

Kirby's Dream Course FAQ/Walkthrough

by CWall

Updated to v1.6 on Nov 8, 2005

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KIRBY'S DREAM COURSE

For Super NES

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FAQ/Walkthrough by Christian Wall

Version 1.6 (Nov 8, 2005)

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To reach anything remotely fast in this FAQ, press CTRL F to use the search engine. Write the number and name of the topic you want to reach in the search box and you'll be there in a jiffy. If you want to reach the strategy of a specific hole, write for example: HOLE 2-5 if you want to reach the fifth hole on the second course. If you want to reach the same hole, but the extra course counterpart, write: HOLE E-2-5. Simple! Be sure to know about the in-game terminology before using the FAQ. That info can be found at several places in the FAQ and in the Demo Play of the actual game.

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1. INTRODUCTION

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Welcome to one of the few Kirby's Dream Course FAQs on the net. This is a very complete FAQ which will lead you to a gold medal on all courses in the game, including the extra courses. I don't think there is another FAQ with this information on the net, at least not today. That makes me a little proud. ^_^ You also find some other information like power diagrams, secrets and information about some game features. Dream Course is a very innovative golf game, which I've enjoyed to a high degree. On over 100+ imaginatively designed courses, you are to defeat enemies using Kirby as a ball, and in the end sink him in an ordinary golf cup. You will also get to use a vast amount of special abilities which have been featured in other Kirby games.

Be warned though, Kirby's Dream Course is a very difficult game. Don't be fooled by the fact that Kirby games often are very easy and because of its cute appearance. Just finishing it is much more difficult than your average Kirby game and getting gold medals will require several hours of your attention, believe me. I bought Dream Course about a year ago because I'm very much fond of the Kirby series. You may find it weird that I love Kirby as a nineteen years old heterosexual man, but I'm a pretty weird guy, so you shouldn't be surprised. Anyway, I probably fell for Dream Course because I really love the puzzle-like platform games. I usually only play these high-quality-real-mainstream-smash-hit-titles like Mario, Zelda and Final Fantasy. But when it comes to games like Super Monkey Ball and Kula World I seem to be a little different from the average gamer. I should play Lemmings, I bet I'd love it.

Even though I own a legitimate copy of the game, I decided to write the FAQ using a ROM. If you're aiming to get gold medals on all courses, then it's probably a good idea to download a ROM since you always can save states on the more recent emulators. Saving states at the beginning of each hole helps a lot. For legal reason, I will under no circumstances supply you with a rom. So don't e-mail me about it! Sorry about the long introduction and good luck with those gold medals. They are pretty.

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2. BASICS, ETC.

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Here I explain the basics of the game.

- Quick Information
- Controls
- 1P Mode and basic shot guide
- 2P Mode
- Terminology
- Power diagrams

The 1P Mode part is the basics part so to say. This information can also be found in the in-game Demo Play where things are explained much better than here. Information about the 2P Mode can however not be found in the game. If you want to play a two player game, read that section. The Terminology part explains difficult words used in the game and FAQ, and Power diagrams show how far you get when you shoot.

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Quick information

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System:	Super NES
Publisher:	Nintendo
Developer:	HAL Laboratory
Origin:	Japan
Players:	1-2
Genre:	Platform/Golf
Released:	1995

Kirby's Dream Course is a very innovative type of golf game which mixes the elements of the Kirby series with the elements of golf. There are more than a hundred different holes in the game where you are supposed to defeat enemies with hard and loose shots, high and low shots, straight and spun shots. The usual special abilities are also featured in this game which gives it even

more depths.

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Controls
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A: Fire the ball, give extra boost while bouncing
B: Hold to set where on the ball to fire combined with the control pad
X: Not used
Y: Hold to scroll around the hole combined with the control pad
R: Change direction by 45 degrees clockwise
L: Change direction by 45 degrees counter clockwise
Start: Pause the game
Select: Watch score boards
Right: Change direction by one degree clockwise
Left: Change direction by one degree counter clockwise
Up: Set a fly shot
Down: Set a grounder

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1P Mode and basic shot guide
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How the game is played

When you first start the game and choose 1P Mode, you sign in as a new member and you get to paint your symbol. Then you will get to the course selection screen. There is a number of courses with eight holes in each. On each hole there are a number of enemies. When you've directed your ball, Kirby, at all of the enemies except one, that last enemy will turn into a cup. When you've sunk Kirby in that cup, you get to move on to the next hole. When you've finished all eight holes on a course, you may be rewarded with a medal depending on how many shots you used. You cannot save your progress while you're on a hole. The progress will be saved everytime you've cleared an entire course, though. If you choose to exit a course while playing or if you get Game Over, then you must play through the course again.

The guide and the shots

When you begin playing, you will see a dotted line in front of Kirby. This is the guide and it points in the direction Kirby will be shot. Press down on the control pad to bring out the longer guide. The longer guide does not alter the shot in any way, its only purpose is for you to see the shot better. If the dotted line, the guide, runs along the ground, you have set a "grounder". This means that Kirby will be fired along the ground. Press up on the control pad and the dotted line will be different. Now you've set a "fly shot". When you fire Kirby, he will bounce along the guide. Fly shots are great for clearing chasms and other traps.

The power meter

When you decide to fire Kirby, a power meter will show up. The higher the meter is, the power will be used. If the meter gets completely filled up, it will turn pink and you will have performed a super shot. If you have set a fly shot, Kirby will follow the guide exactly if you managed to perform a super shot. Further down the FAQ, you'll find some power diagrams which shows you how much power you need.

Left/right spin

Both grounders and fly shots can be spun either to the left or right. When you prepare the shot, hold the B button and press left/right on the control pad. As you can see, the guide changes. If you perform a super shot, Kirby will follow the guide precisely. This is a great way to defeat enemies

which aren't lined up.

Top spin and back spin

Top spin means that the ball will advance quickly once it has hit ground for the first time. For back spins it is the other way around. A heavily back spun ball will go back towards its initial position. Only fly shots can get top or back spun. Set a fly shot and then hold B. Press up/down on the control pad to set how strong you want the spin to be. Up equals top spin and down equals back spin. You will see the guide changing depending on how much you spin the ball. When you're ready, press A and you will see a cursor going up and down on the ball. Press A when the cursor meet another cursor to make the ball go as the guide showed you. Top spins are great if you want the ball to go far or if you want to get up hills or over water. Back spins are sometimes even better, but for various situations. A good pointer for using back spin is the following. If you must use a fly shot to hit a cup, set a moderate back spin (press down three times). Fire the shot with slightly less power than you actually need and the ball will calmly bounce down the cup. Use this often.

Boost

You may think that you can't affect the ball once you've fired it, but that is wrong. If you press the A button at the right moments, the ball will get an extra boost and go farther. This doesn't work all the time. Try pressing the A button when Kirby bounces to the ground or when he bounces into an edge. Heed my warning though, Kirby's course may be altered this way. Boosting also seems to work if you need to get down from a cliff or into a cup. It gives you that extra millimetre of distance.

Tomatoes and lives

Everytime you start the game you have four tomatoes and two lives. These are always visible at the bottom-right corner of the screen. Every time you fire Kirby, you lose a tomato. You also lose a tomato if Kirby gets hurt. You get a tomato everytime you hit an enemy or drop down a cup, though. If you lose all tomatoes or fall off the course hole, then you lose a life. Additional lives can only be received when you score a hole-in-one (you clear holes by only using one shot). If you lose all lives you get Game Over and then you must restart the course you were on. Just make sure to hit at least one enemy for every shot and everything should go just smoothly.

Objects

Everything on the holes that are not Kirby or enemies are called objects. Be sure to learn what kind of effect all these traps and panels do. You can read about them in a special section of this FAQ.

Special abilities

There are ten special abilities in Kirby's Dream Course. You get them if you defeat certain enemies. You lose an ability if you lose a life, get another ability or finish an entire course. Further down in the FAQ, I present all of the abilities and on which holes you find them. Be sure to check out the in-game Demo Play to see amusing tutorials about them.

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2P Mode
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Explaining the 2P Mode might be a good idea. One may think that I should make a FAQ for all of those courses as well, but I won't. It seems pretty pointless since you must compete against another human player. There are no medals and you cannot get Game Over. No hole is difficult to reach either so you just have to settle with my explaining the basics here. You might get some pointers

out of it as well. The shots and most things are common between the 1P and 2P games so read the above section first if you aren't familiar with it yet. 2P mode will not be explained at all in the Demo Play so be sure to read the text below.

How the game is played

When you've chosen 2P mode you get to the course selection screen. Here you get to choose between four different courses with eight holes in each and when you've chosen your course you get to the Handicap screen (read more below). When handicap is set you get to the first hole. The game is played similarly to the 1P-game, but there are some differences to balance out the competition factor. You and your opponent take turns in shooting. When you have shot all of the enemies except one, that one will be turned into a cup. When either of you have dropped yourself into the cup, you will both move on to the next hole. The one who sunk his ball will get to shoot first on the following hole. Star points are calculated throughout the game (read more below) and the one with most star points when all eight holes are played, will be the winner. Ties may occur. There after, you will return to the course selection screen and you will get the chance to play another one. No progress will be saved and you don't need to have a member file to be able to play this. The 1P and 2P modes does not interact with each other and nothing can be unlocked by playing the 2P mode.

