 500000G

Once you have the Dud, go up the ladder and to the right. Go down and start moving against the current. Although it seems kind of futile at first, this will get you along. Tapping forward twice to run will help you attain it. Be careful not to hit the spikes or the urchins. At the end of the current you will earn the Truth Mirror - fortunately you don't have to travel along the current again.

Grab the Tomato and hit the bomb. Float with your puffy cheeks up and go to the left. Go in the door. You can give yourself Fighter, Wing, or Jet, or you can keep what you have and go forward. Yo-yo is a nice weapon to have for this battle.

* BOSS: COMPUTER PROGRAM *

Several windows will open, none of which can hurt you, but the enemy in the lower left one can. The first one to appear is a Slime. The Slime does not have much in the way of attacks. Just beat him relentlessly with whatever weapon you have (I used Yo-yo - took off 16 HP a pop).

A Dancing Doll will appear next. His attacks are minimal like the Slime's, but he can shoot a star that will knock your ability out of you. Use the same strategy that you used against the Slime.

The final enemy inside the window is a Witch. She can cast spells on you, such as an ice spell where she freezes you in a tiny block. Not much strategy is needed to overcome her either. It's useless to even keep track of the amount of hit points each enemy has, as they all die very quickly. When you beat them, some crazy crap that doesn't have anything to do with the game will appear in the top window, and you can go on to the door to the right.

In the next room, ride the trolley and all will be well.

After that, you will endure a long fall. Go all the way to the right and go in the super-sparkly door. This is a save point, so take advantage of the opportunity. Then, go in the door at left.

30) Star Tiara

VALUE: 408200G

Once you enter this room, don't hit the star blocks with cannons on them. Go all the way to the left to locate a safer way to the upper level. Kill the Ninja or steal his ability if you like it - I don't. Use the springs to find several items such as a Popsicle and a 1-up, among other things. Eventually you will find a door. Release the

urchins to the right so they don't bother you when you try to collect the Star Tiara.

31) Turtle Shell

VALUE: 800G

You'd better listen up, because this is going to take a while.

After you get the Star Tiara, leave the room. Go down to the lower level and head right from the entrance to this area. When you go in the door, climb up all the ladders and kill all the enemies, then head up the stairs in the next room while letting as few coconuts as possible jar your head. When you enter the next room, you will see the Hammer boss. Kill him without hitting the bomb block in the middle and then steal his power (it's best not to have an ally here - they're usually highly incompetent about not hitting delicate objects).

Now backtrack all the way to the first room. Keep the Hammer.

When you get to the original entrance, go left. Hit the stake in the next room and you will gain access to the next one.

Go down the elevator shafts in this newly opened room.

When you reach the next one, steal one of the Fire monsters' abilities and go in the door to the upper right. Fight the Ninja boss by rapidly blowing fire at him. This should do him in quickly, revealing a chest and some healing items. Get the healing items first or they will disappear. After you've healed, get the Turtle Shell. Yes! Finally! Move forward into the next room.

32) Sword

VALUE: 325000G

When you go in the next room after defeating the Ninja boss, make sure you have a Fire ally with you. Bust through the wall adjacent to the ceiling and get the Fire copy to burn the fuse, because all Kirby can use in the water is Water Gun. Quickly move up to the cannon. If you secure yourself inside in time, you will blast to the area just to the right of the cannon. While the Sword is the most valuable item in here, there are also several life-regaining objects, including a Tomato. When you have the Sword, go left and get the wall out of your way. Go to the left for a 1-up.

When you see the two doors in the upper left corner, go in the bottom one.

33) Warrior Shield

VALUE: 50000G

When you go in the door there are tons of enemies lining the ceiling and some water with an extremely fast current. To get to the small block with the Warrior Shield, just step right in to the water and keep holding Right on the D-pad to swim against the rapids. You should land primly in front of the Warrior Shield. Once you have obtained it, make sure to jump back in the water since the current can still push you into the pit.

34) Unicorn's Horn

VALUE: 80300G

Backtrack to the room just before the Hammer boss (with the falling coconuts). Blow fire at the bomb block just before the entrance to the Hammer boss and avoid the cannons. Move all the way to the right and you'll find the Unicorn's Horn.

35) Autumnntime

VALUE: 250000G

To get this treasure, you must be careful not to destroy the bomb block when you fight the Hammer boss. If the fight is successful and you did

not destroy the block, go to the right and hit the pink switch. Backtrack to the bridge. The Autumn chest will fall gently on top of the bomb block. Autumn, unlike its predecessors Springtime and Summertime, is orange.

If the bridge is destroyed, exit the room and then re-enter to "rebuild" it.

* BOSS: MINIATURE FIGHTERS *

Well, I can't think of anything else to call them!