Handicap

When you've chosen a course, you'll get to the handicap screen. First you and your mate will determine who gets to shoot first. The one with highest number on the dice will get the privilege. Then you and he/she will get to set handicap. This is great if one of you is superior to the other. By setting a good handicap you can get rather even matches. By setting the markers far to the left it will be easy for that person and vice versa. If both of you are inexperienced set everything farthest to the left. That is how it works in the 1P mode. The different handicap factors are the following:

Shot Power: How far the ball will go with a certain amount of power. A player with the shot power set to easy will make his ball go much farther than a player with shot power set to hard.

Guide Length: The length of the dotted line in front of Kirby. This only goes for firing fly shots. If a player has guide length set to hard he will, on the guide, only see where Kirby's first impact point will be. He'll have to calculate the rest of them by himself. A player with easy will see many of the impact points and can with relative ease make successful spins. Only very experienced players should set it to hard.

Marker Speed: When firing fly shots, a marker will move over the ball just before you fire. Those who set marker speed to easy, will have a slow going marker, while the ones who prefers hard will have a marker which has gone completely bananas.

How star points are accumulated

As I said before, the player with the most amount of star points will win. In the upper part of the screen you will see how many star points you've accumulated on the hole and the lower part of the screen you'll see how many you've gathered on the course so far. When you hit an enemy it will turn into a star in the same colour as your Kirby and you will have received a star point. However, if your opponent rolls through the star you collected, it will change colour and he will have stolen it. By rolling through the star again, you can just as easy steal it back.

When all enemies are defeated, the cup will appear just as it does in the 1P mode, but something will be different. Two silver stars will be hovering above it. if you touch the silver stars you will get two star points, even

if you don't roll down the cup. If your opponent rolls down the cup he will of course have stolen the stars from you and your chances of getting them back are gone because you will move on to the next hole. Your star points will then be added to your total scores and there's nothing you can do about it. This star points system creates a very weird balance in the competition. You must try to get as many enemies as possible, but you must make sure that your opponent doesn't steal them from you. If he does, then you might want to take them back, but during the time your opponent might be heading towards the cup to conclude the hole and become a winner. Always check your and your opponent's scores and plan ahead all the time. You should always try to sink your Kirby in the cup because that will give you two stars and the privilege to begin on the next hole. Be smart and ruthless.

Energy and penalty

The tomato system from the 1P game is different. There are no lives at all so you can't get Game Over. Instead you have an energy meter with six units. You lose a unit every time you fire a shot, but you get one back for every enemy you hit. Not if you steal stars though. If you fall off the course hole, then you will lose several units. If you lose all units you will get a penalty next time it's your turn. Kirby will fall asleep and thus your opponent gets to fire two shots in a row. Avoid this because your opponent has a great chance to steal many stars and sink his Kirby. On the following turn, your energy will be replenished by four units. The same goes if you have no energy when your opponent sinks his Kirby. Units are also lost if you and your opponents crashes into each other.

Abilities, enemies and objects

You get to use abilities in the 2P mode as well. They work just like in the 1P mode, but there is one extra ability enemy. If you hit it, it gives you a random ability and it cannot be found at all in the 1P mode. Abilities can be used to injure each other and push each other down chasms. Be mean! If you fire your Kirby at your opponent's Kirby, you will steal his ability, but he will get yours in return. You will also push him, so be sure of what you're doing before you try something like that. You might push him into stars or enemies. There is also a special panel in the 2P mode which doesn't exist in 1P. It looks like a sun or a moon and if you hit it, you and your opponent's star points will be swapped. Only the points you have accumulated on the hole so far though. This means that if there is such a panel on the hole you're on, you can wait until your opponent has gathered all enemies and opened the cup. Then you can roll over the panel and down cup to steal all of his stars and all his hard work will be in vain. >)

Extra courses

There are one exception when it comes to the 1P and 2P mode never interacting and that is extra courses. The extra courses of 2P mode are unlocked at the same time as you unlock the ones in 1P mode. You must get at least a bronze medal on all courses in 1P mode to unlock these. Once they are unlocked you choose extra courses from the title screen. Extra courses are just like the normal ones, but the enemies are different and positioned differently. You cannot unlock these by only playing 2P mode.

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Terminology
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There is a certain terminology in Kirby's Dream Course you know before using the walkthrough parts. Here's a summary. This information can also, more or less, be found in the in-game Demo Play, chosen from the title menu.

Course - There are eight courses in the game and all of them contain eight

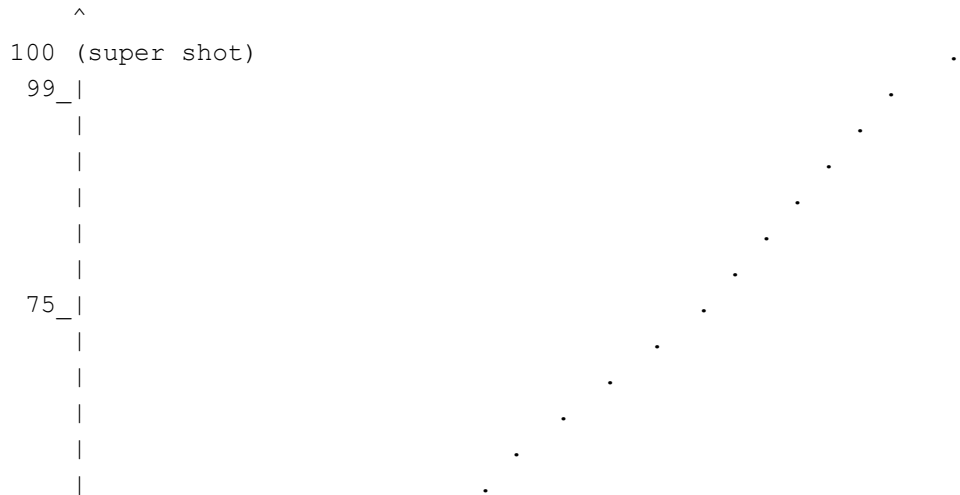
holes.

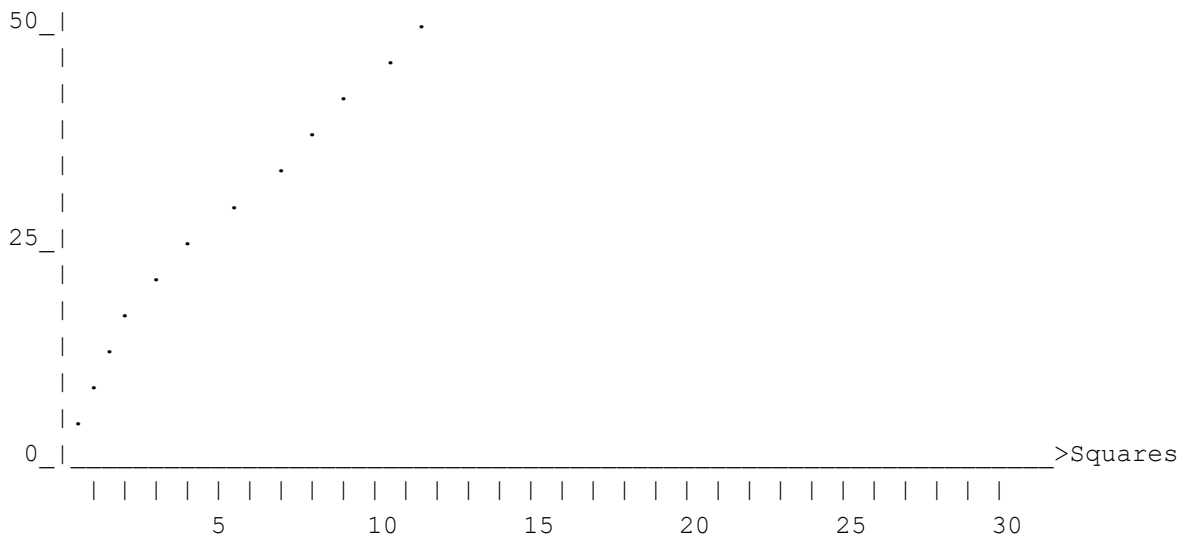
- Hole - There are eight holes in each course.
- Guide - The dotted line in front of Kirby. Kirby will follow this line exactly if you perform a super shot.
- Grounder - A shot which follows the ground. Just press down on the control pad if you want to do this shot.
- Fly shot - A shot which flies and bounces. Just press up on the control pad if you want to do this shot. Press A and you will see a cursor move up and down. Stop in the centre to shoot a natural shot. If you stop it above or below the centre you will perform a top spin respectively a back spin. Read more about them below.
- Super shot - If you shoot with 100% power so the power meter turns pink, then you perform a perfect super shot. If you manage to do this, your ball will follow the guide exactly.
- Left spin - Hold B and press left to bend the guide in that direction. The ball will follow the guide when you fire it. If you made a super shot the ball will follow the guide exactly.
- Right spin - Just as above, but the ball will bend to the right.
- Top spin - This only works when you set a fly shot. Hold B and press up and you will see the guide change. The impact points will move away from you. When you are about to shoot the ball, you will see the same panel. Press A when the cursor moves over the marked area or the spin will be different from the guide. Top spins are good if you want the ball to get far or if you want to jump on water. If you want to jump on water, be sure to set max top spin.
- Back spin - It works as above but you hold B and press down. Then the ball will not move as far. With a maximum back spin, the ball will move backwards after the first impact point. Learn this one.
- Power meter - A gauge which determines the power of your shot. The higher it gets the more powerful the shot gets. Stop it with the A button.
- Cup - When you've hit all enemies but one, the last one will turn into a cup. Sink Kirby down the cup to move on to the next hole.

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 Power diagrams
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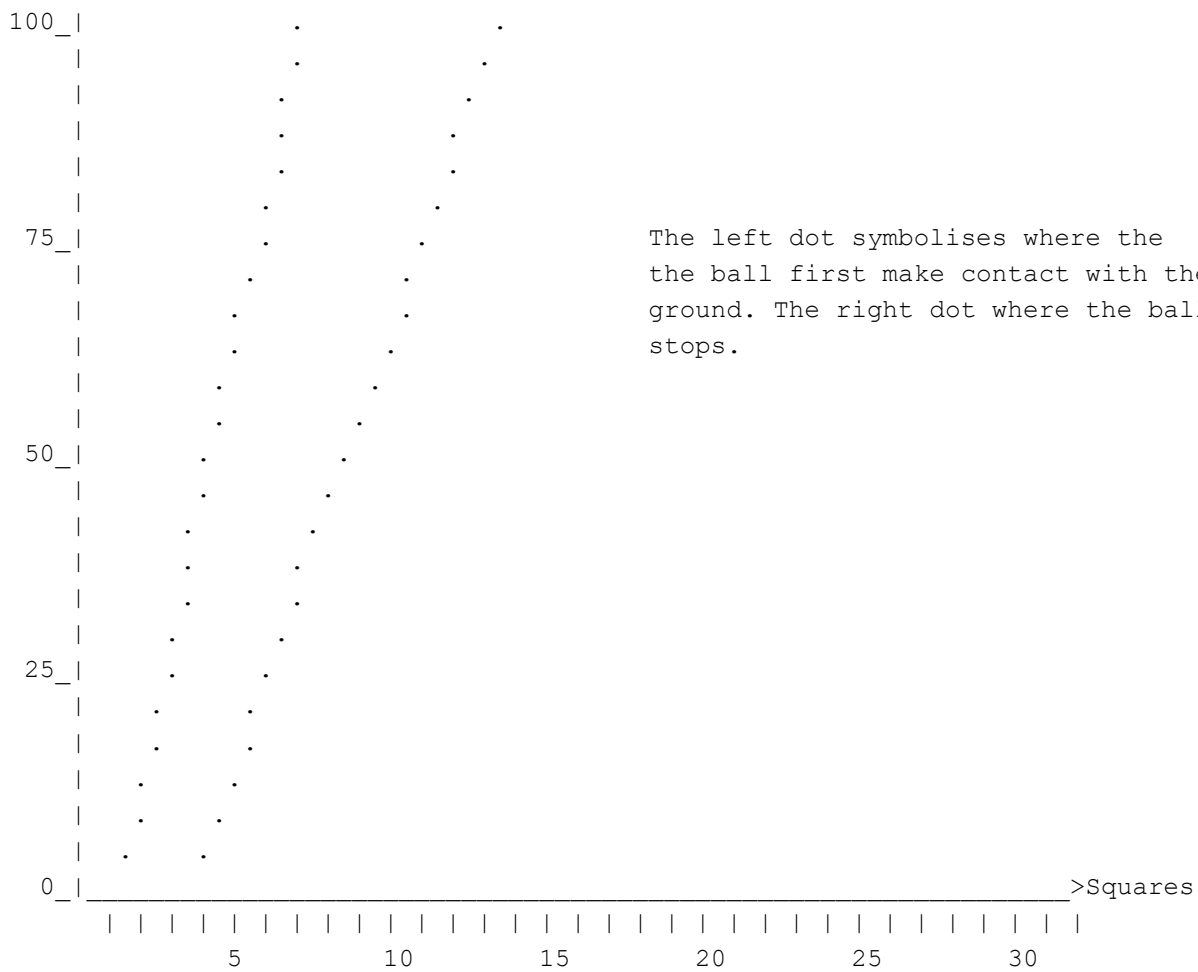
These are power diagrams which shows you how much power you need to get over a certain amount of squares. All holes are filled with squares on the ground. I use these as references. The left part of the diagrams are the power meter. The bottom part is amount squares. The first diagram is for the grounder and the second for the fly shot. All of the tests have been carried out on flat ground with neutral spin. The purpose of the diagrams is for you to know how much power is needed to sink a ball into a cup.

Power (Grounder, neutral spin, neutral ground level)





Power (Fly Shot, neutral spin, neutral ground level)



The left dot symbolises where the the ball first make contact with the ground. The right dot where the ball stops.

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 3. NORMAL COURSES
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This is the guide for all of the normal courses. My intention is to lead you to a gold medal on all courses. I've give you strategies so you can clear holes with as few shots as possible to my knowledge. You are of course welcome to contact me if you know of strategies to get lower scores. If the strategy I give you for a hole-in-one is too risky, I will also give you another one. Although, most strategies can be used even if you don't aim for any medal at all. You will also find the medal requirements and how many shots I recommend you to use on all holes. Those recommendations are very approx-

imative and should only be used as guide lines. Also, I always try to write if you should use a grounder or a fly shot. If I don't, then it's always a grounder. The same with boosting with the A button. If I don't say so, don't do it, just as you should not alter your angle if I don't tell you to.

Do remember, although I try to be help you as much as I could, getting gold medals is very, very difficult. It requires extreme timing and sometimes even luck. Even though you have my strategies, you must practice a lot. Using an emulator will help since you can save states in the beginning of every hole and try until you get it right. Oh, and you better familiarise with the game terminology. I explain all funny words I use in the FAQ below. All of these terms can be found in the "Demo Play" of the game. I really recommend you to try that before playing the game.

- Course - There are eight courses in the game and all of them contain eight holes.
- Hole - There are eight holes in each course.
- Guide - The dotted line in front of Kirby. Kirby will follow this line exactly if you perform a super shot.
- Grounder - A shot which follows the ground. Just press down on the control pad if you want to do this shot.
- Fly shot - A shot which flies and bounces. Just press up on the control pad if you want to do this shot. Press A and you will see a cursor move up and down. Stop in the centre to shoot a natural shot. If you stop it above or below the centre you will perform a top spin respectively a back spin. Read more about them below.
- Super shot - If you shoot with 100% power so the power meter turns pink, then you perform a perfect super shot. If you manage to do this, your ball will follow the guide exactly.
- Left spin - Hold B and press left to bend the guide in that direction. The ball will follow the guide when you fire it. If you made a super shot the ball will follow the guide exactly.
- Right spin - Just as above, but the ball will bend to the right.
- Top spin - This only works when you set a fly shot. Hold B and press up and you will see the guide change. The impact points will move away from you. When you are about to shoot the ball, you will see the same panel. Press A when the cursor moves over the marked area or the spin will be different from the guide. Top spins are good if you want the ball to get far or if you want to jump on water. If you want to jump on water, be sure to set max top spin.
- Back spin - It works as above but you hold B and press down. Then the ball will not move as far. With a maximum back spin, the ball will move backwards after the first impact point. Learn this one.
- Power meter- A gauge which determines the power of your shot. The higher it gets the more powerful the shot gets. Stop it with the A button.
- Cup - When you've hit all enemies but one, the last one will turn into a cup. Sink Kirby down the cup to move on to the next hole.

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COURSE 1
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Gold: 8-14	Silver: 15-19	Bronze: 20-26
1: 1 5: 1	1: 1-2 5: 1-2	1: 2-3 5: 2-3
2: 1-2 6: 1-2	2: 2-3 6: 2	2: 2-3 6: 2-3
3: 1-2 7: 1	3: 3 7: 1-2	3: 3 7: 2-3
4: 1-3 8: 1-3	4: 3 8: 3-4	4: 3 8: 4-5

HOLE 1-1

The very first hole in the game is actually rather easy to get a hole-in-one on. From the initial position, press L twice to aim at the northern most enemy. Do an ordinary grounder with a tad less than 75% power. It is definitely recommended that you score a hole-in-one here if you want that gold.