If you still have the Fire weapon, use it. They can all be warded off easily as long as you're blowing a steady stream of flames. If you have the Hammer or a different weapon, however, avoid all their attacks. There are four of them in all, and they appear in different places when they spawn, usually where you are standing. Once you have overtaken them all, you can move on.

36) Rice Bowl

VALUE: 50G

Sounds like an annual college football game to me. But in this game it's actually a bowl containing rice. Take the Yo-yo power and move all the way to the top of the hill. Hold down and press Y to hit the bomb block, then ride the vehicle at the bottom (the spikes won't hurt you, I promise). You will be carted directly to the treasure chest that holds the Rice Bowl. Go back up to the door at the top when you have it.

37) Tut's Mask

VALUE: 160000G

Run across the blocks that disappear in this room. Some will land you on dangerous fire, some will not. Yo-yo everyone in your way. When you get to the top, find the treasure chest in the cramped chamber with the spikes and destructible blocks. Tut's Mask is in there. A bomb block will allow you to exit the other side, but you will have to backtrack some.

When you do, find the door that takes up two blocks. It will take you outside. Go to the save point. Save and heal, then return to this area.

38) Mr. Saturn

VALUE: 120000G

Another familiar Nintendo cameo here. After you get the Tut's Mask, go all the way to the left to find a door (avoid the fire). Kill the Microphone on the first level and ride the platforms up. Kill the Stone monsters also - you don't really want their power, do you? To the right is a door. Several Sleep icons are in here, and you will have to avoid touching them in order to get the treasure. The best thing to do is to run against the wind and try to jump over them. This will work in most cases. When you get the Mr. Saturn item, evade the Sleep icons as you move back to left. It's significantly easier when you're moving with the flow of the wind.

39) Armor

VALUE: 212000G

From the Mr. Saturn room with all the Sleep items, keep on going up until you find a door. Go to the left of that door to find the Armor.

40) Treasure Box

VALUE: 100000G

Some people just love stupid ironies like this one. I'm one of them.

After you get the Armor, go in the aforementioned door to the right. The place is decorated with stars and celestial objects that, although dim, can still hurt your eyes if you squint at them. Jump on the springboard and hang to the left. Hop on the one to the left and it will take you to the treasure box containing the Treasure Box. See? Irony! I love it!

The other springboard will land you a Tomato.

41) Mannequin

VALUE: 3000G

You will have to act quickly to snag this one or you will either have to die (if you missed the door) or retry (if you didn't). Tap Left on the D-pad madly once you enter the door, which is at the top of the big room and to the left against the wall. If you run and jump like the quick-witted little bugger you are, you can seize the Mannequin easily. Now get back in the door and you've got it in the bag.

When you get to the room with the Mirrors, either grab their power or keep your current one and go in the room at the top, where you can choose from Ninja, Wing, or Plasma, none of which are all that great. I recommend keeping Mirror or anything besides these three.

42) Gold Crown

VALUE: 528000G

You need Mirror and Stone to get this item. Get Stone as a CPU-controlled ally from the same room where you got the Armor. Go to the room with the Mirror enemies and let go of your Stone power to obtain Mirror. When you see the door on the top level, break the blocks that are past it. If you float over to where the hovering cat-like monsters are, the Stone ally will attack them. He will plunge into the water when he kills the one on the right, allowing you to go down. Find the door to the right and go in it.

Now in this room, you should see a treasure chest in the water. The current that flows up will not allow you to get it. Carefully, get rid of your Mirror ability, but DO NOT TURN STONE INTO MIRROR! To do this the easiest, go to the right and make sure your Stone copy is behind you, then let go of it. Press A to turn Stone into the Stone item, then get it yourself. Now use Stone on the bomb block. When you turn into a rock, statue, or what have you, you can sink quickly through the water while completely ignoring the force that sends you back up. Press Y to un-stone yourself and get the Gold Crown.

43) King's Cape

VALUE: 508000G

To get this treasure you need to have the Cutter ability. (Go to the section on the Model Ship - treasure #44 - for tips on how to find a Cutter. If you have not yet fought the fish boss you will have to in order to get the Cutter.)

Keep your Stone ally for this as well. His skills will be needed here. Once you have Cutter equipped on Kirby and you have a Stone copy, go back to the room where you got the Gold Crown and go in the door in either of the upper corners. The rooms are virtually identical.

Once you enter the door at the top of either room, go up to the top of the hill and cut the rope holding the ledge away. The Stone copy should hit the wooden stump automatically. When he does, you can go in the room with the King's Cape. There is a monster in here that fires beams that can be deflected if you use the Mirror ability provided. If you have Cutter, use the triple-Y attack on one of the urchins to kill the guy shooting lasers at you. The King's Cape is just above you.