HOLE 1-2

The second hole is not that hard to hole-in-one either. Especially not if you play on an emulator. First press L three times and then right on the control pad three times as well. You will be aiming into a wall. Set a grounder and use 99% power. You are not supposed to get a super shot (the power meter becomes pink), but almost. If you've managed to do this exactly, Kirby should hit the northern most enemy first, roll past the cup and then roll down to it again. If you don't hit a hole-in-one it's not that bad. Remember, don't press A anywhere on this hole, if you use my strategy. There is of course another method to beat this hole, but that won't give you no hole-in-one. To use the other strategy, you should just aim at the first arrow with full power and the rest will unfold itself for you.

HOLE 1-3

Press down on the control pad to get the longer guide. Aim a grounder towards the hopping enemy with a cape. Use 90-99% of power, making sure you don't use a super shot. You will then hit the hopping enemy and the one below the hill. For the second shot, it's just to shoot the ball into the cup. The power depends on where the ball has landed, but it should be enough with a 30-40% grounder. Remember to not press A during the first shot because of the OB (falling off the stage) risk. Two shots are recommended for this one, but a hole-in-one is possible. The caped enemy gave you the jump ability and you will keep it until you lose a life or get another special ability. Press B to jump real high.

Recently I've received information about how to hole-in-one this hole from reader SimonC. Although I've typed up the strategy below in my own words, the strategy is almost entirely his. It's extremely difficult but works exactly like he has stated. First you press R once and right on the control pad seven times. Then you hold the B button and press right three times to create a moderate spin. You are to fire when the power bar is positioned exactly three bars from full. This equals just between full and 75%. When fired, Kirby will go through the hi-jump enemy and bump into the wall. As you hit the ground first time after bouncing into the wall, press A to get a boost. If performed correctly, you will hit the next enemy. Then you will bounce into a green edge and as you do, you press A to get another boost. You are not to boost any other times than these. Your speed to reach the cup will not be sufficient, so therefore you should use your hi-jump ability to jump straight into the cup. Activate the ability when there are two squares between Kirby and the green edge, but I believe it's best to experiment to reach the best result. A big thank you to SimonC for this strategy. Big thanks also go to readers Genis Irving, Richard Myrick and Nall Ruby who have also suggested methods for getting a hole-in-one here. Although a little different, they are all similar. The reason why I used SimonC's was because I got his strategy first and the very thorough way he described it in.

HOLE 1-4

Four enemies and all of them should be cleared in two shots if you ask me. You should begin by aiming at the first guy with exactly 50% of power. If you did this correctly Kirby should warp on the blue panel and stop almost exactly at the same spot as the second enemy. From there you should perform the second shot towards the two remaining enemies with a tad less than 50% power. That's

two shots and if it were to be three, don't go hang yourself. ^_^

Okay, so I've found out from readers Genis Irving, SimonC and Nall Ruby that a hole-in-one is pretty darn easy on this hole too. *Sigh*, I should've seen that. I use Nall Ruby's strategy, though. Note that you must bring the hi-jump ability from the previous hole for this strategy to work. Press R twice to aim into a wall and then fire a grounder with 50-75% of power. You will hit the first enemy and then head right into a tree. Activate the hi-jump ability when there is one square between you and the three. You will then head for the rest of the enemies. Be sure to hit the A button every time you bounce to actually get enough power to reach the cup. Thank you, all of you, for discovering my lameness!

HOLE 1-5

Here you have an extremely easy hole-in-one. At your initial position you're aiming towards the first enemy. Load a grounder at around 75% of power towards it. You will run through it, hit an arrow panel and get back to the start panel. When you roll over the centre of the start panel, press B to use your jump ability. You will then bounce to the next enemy and, with an at least 95% probability, bounce straight down the cup for a hole-in-one. I can't stress it enough - don't hit the A button.

HOLE 1-6

Another easy hole-in-one which is very much dependent on your skill. Shoot the ball with around 75% of power from the initial position. You will run over the two first enemies of which one gives you the parasol ability. The arrows will lead you off the upper path down to the cup. You should press B to use your parasol while you're falling. By pressing left and right on the control pad you will be able to control Kirby while slowly falling. Fall in a circular motion towards the cup and you'll have a great chance of scoring the hole-in-one. It takes some practice to be able to control the parasol ability, though, and the probability is very high that you must use two shots for this hole on your first tries.

If you want a hole-in-one on hole 1-8 you need to finish this hole with the hi-jump ability and getting a hole-in-one in this way is very difficult. Thank you Stephen for this strategy. It's extremely difficult, so don't do it unless you're off to perfect this game. From the initial position press R once and right nine times. Set a fly shot and hold B as you press left six times and down four times. Fire a 75% powered ball and you'll hit the lower head and then head into the warp. Now it gets tricky, really tricky.

Now you will roll down a minor hill. Activate the hi jump ability when you're at the upper part of of the hill. You'll hopefully jump to the next head. Press A as you hit the head, don't press A on your second bounce and you will bounce on the arrow panel for the third bounce. Press A as you hit the arrow and then for every bounce there after to even have a remotely chance of scoring. Thanks Stephen!

HOLE 1-7

A super easy hole-in-one. From the initial position, set a fly shot by pressing up on the control pad. Then set a full top spin by holding B and pressing up all the way. Fire Kirby with 100% power or slightly less using that top spin. You will hit the first enemy and bounce on the water towards the final two. To reach the cup, you must press A every time you bounce towards it. If you managed to perform the super shot, you don't have to press A just as frequently. You really should get a hole-in-one here because it is that easy.

HOLE 1-8

Definitely the toughest hole on the first course. I have two strategies for you, but let's begin with the good one. From the initial position, press L twice and you will aim towards a panel with a water drop on it. Once you roll on this thing, the lake will be drained. If you want to clear this hole with two shots, you must hit a grounder with absolute 100% power, a super shot in other words. The ball will drain the lake, roll through the pit and hit one of the enemies on the other side. The ball will attempt to go past the second enemy, so use the parasol ability (you got on hole 6) when Kirby is positioned two squares north-east of the second enemy. This will stop your fluffy friend. If you didn't manage to score that super shot, then it will be close to impossible to clear this hole in two shots.

Did you get all that? You now have two enemies left. You should aim towards the closest enemy, towards south-west. Shoot a grounder with 75-100% in that direction and you will then fly towards the cup. As you fall towards the cup, you should use your parasol ability and then carefully float to the cup using left/right on the control pad. It might be wise to use the parasol halfway through the fall. Getting into the cup using the parasol might take some practice, but once you get a hang of it, it's not hard and should only take two shots. I have another strategy for you. It's safer, but it will surely take three-four shots. From the initial position, you are to first aim towards the warp with a 100% grounder shot. You will warp to the enemy on the lower level, bounce into Whispy and get back into the warp. From there you should aim towards the water panel with another 100% grounder shot and also use the A button to bounce in the drained pit. There after, it is just to shoot yourself on the last enemies and cup.

Okay, so there is a way to get a hole-in-one on this hole, though it's almost impossible. Thanks Stephen for forcing me into this. ;) However, this means that it's possible to score a hole-in-one on every hole on the first course! You need the hi-jump ability from hole 1-6. Now, I had to adjust Stephen's strategy to make it work for me, but I'll give you his figures as well so you can try what works best for you.

From the initial position, press L twice and right five times (Stephen: six times). Fire the ball with a full power meter, but NOT a super shot. The water will be drained and you should hit A as you bounce the first time in the lake. The ball travel up the lake and the hill and then hopefully (but not probably) hit both head enemies. You are to activate the hi-jump ability just after (Stephen: a nano sekund before) hitting the second head and you'll hopefully get down the cup and the pit. After that it's just to use the A button to get down the cup. Can't give you any pointers. Use the force! Though Stephen says to hit A on your first bounce and then just watch to ball roll down.
Good luck!

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COURSE 2
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Gold: 8-14

1: 1 5: 2-3
2: 2-3 6: 1-2
3: 1 7: 1
4: 1-2 8: 1-2

Silver: 15-19

1: 1 5: 3-4
2: 3-4 6: 2
3: 1-2 7: 1-2
4: 1-2 8: 1-2

Bronze: 20-26

1: 2 5: 3-4
2: 3-4 6: 2-3
3: 2-3 7: 2-3
4: 2-3 8: 2-3

HOLE 2-1

A very easy hole-in-one will kick off this course. Press up on the control pad to activate a fly shot. Then it is just to fire with 75-90% power and you will hit the first two enemies. To safely bounce down the cup, you must press A every time you touch the ground to get extra boost. Less power means that you have to press A more frequently, but remember that you should only do it when you touch the ground. It's safest to shoot the ball with just above 75% power and remember: the ball should not be spun.

HOLE 2-2

We'll aim for two shots on this hole, but the probability is high that you'll end up with three. Read carefully so that you get everything right - it is complicated! The objective for the first shot is to take out the Sparky enemy and to land below or just south-west of the pumpkin enemy. Let's begin. Don't move from the initial position, just prepare a grounder. Get exactly 75% power and you'll break the Sparky enemy. Press B when you're just about to smash into a tree and you will instead break it and continue down the hill. As I said, you'll lie below the pumpkin for the second shot.

If you lie below the pumpkin or slightly to the south-west of it, then you have a good chance at sinking this hole in two shots. Prepare a fly shot to the north-east and you will aim at the enemy with a hood (Poppy Bros). Hold B and press down at the control pad to prepare a back spin. You will see the guide change and the impact points with it. You should alter the back spin so that the second impact point appears on the same level as you are currently standing on. You better read that sentence again. To see where the second impact point appear, hold the Y button. When you've altered the back spin enough fire the ball with 99-100% power. DO NOT press A on the first impact point, but DO it for the rest of them until the ball rolls down the cup.

If you appeared to the north-east of the pumpkin after the first shot, you must approach this a little differently. When you are about to begin the second shot, aim to the south-west and towards the enemy with a broom instead. Prepare a fly shot with a full back spin and fire with 99-100% power. You will first hit the pumpkin, land on the broom guy and continue backwards. If you press A every time you bounce you may be lucky and bounce down the cup which previously were the hooded enemy. If you miss that shot and have to shoot a third time to get up the hill (use a 50% powered grounder).

HOLE 2-3

After rain the sun is bound to shine, right? This hole is a real hole-in-oner. Press R three times and you will be aiming towards a switch panel (if you hit it, the squares will stop spinning). If you get a super shot grounder, you will with a 100% probability get a hole-in-one. That's just the way it is. If the meter isn't purple when you fire, you won't get it. But there is one other way. If you get slightly less than a super shot, you should try to press A as you bounce at the edges. If the timing is right you will get a slight speed boost, but be careful because the boost might make you overshoot the goal. Don't bounce against all three edges if you just barely missed the super shot.

HOLE 2-4

This is really easy if you use the A button properly. See the cloud guy with the nasty lighting attack? That's Kracko and he'll be bothering you a lot throughout the game. Prepare a grounder with 90-99% power without altering the initial position at all. Just before you pass below Kracko, press B to use that spark ability you claimed at the second hole and you will be safe from lightning. Thus you will continue down to the ground and run over a wheel enemy. You will get his power to, so press B before you stop and you will rush

forward in intense speed. You will actually run over two enemies in the process and expose the cup. An edge will stop you and then you will bounce towards the cup. Press A everytime you bounce and you have a very good chance at scoring a hole-in-one.

HOLE 2-5

I hate this hole. Sand bunkers! And water! I mostly get three shots on this hole, but I've come up with a strategy (a pretty good one) that will give it to you in two shots. It's complicated so read carefully. I will of course also present the ordinary strategy for you. Okay, to clear the hole in two shots, begin by pressing L two times and then left on the control pad twenty-two (22) times. It must be exact. You must also have the wheel ability from the previous hole. You will be aiming into a corner of an edge. Shoot the ball with 75-100% power and when it has bounced into the edge, activate the wheel ability with the B button.

Kirby will then drive over the lake and take out the broom enemy. He will continue over a hill, bounce into an edge and then roll down to take out another enemy. Now it's time for the second shot, but it requires some preparation. You must know that you can't shoot successful grounders on the sand. The ball will get stuck. There are two enemies left and they are not exactly lined up for you. If you did what I told you to do, you should stand a half square north-west of the enemy you just defeated. If you do, then set a fly shot and let the guide be above the octopus enemy in the middle of the sand. To be more exact you should let the guide touch the north side of the square where the octopus is standing. Hold B and press left once to spin the ball slightly. The amount of power you should use is just between 50% and 75%. The ball should then bounce on the octopus and then down the cup which appears. You shouldn't have to use the A button, but if my strategy doesn't work, give it a try.

So, you think that was a little too much? And you are quite happy with scoring three shots? Then we have two other strategies in store. From the initial position just shoot the ball with desired strength and activate the wheel ability right away. You will drive over the lake, crush the broom holder and the octopus, smash into an edge and land in the sand. From there you have two enemies left. Choose either and aim a 50% powered fly shot towards it. You will hit it and land near the edge of the sand. Then aim at the cup with another fly shot and about 95% power this time (or whatever you find suitable) If you don't like that wheel, you can be a little more conservative. From the initial position. Set a fly shot with maximum top spin by holding B and pressing up until it stops. Then fire the ball with a super shot or slightly less. You will bounce on the water and crush the broom guy and the octopus and land in the sand. Then it's just to shoot the two last enemies like I recently recommended. Note that this also takes three shots.

HOLE 2-6

Ha! This is one hard hole-in-one, but it is definitely possible. I've done it a few times, but miss most of my tries. I hope you are better at it. Well, you must have the wheel ability from the fourth hole or it won't work. Let's go through it all. From the initial position you are required to shoot a grounder with super shot power, 100% in other words. Just after the shot, you must immediately activate the wheel power. That will make Kirby drive through the sand and hit the parasol enemy just before going off the cliff.

Just when you leave cliff you press B again to activate your new parasol ability. Now you have three enemies left at three different levels of altitude and squares: an upper-most hooded one, a pumpkin in the middle and a rotating

head on the ground. You are to destroy them in that order by floating to them with the parasol. Use left and right on the control pad to steer the parasol. It will float by itself so you only have to keep track of its direction. You can't just float around hoping to get them all, you must do everything in a continuous motion and just barely touch the enemies before changing directions to the new one. See the floating as racing a car and the enemies as tight corners. By just touching the enemy you've kept the perfect line through the corner. Also think of the row of squares between the hooded and the pumpkin as the part of the road closest to the safety barrier. If you manage to follow this pointer, then you have a good shot at floating down into the cup, but most of the time you'll probably land just in front of it. Don't be sad if you give up at two shots. You have a very, very good chance at scoring gold anyway.

HOLE 2-7

Another difficult hole-in-one. Well not that hard, but you have to be pretty exact on the power meter. The green floor will break your course and make you roll to the north-west, just so you know. From the initial position, press left six or seven times on the control pad. Either works. Set a grounder and don't start the power meter before the big black ball is on its way to the left. You are to stop the power meter just between the 75% and 100% marks. You could also say three or four bars above the 75% mark. If you did this successfully without hitting the patrolling ball, then you will get hole-in-one. ^_-

HOLE 2-8

So for the last hole where a hole-in-one is very easy, but surprisingly hard to develop a strategy for. I want to say: press A when you feel it's right, but I suppose I must go a little more into detail. Let's go through it in theory first. In front of you, you have two octopuses. Those should first be hit and then you will roll down the hill towards an air vent. This vent will lift you up so you land on an enemy with a broom. After that it's just to bounce with the A button until you drop down the goal cup. You will be lifted farther and higher if you get onto the air vent from some height. Therefore, you should use the A button to reach that vent. Then we have the question about how the shot should be shot: the power and spin. If you are on with the A button, then you can use 99-100% of power with a neutral spin and still make it. You can also try to use some top spin to get higher up on the hill. Check the guide carefully. Naturally, you must use a fly shot. Practice with the A button. If you're good with timing just as you bounce, then you have a good shot at that hole-in-one. Oh, and be sure not to shoot yourself so hard up the hill so that you accidentally get shot by Kracko the cloud.

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COURSE 3
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Gold: 8-17	Silver: 18-22	Bronze: 23-29
1: 2-3 5: 2-3	1: 2-3 5: 3	1: 3-4 5: 3-4
2: 2 6: 1-2	2: 2-3 6: 1-2	2: 2-3 6: 2-3
3: 1 7: 2	3: 2 7: 3-4	3: 2-3 7: 3-4
4: 1-2 8: 2	4: 2-3 8: 2-3	4: 2-3 8: 2-3

HOLE 3-1

Believe me when I say that it took some time for me to figure this one out. I almost thought it wasn't even possible to clear it in under three shots. But here you'll get a two shots strategy. You could say that this hole consists of three different steps. You find one enemy on the first step and two enemies on

the third. The green floor you see everywhere will make you jump higher if you bounce on it. After your first shot you should be on the same square as the enemy on the first step, or at least very close to it. To get here from the initial position, set a fly shot. Hold B and push down twice on the control pad to set a slight back spin on the ball. Then fire the ball with 99% of power and you will probably bounce to the enemy on the first step.

Now for the much more difficult second shot. The trick is get to the third step directly from the first, without ever bouncing on the second. To do this, set a fly shot with a full top spin. Aim in a straight line towards the two last enemies and fire the ball with about 85-90% power (just between the 75% and 100% marker). You will first bounce on the centre-most trampoline in front of you and when you do, you MUST press A at the same time. If your timing was right then you will make a very long jump all the way up to the third step and the awaiting enemy. You will crush the first enemy right away and then bounce to the cup. There is one more problem. There is a slight chance that you will crush into the outer edge of the cup and land right next to it. To avoid this, try using the A-button to overshoot it intentionally. You will then continue up a hill, down it again and enter the cup from behind. Note that this strategy is pretty hard to pull off and you must be very exact with spin and power. The probability that you'll end up with three or four shots is high

HOLE 3-2

This hole is actually not as hard as it looks. If you scroll around the course you will notice three different abilities: hi-jump, parasol and spark. You actually get to choose which you are bringing to the next hole, but I really recommend hi-jump. This ability will help you on the two following holes. The ability you will bring along is the one from the SECOND enemy you beat. The third will turn into a cup, you know. I will describe how to get all three.