* BOSS: FISH *

A fast-firing projectile is best for fighting this boss. Let it eat your ally, and use that time to beat the tar out of it with whatever ability you have (Mirror is good). It will blend in with the wall after a short time, and you will have to follow the ripples in the pattern on the wall so you know where he is at all times. If you don't have any idea where he is he will beat the stuffing out of you. Once his energy is fully depleted, go to the right and get the Tomato, then go in the door.

44) Model Ship

VALUE: 800000G

In the room with the Fire monster and the multiple cannons, make your way to the door in the upper left corner. Swallow the Fire guy and gain his ability, then find the door. You will see a pink switch. Like the Crystal Ball, this is one object you can't get without an ally's help.

Have a second player play as Fire and swallow the Cutter that you find. While he/she stays firmly planted on the switch, you make your way upward. Haul butt when the ally is summoned back to you, as you won't have much time to make it to the door. If you enter the door before the stone wall closes over it, you will be situated on the top of the castle in a heavy windstorm. The treasure box in front of you contains the Model Ship.

45) Sun Ring

VALUE: 800000G

In the room with the multiple cannons, fire away until you find a door in the upper right corner. The room inside is very dark - use Fire to blow on the candles and give yourself ample light to see by. There is a door in here that you will not be able to see without light. Once you find it, enter to obtain the Sun Ring. There is a Tomato under the ledge in case you need your life replenished.

Once you have this and all the other treasures in this area, exit the castle, save and heal, and go through the door all the way to the left. Ride the mining cart to the left and go through the door to make it to the new area.

46) Wintertime

VALUE: 250000G

Wintertime differs from its predecessors once again in color alone; this time it is gray.

Hit the pink switch in this new area to release a barrage of bird enemies. Enter the hole they come out of to face another onslaught. Kill them all before getting the treasure, then exit the hole and go all the way to the left in the door.

47) Katana

VALUE: 990000G

This one is REALLY hard to get. You need Jet to obtain it, and everything has to fall perfectly into place, because the wind here is mighty strong. Out of your three choices, take Jet and stay against the right-hand wall. When you drop down, tap Right on the D-pad really fast, press Y, and hold Down. If you do this correctly, you will drop to the treasure box with the most valuable item in the game, and a Tomato to boot! When you get it, go in the door opposite the wall and save in the room, then go in the door to the left. It's really hard to get this item, and usually whether or not you get it is a totally random occurrence.

48) Charm

VALUE: 8000G

Before you get to the three cannons, you should see a waterfall flowing down from a block that is lighter than the others. Drop down below this block and get the Charm from the box in the lake.

To get the next treasure, equip Jet and light the middle fuse with the Jet's fire. Jump in the cannon and take off to the next area.

49) Xmas Tree

VALUE: 40000G

Destroy all the bomb blocks except the bottom one and collect the tree when it falls. Go back through the door to get back to the cannons.

To get the next treasures, you'll need to go back to the room where you got the Katana and equip the Ninja ability. When you do that, go back to the cannons. Destroy the top star block, then destroy the others by executing a downward kick on the next one in line (jump, hold Down, press Y). Hit the dynamite switch on the far right. Run to the leftmost cannon and get ready to blast off.

50) Kong's Barrel

VALUE: 1500G

You should now be in a cloudy area. Float up and to the left to find the first door. You can walk/float through the areas with stars in a line, but it won't be very effective if you still have the Ninja power as you will undesirably stick to the wall. Get the Wing power just above you instead.

When you enter the room, hit the switch on the right to drop the treasure. The one on the left releases the urchins and you will have to re-enter the room if you want the treasure. Kong's Barrel is another example of one of those cameos that makes you want to groan.

51) Ramia's Scale

VALUE: 12800G

From the Kong's Barrel room, go to the upper right to find the room with Ramia's Scale in it. Ride the circling ledges and jump to the ledge with the treasure box when you see it.

52) Shiny Bamboo

VALUE: 600000G

Before you get this item, you should get the Tire (see item #53). Once you've gotten the Tire, go to the room with the Shiny Bamboo. To get to that room, find the Plasma item (don't get it) and drop down. It is the door above your head that holds the Shiny Bamboo. When you get the Wheel ally, float up with him and destroy the star block with your head to get it. Once again, get the Tire before you get the Shiny Bamboo.

53) Tire

VALUE: 1100G

To find the Tire room, find the column of stars opposite the Plasma item and move up. The door is right there.

Get Wheel and turn it into an ally, then get Wheel for yourself so you can have a good power. Once you hit the pink switch, hold Y and speed to the right. Jump over the small pit and hold Down so you don't hit your head when you move up the ramp. You should barely make it to the Tire, another one of the "ironic treasures." Go down the ladder and hit the bomb block all the way to the left to reveal a way out of that room.