First for the recommended hi-jump then. From the initial position, press left 19 times and then fire a grounder with 80-99% power. You will by doing this roll to a blue warp which warps you to another blue warp. Then you roll to a series of conveyor belts which ultimately takes you to the parasol enemy. To get the hi-jump ability and there after hit the cup, aim a grounder towards the arrow behind the caped enemy. Stop the power meter just between the 50% and 75% markers. It's alright with a slight margin of error.

To instead get the spark ability (the right-most enemy) you should fire the first shot just as you did with the hi-jump. Then you will hit the parasol enemy first. To prepare for the second shot aim towards the arrow panel behind the spark enemy to the right. Set a grounder and stop the power meter just between the 50% and 75% markers. To get the parasol, which I definitely DON'T recommend, you must begin from the first shot again. From the initial position, press right on the control pad 19 times and then fire a 75-99% grounder. A series of warps and conveyor belts will ultimately take you to the spark enemy. For the second shot it's just to aim a grounder towards the caped enemy with a little less than 50% power. You will intercept and get the parasol and then roll down the cup in two shots. Do remember, take the hi-jump ability instead if you follow this FAQ.

HOLE 3-3

This is a hole-in-oner if you have either the hi-jump or spark ability. I also have a two hole strategy for you if you have neither of them. First the hole-in-oner. To accomplish this, it is very important that you press the A button every time you bounce on the ground or into an edge to get extra speed, especially if you have the spark ability. Begin by pressing R twice to aim into a hill. When you fire the ball with 99-100% power you will jump over an edge,

bust two enemies and carry on towards a tree. If you have the hi-jump ability you must press B when there are EXACTLY three and a half squares between Kirby and the tree. Then you will jump to the other side of the tree and hit the cup on the second bounce. If you have the spark ability, just activate it and you will crush the tree and, if you have used the A button enough, roll down the cup.

If you have no ability at all, then you will naturally crush into the tree by using this strategy. If you aim a fly shot towards the cup there after, then you have a good shot at making it with at least two shots for this strategy. If you want another strategy for two shots then read on. From the initial position, press L once and left three times. Fire a grounder with 99-100% of power. You will crush the nearest enemy, pass just by the tree, destroy another enemy and stop very close to the goal cup. Then it's just to fire a light ball towards the cup.

HOLE 3-4

You may believe me and you may think I'm full of it, but you can actually get a hole-in-one on this hole. It is very, very hard, though. Make sure that you got the hi-jump ability on hole two or it won't work. First let us go through it all in theory before you begin shooting. You will first beat the two enemies close to the start point. Then you will go up the conveyor belt towards the cloud. You must then be positioned on the left edge of conveyor belt. When the conveyor belt has taken you exactly halfway up the hill, you are to press B to jump and you will fly over the cloud and bounce on the other side of the hill. Depending on how far to the left you are on the conveyor belt, you can actually hit the B button a little after you've passed the centre of the hill. When you are about to bounce on the other side of the hill after the jump, you must press A at the exact time as you hit the hill. If everything has worked out for you, you will hit the hooded enemy high up in the air and then bounce towards the cup.

It's mostly about luck when it comes to getting down the cup. The spinning squares will give you such speed boosts that they might lead you down it. Try press the A button as you bounce if you feel that the odds are better. That's how it all works in theory. How to actually shoot the ball from the beginning? From the initial position, press L once and you'll be aiming into an edge. Shoot the ball with about 99% power and you will bounce into edges and take down the first enemies. To carry on to the conveyor belt, you must press A as you bounce into the second and third edge. There are no guarantees that you actually will stop on the left edge of the conveyor belt which is the criteria for your hitting that hooded enemy. Once you are on the left side of the conveyor belt, it's just to follow my theory. I've managed to do it many times, so it's definitely possible.

So you missed that hooded enemy, but hit the octopus farthest to the north-west? Then you have to get it right in two shots and then the hooded enemy will be the cup. Depending on where you are, try to shoot a fly shot into the cup. Calculate the power so that you fly straight into the cup (I have a power diagram in the basic section). So you don't even have the hi-jump ability? Then you do just as I said, but when you are to jump from the conveyor belt with the ability you don't have, ride it to the top and let the cloud shoot you. You will then continue bouncing down the hill and over to the octopus. If you stop just behind the cloud, then you just shoot a hard grounder down the hill, hope to hit the octopus and then hit the cup on your third shot instead. With the hi-jump ability you should be able to get a hole-in-one, but at least a birdy.

HOLE 3-5

This is a tricky hole to just get two shots in, and I seriously doubt that a hole-in-one is even possible. First I'll give you the tricky two shots strategy and then you'll get the safe hole-in-threeer. Alright then. From the initial position, press left exactly 25 times and you'll be aiming up a hill. Set a grounder with about 90-95% power and you will defeat all three stone enemies. You will then continue rolling down to the lake. Press B to activate the stone power just before rolling into the lake. Those 90-95% on the power meter can also be translated into saying that there should be some black left on the meter. No 99% shot in other word.

For the second shot, you should be positioned very close to the lake. Set a fly shot and you will see the following two enemies. If you are on the correct position you will notice that the first impact point will be on the enemy with a broom. Aim that impact point as far to the south-west as you can, as far to the south-west on the enemies square that is. Fire the ball with as much power as you can manage and every time the ball bounces, press A to get that extra boost. No top spin is necessary. If you did everything right, then you should hit the broomed one and then bounce down the cup. The green floor shouldn't do much effect on you when you bounce.

So that sounds too complicated? Here's a three shot strategy instead. For the first shot, press down to see the long guide. Aim so that you will hit the two enemies to the left on the hill and fire with as much power as possible. When you are above the third stone enemy, press B to activate the ability and you will slowly slide down to the enemy in question. For the second shot, you are to set a fly shot with full top spin. Aim towards the broom enemy and feel free to spin the shot a little to the right to get closer to the goal cup. Fire with full power and you'll first bounce on the lake and then on the broom enemy. You may even land in the cup, but you will probably get near it. Use the third shot to get the ball down the cup. Be careful about the green floor which will alter your course slightly. But really, use the other strategy.

HOLE 3-6

This hole is relatively easy to score a hole-in-one on, but horribly hard to write a strategy for. There are some different ways. Let's go through it from beginning to end. First you turn around by pressing L four times. From there, you are to choose your method. Either you set a grounder with about 99%, a fly shot with full back spin and 50% power or a fly shot with full top spin and 99% (recommended by yours truly). You will either way begin by hitting the enemy on top of the hill and then bounce into the tree if you used a grounder or a fly shot with a top spin. Try to tap the A button every time you bounce into something or the ground. You will continue down to the enemy with a broom and then towards the air vents if your ball has gathered enough power from your using the A button.

If you hit the air vents with very high or very low power you may hit the hooded enemy, but most of the time you will overshoot it. You will probably bounce down on the octopus farthest to the north-west, though. If you actually hit the hooded enemy, then the octopus will be the goal cup and you will bounce down it. If you didn't then you will continue bouncing and here it is critical to use the A button every time you hit the ground. You will, with a little luck, continue up a hill and then bounce down to the air vents again. If you had enough power to actually reach the vents again, then you will surely hit the cup. If you see that you're about to overshoot the cup, then use the stone ability when you are just above it. An exact strategy for getting a hole-in-one is very hard to give you. It's very much about luck and about the feeling for pressing the A button when you bounce. Learn to see patterns and learn the physic of the bouncing and the air vents, if you aren't

lucky enough to score on your first try. Then it's quite alright to get a hole-in-two as well. I hardly have to say enough in-depth about that, do I?

HOLE 3-7

So there might be a possibility that I'm not doing this right, but I find it pretty difficult to clear this hole in under three shots. I've found two methods to do it in two shots, but both are a little weird. Do you have a better one? Mail me, please. On this hole, you'll encounter your first freeze ability and this means that you will freeze water as you touch it. So for the first strategy. Press L twice and you'll be aiming into an edge. Fire a grounder with absolute 100% power (super shot) and be sure to press A as the ball bounces into both of the edges. You will run over the snowman and get his power. Press B to activate it just before going into the water. You'll run over the enemy on the island and stop close to the enemy near the arrow panel.

If you are positioned close to the enemy near the arrow panel, then fire a grounder at the arrow with just below 50% power. You will hit the enemy and roll towards the goal cup. Just before hitting the water, press B to activate freeze and you'll probably glide down the cup. If you landed in the water after the first shot, aim at the arrow panel either way, but use a fly shot with full top spin and about full power. Then you have a decent shot at sinking the ball in two shots either way.