54) Spirit Charm

VALUE: 78500G

Go up and left from the Shiny Bamboo room and through the wall. When you drop down, make sure not to get the Sleep item. If you're riding the Wheel (as you ought to be), you won't be able to get the Parasol. Go into the door on the other side of the wall. Immediately hop off Wheel (press A) and go down before any star blocks fall. Get the Spirit Charm, mount Wheel, and then leave. Since there is nothing else of value in this whole entire area, board the star to return to the save point. Save and heal, then go in the bottom right door.

55) Pegasus Wing

VALUE: 42800G

The cannons in this room are your only method for breaking the gray bricks. Go in the cannon directly to the right of the door and blast through the wall immediately to the right. Blast downward through the column and hit any wall except the one to the left once you see the chest. The Pegasus Wing is inside.

56) Raccoon Doll

VALUE: 8150G

From the Pegasus Wing's location, keep blasting to the left and then go down and to the right when you can. Enter the door and take the Wheel as an ally. When you fight the Suplex monster, hold Y and then turn around as soon as you hit him so you don't damage the Wheel. If he happens to get killed though, deal with him with whatever you have. When the Suplex insect is exterminated, the block barricading the Raccoon Doll will disappear. It would be wise to take the mini-boss's power right now, as it is EXTREMELY powerful. The only drawback is that it doesn't work on a lot of bosses :(

Once you have the Raccoon Doll, head left.

57) Shell Whistle

VALUE: 82000G

If you're using Suplex, you'll have to get rid of it. It still helps out as a powerful ally, though.

Find a bomb block to the left with a whole bunch of enemies in it. With your Cutter ability (oh yeah, get that while you're here) and the Suplex's massive physical strength, you can take out all the enemies except the urchin, who bounces rampantly inside the water. Avoid him and get the Shell Whistle when there's an opening.

58) Orihalcon

VALUE: 512000G

When you see Crash, get rid of Cutter and take his power. Use it to open the door so you can get the treasure. A bomb block will open up a path to the star. Let it take you back to the save point. Save and heal, then get Ninja from the Katana room and go in the middle door. Two treasures left.....

59) Platinum Ring

VALUE: 40000G

When you have Ninja, go in the middle door and drop down to the platforms hanging from strings. Cut down the one to the left and follow the path to find the Platinum Ring. One treasure left!

60) Triforce

VALUE: 800000G

This one's in the next room. Get Yo-yo's power and avoid all the springboards. When you get to the bottom of them and see the door, drop down even further and float down. Destroy the star blocks when you get to the bottom and descend to the lowest part to get the Triforce (the

last treasure! YES!). DO NOT TOUCH THE SLEEP ENEMY AT ALL! You want to keep Yo-yo. Go back in the door above the lowest springboard, which is the one just above the Triforce.

I would recommend having Bomb for this final boss and your ally being whatever - you can bestow Yo-yo upon him or give him one of the other two abilities in the room (Ice or Parasol). Either way, take a deep breath and proceed with caution.....

* BOSS: VODOO DOCTOR *

In all reality, your ally will basically be useless here unless controlled by a friend. The object is to hit the rock hand that materializes out of thin air. If you've played Super Smash Brothers and gotten to the end of the 1-player game, you ought to be familiar with a lot of these attacks, like slapping you and flicking you and beating you with his fist. In fact I think a lot of Master Hand's tactics are derived from this final boss.

You will probably only be able to hit the hand once with your weapon of choice, twice if you have the ally. You may even get in more salvos if you have quick thumbs. When the hand moves along the ground, float up in the air for safety. The face cannot hurt you.

After he dies, go in the door to the left. You will probably need the Tomato. Get in the trolley and take another ride, then ride the elevators in the next room. Enter the door you see at the top.

You may recognize this last room: it's the one you started the game in. Blow on the bomb block and then proceed to the left. When you board the star, you've beaten the game!

Congratulations on beating The Great Cave Offensive! Seven more mini-games left to go...

Look for my other works on this game coming soon! You can always find the latest version of any of my walkthroughs at GameFAQs.

CREDITS AND COPYRIGHTS

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Here are some of the beautiful people that have helped me get this far on this walkthrough:

** The creators of Snes9x, a brilliant SNES emulator. These programs make my job SO much easier! Thanks, guys.

** I guess Nintendo and Halcken for making this game.

** All the people who have permission to post this and have done so.

** Anyone who helped develop my writing talent.

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If you have any rational input to give me, do it at <eubanks1084@hotmail.com>. I answer all my mail, so send it this way postehaste!

The latest version of this walkthrough can always be found at GameFAQs.

Other than that, have a great day! Look for my other in-depth Kirby Superstar guides soon!

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