I said that I have another way to clear the hole in two shots. Indeed I do, but it's so terribly hard I won't explain it in detail. The thing is that you should, from the initial position, shoot a super shot grounder. Then use the freeze ability just before touching the water. Kirby will glide through two enemies and you should then hit the cup on the island. DO NOT attempt this! But it should work pretty well for three shots.

HOLE 3-8

I bet it's possible to score a hole-in-one here, but I simply don't know how. So you'll have to settle for a two shots strategy. Make sure that you have the freeze ability from the previous hole though. From the initial position, press L twice and you'll be aiming towards a water drop panel. It is essential that you roll on this. The risk of your overshooting this panel is very high, so make sure to get the power right. Set a grounder with around 75% and make sure to press the A button as you bounce on your way to the panel. After you have hit it, continue to press A as you bounce towards a warp. The warp will take you to the lake you summoned. Activate your freeze power and glide down the lake, break some more enemies and just miss the goal. All that was done in one shot. For the second shot, aim a little above the goal cup and use just between 25% and 50% of the power meter.

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COURSE 4
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Gold: 8-17

1: 1-2 5: 1-2
2: 1-2 6: 2-3
3: 1-2 7: 1-2
4: 1-2 8: 1-3

Silver: 18-22

1: 1-2 5: 2-3
2: 2-3 6: 2-3
3: 1-2 7: 2-3
4: 1-3 8: 2-4

Bronze: 23-29

1: 2-3 5: 2-3
2: 3-4 6: 3-4
3: 2-3 7: 3-4
4: 3-4 8: 3-5

HOLE 4-1

Get ready for a course just as easy as the first, only the requirements for medals are set much lower. On the first hole you have decent chance on a hole-

in-one. The chance of your getting it is almost solely dependant on your skill with the tornado ability. While using it, you will be able to control Kirby to a limited degree. Use left and right on the control pad to direct Kirby in either direction. From the initial position set a fly shot. Hold B and press left twice so you set a slight spin the shot a little. Fire with 99-100% power and you will hit the tornado enemy so you'll get its power. Activate it when you touch the ground again and you will continue past the tree. Steer the tornado through the broom enemy and continue down the pit towards the cup. Note that you shouldn't be too fast down the cup, because you'll overshoot it. Instead, drift carefully along the edges of the pit. If you don't reach the pit at all, try to activate the tornado while being airborne just after hitting the tornado enemy next time you try.

HOLE 4-2

You can actually get a hole-in-one here too, but you really have to handle the tornado ability with style. From the initial position, press right ten times. Then hold B and press left three times to create a medium spin. Fire a grounder with 99-100% power and you will beat three enemies in a row. When you've hit the third, you will carry on up a hill. Activate the tornado ability while being on this hill and then continue towards the eastern-most enemy. The enemy in the centre will become a cup. Now you are to continue down the cup by steering your tornado that way. But to get a good angle, continue towards the start point, do a U-turn and then carry on to the goal cup. Obviously it's not that hard to get it in two shots if you fail with a hole-in-one.

HOLE 4-3

Another easy hole-in-one. Press right 25 times and fire a grounder with 99-100% power. You will hit a warp and then continue through two enemies. Activate the tornado ability just as you've defeated the second enemy and you will be boosted straight into an edge. Make a wide turn towards the goal cup and you've managed to complete one of the easiest hole-in-ones in the game. As you can see, there's a stone enemy on this hole. This one becomes a cup with the above strategy and thus you won't get it. I seriously don't recommend your getting it, but if you really want to I have strategy for a hole-in-one with the stone ability.

Do get the NOT recommended stone ability, set a fly shot and aim straight towards the stone enemy. Fire with 99-100% power and activate your tornado ability just before touching the stone. If you do it too late, you'll activate the stone ability and if you do it too early you'll fly over the enemy. Steer the tornado into the enemy with the broom first and then towards the cup. Use the stone ability if you're going too fast towards the cup. Pretty easy.

HOLE 4-4

Then again, we will shoot for a hole-in-one. From the initial position, fire a grounder with 99-100% power. Activate the tornado ability whenever you want, but at least before the fifth enemy. I hope you can handle the tornado well or it will be tough to steer your way to all of the enemies on the hill. When you've beaten these six, you must carefully float between a pair of spiked balls and then it's just to continue towards the goal cup and you will drop down it without too much effort. If you happen to miss any enemy on the hill. Continue down to the warp and you will get back up to the start point and have the chance to try again.

HOLE 4-5

Believe it or not, but you can get a hole-in-one on this hole as well. You don't have to turn at all from the initial direction, but must get the power EXACTLY right. This is quite risky, so you'll get a two shots strategy as well. To get that hole-in-one you must fire a grounder with an exact amount of power. It must be on the exact pixel of the screen. Stop the power meter when there's exactly one black bar left (about 95% I reckon). If you've done it correctly, you will first hit the spiked enemy at the top of the hill, then the octopus, bounce into a tree and roll down the hill. If you don't hit the spiked one, your power is too low and if you don't hit the octopus, your power is too high.

That was the very risky hole-in-one. Now for the hole-in-two. From the initial position, press left ten times and then fire a grounder with about 75% power. It will hit the upper most enemy and then roll down to the arrow panel to hit the octopus. Activate the recently acquired needle power when you hit the octopus to stop immediately. Now you should see the cup just below the hill. Set a fly shot and use slightly less than 50% power. If you try a grounder you will most likely overshoot the cup slightly, no matter how little power you use. If you miss the cup, activate the needle so you don't fall off the course. Don't use needle on the cup, because it doesn't work like that. It might be wise to use a moderate back spin for the hole (hold B and press down four times) and you have a higher chance at scoring.

Now I've received a safer way to get a hole-in-one by Brian Kettel. You need the tornado though. From the initial position, fire a grounder with 99-100% of power. Activate the tornado just before hitting the needle enemy. Now steer towards the top of the hill and then let yourself "roll" down to the arrow panel. You will then be redirected towards the octopus. At once after you've hit it, hold left and you will hopefully bounce into the north-east corner of the tree. This should give you just the right speed to carefully steer down the cup. The safer way about this strategy is that you can use the needle ability incase you mess up. If you hit any other angle of the tree, the speed will not be optimal so be careful where you hit. If you have trouble with Brian's strategy, I noticed that after you hit the octopus, you can hold right instead of left to go up the hill again. Then it is a little easier to hit the tree from just the right angle, or why not aim at the cup right away?

HOLE 4-6

Ah, the first hole on this course where you can't get a hole-in-one. At least not to my knowledge. Press L once and fire a grounder with 99-100% power. You will bounce to an arrow and to a booster which takes you to the three enemies on the other side. You will first hit one of the enemies and then bounce into a wall. Activate the needle ability when you are precisely between the two other enemies. Now it's time for your second shot and if your standing just between, it's just to shoot a grounder with between 50% and 75% of power at any of them and you will clear the hole. If you are slightly off course, press left or right once or twice depending on how off you really are.

HOLE 4-7

Here you'll get a two shots strategy. Press R once and fire a grounder with slightly more than 75% power. The ball will roll down the hill, into a warp and then hit two enemies. Use the needle ability to stop the ball when you're lined up with the snowman and the right-most enemy. You must press B a little before lining up because you will in other case overshoot the perfect angle. For the second shot, it's just to aim towards the right-most enemy with a grounder. Make sure that the ball crosses the snowman before rolling to the last enemy. This will give you the freeze ability to bring along to the last hole and this I recommend. If you want to keep the needle ability, then you

must shoot the second shot a little differently. After the first shot, aim a fly shot with full back spin towards the right-most enemy. Load a super shot (100% power) and you will first hit the right-most enemy and then bounce to the goal cup. Note that the power meter must be pink.

I've recently found out from Nall Ruby that it is possible to score a hole-in-one here and I have confirmed it. It requires great luck, though. Press left five times and fire this grounder with a little above the 75% marker. Nall says about 85% and I'll go out on a limb and say a little more. You will hit the needle, the enemy on the hill and the freeze enemy. Activate the freeze immediately after you've got it and with a little luck, you'll bounce into a green edge and then slide down the cup. I once slid past the cup, into another edge and then back into the cup. If you keep sliding off the hole, then your power is too low. If you keep overshooting the cup, then it is too high. I also noticed that if you have a good amount of power (90-95%) then you might bounce after hitting the freeze enemy. This actually slowed my slidding down and I got down the cup in an easier manner. You might want to try that too.

HOLE 4-8

I GOT A HOLE-IN-ONE!!! I'll probably never be able to do it again, but I will tell you how I did it. Although it's probably smarter to try to clear it in three or two shots. This is how I did it, DO NOT expect this strategy do work. I activated a fly shot and pressed right 19 times. I then held B and pressed up and left all the way. Then I fired the ball with 90% power and pressed A as it bounced. The ball went past the stone enemy, flattened the rotating one, went up a hill to smash the octopus and then rolled on a hill to go down the cup which previously was the stone enemy. It will probably never happen again but good luck with that one.

So for the more realistic strategies. Since you've probably done very well on the other holes on this course, I bet you can clear it with three shots and still get the gold. Here's a two shots strategy either way. From the initial position, press right 12 times and set a fly shot. Hold the B button and press up and left until you can press no more. That equals a maximum top spin and a maximum spin to the left. Fire a 90-95% and you will bounce on the green floor and towards the lake. Activate the freeze ability you got on the previous hole just before touching the water. You will hopefully glide into the stone enemy and just between the two regular enemies. When you're just between them, activate your stone ability and you will stop dead. The second shot should NOT be a grounder. Set a fly shot with full back spin and aim towards the nearest enemy. Fire with slightly less than 25% and if you see that you will overshoot the goal cup, just use the stone ability while you're above it.

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COURSE 5
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Gold: 8-18	Silver: 19-23	Bronze: 24-30
1: 2 5: 1-3	1: 2-3 5: 2-3	1: 2-3 5: 3-4
2: 1-2 6: 1-2	2: 2 6: 2-3	2: 2-3 6: 3-4
3: 2 7: 1-3	3: 2 7: 2-5	3: 2-3 7: 3-5
4: 2-3 8: 1-2	4: 2-3 8: 2	4: 3-4 8: 2

HOLE 5-1

Now the game will become a little harder. On this hole you can choose between bringing the parasol needle or the parasol ability to the next hole. I recommend the former because it's easier to get. Both of the strategies will clear the hole in two shots. Okay, to get the needle, fire a grounder with 50-75%

and you will be slung of a booster over some arrow panels and a parasol enemy. You will then be shot all the way to a needle enemy and a cup will show up. While the cup appears, press B repeatedly and you will activate the needle ability when it's over. For the second shot you should be standing where the needle enemy was grooving. Aim a fly shot with full top spin to the cup on the hill. If you fire the ball with 99-100% damage you will hit the cup and without pressing A during the process. Should you miss, be sure to activate the needle ability to stop as close to the goal as possible.

For the parasol ability then. Press right 11 times and fire a fly shot with 99-100% power. It will hit the rotating enemy. For the second shot aim towards the booster thingy with a fly shot. Fire with slightly more than 50% of power and you will hit it. It will boost you to the parasol enemy and then towards the cup. Unleash the parasol ability just after leaving the cliff and use it to safely float down to the cup. You must do a rather wide turn to complete it and you must be able to handle the ability pretty well. It's pretty hard to hit the cup. You can also activate the parasol ability just before touching the ground, but it's risky of course.

HOLE 5-2

This is a pretty easy hole-in-one. Set a grounder and fire it with a tad more than 75% power. You will then go over the edge and right down on the snowman. Press A every time you bounce towards the lake and just before touching the surface of the water, activate the freeze power. You will then probably glide towards the goal. If you don't reach it, you didn't boost your bounces enough with the A button. Do not press the A button before you've hit the snowman unless you have used too low power. A grounder isn't really boosted by the A button, but you seem to be able to go off cliffs easier.

HOLE 5-3

A rather easy hole once you know how to shoot. This is a two shots strategy. Set a fly shot with full top spin. Use 75% power and don't hit the A button while bouncing. You will break the three first enemies with this shot and appear in a pit. From this pit, set a fly shot and aim it straight towards the cup. Make sure that the first impact point of the guide doesn't land on a hill. Then hold B and press down thrice to create a slight back spin. Fire with 99-100% and you will most likely hit the cup. If you hit the hill you'll probably go down the cup either way, but there are no guarantees. This strategy lets you clear the hole in two shots, as you surely already understood.

HOLE 5-4

You can do it in two shots here as well. Press L once and set a fly shot with full back spin. Fire the ball with slightly more than 75% and you will hit the enemy on the hill and then roll down to the snowman and the lake. Activate the freeze ability just before hitting the water and you will glide to the enemy farthest to the south-west. So for the second shot. Your guide will probably be aimed straight towards the north-east, not towards an enemy that is. From this angle, press right seven times and set a fly shot with full top spin. Shoot with 99-100% power and you will bounce on the lake. As you are about to bounce a second time, activate the freeze power and you will glide down a slope, hit an enemy and glide into the goal. If you have too much power, you still have a great shot at scoring, because you might roll back into it. No sexual reference intended. ^_^

HOLE 5-5

This is really hard to get a hole-in-one on, unless you have an emulator to

repeatedly save states on. I did it that way. ^_^ Press down to bring out the longer guide and then aim straight at the tornado enemy. Fire with full power towards the enemy and activate the ability just after passing through it. Now it's time to control the tornado Kirby. Fly into the following two tornados as they come and for each you defeat you get a new tornado ability. Renew the old one and you will be boosted up the hills. Continue this way until you reach the enemy with a red cape. Fly into it and just as you do it, press B to activate the hi-jump and jump up on the cliff above. With a little luck you'll crush the pumkin above and with even more luck, you'll then bounce down the cup. To get a good angle with the hi-jump, try to place yourself slightly to the left before activating it and then aiming a little to the right. Getting a hole-in-one is very hard, especially if you play on console. It doesn't hurt trying though, it's just to carry on with the same strategy only using more shots if you don't care too much for a oner.

HOLE 5-6

It is possible to get a hole in one here, but very hard. Read about my safe hole-in-two strategy farther below. So how to get that hole-in-one? From the initial position, set a grounder and shoot it with 99%. You will hit an octopus and then a booster. The power of this may and probably will vary. The faster you hit it the faster you go. There are roughly three speed levels and you control them by using the A button before you hit the booster. If you hit it fast then you will overshoot the next enemy and continue ahead. If his happens then you kiss that hole-in-one good bye. You will rush through the area and land in a pit on the other side of the map and can continue from there. Read the two shots strategy in the last paragraph of 5-6 to know how to shoot.

If your speed on the booster is very low, then you won't even get to the other platform. If this happens, use the hi-jump ability in mid-air or you won't be happy. You will then land in a pit on the left side of the platform you missed. Then you will of course kiss the hole-in-one good bye as well. To continue from there and at least get a hole-in-two, shoot a full powered fly shot towards the hooded enemy and you'll hit it and continue towards the cloud. Use the hi-jump ability just before crashing into the cloud and you will hit the other hooded enemy and quite possibly fall down to the goal cup.

If your speed on the booster was just right (which rarely happens) then you have a chance at that extremely remote hole-in-one. This means that you will get to the other platform and hit the enemy in the pit. Then you will continue up the hill towards the cloud. When you are one square in front of the hooded enemy, press B to activate the hi-jump and jump up to it. With good timing, you will hit the hooded enemy, bounce on the cloud and then hit the hooded enemy on the other side. With a little luck you will then continue down the goal cup. Use the A button if you need to. Was that tough? Nah... ^_^ I've actually done it, but just on the emulator of course. I didn't think it was even possible for awhile.

So for the much more safe two shot strategy. From the initial position, set a fly shot with full back spin and fire it with exactly 100% power. It will hit the first enemy (if it was 100%) and then continue back to the warp point. You will be warped to the other side of the map and roll down to an enemy in a pit. Try to stop as close to the centre of it as possible using the A button. For the second shot, set a fly shot and aim in a straight line towards the three following enemies. Fire with as much power as possible and you'll hit the first hooded one and continue towards Kracko the cloud. Activate the hi-jump ability just before crashing into the cloud and you will jump to another hooded one. Then you will probably bounce down to the goal cup. Here it's mostly about luck and do use the A button if you believe that will help you.

HOLE 5-7

I hate this hole! I hate it! But... believe me, it's possible to get a hole-in-one here. With the help of Brian Kettel (good guy) I've finally discovered a somewhat safe method of getting a hole-in-one. It's still mostly about your own skill with the A button, but I will try to explain the method to you. It's a rather safe method to gain hole-in-twos and threes. From the initial position press R once and hold B as you press left on the control pad until you've prepared a max spin for the ball. Fire a grounder with 99% (not a Super Shot) and it will hit the stone. Then there will be some spins and you will ultimately hit the right arrow panel. This will start to take you down the steps and soon the five enemies. Now Brian helped me with the first two crucial boosts. You must use the A button at the exact right moments to succeed. Very hard!

After you've hit the arrow panel, press A as soon as you first hit the hill. You will then hit the first Waddle Dee. Press A again as you bounce on the second Waddle Dee and you will bounce to the third one. Press A as you bounce on it as well and you will hit the trampoline next to it. I'm not entirely sure if you should hit A as you hit the trampoline but it usually works out for me if I do press A. After that you will hit the hill below and here I'm certain that you should press A. Now you will hopefully bounce straight to the fourth Waddle Dee and the cup will reveal itself. Now hit A every time you bounce and you will get down to the same level as the cup. Don't worry if you get past it (I usually do). You will probably bounce on the trampoline next to it and get another shot at scoring if you press A when you hit the trampoline. Remember that even the slightest adjustment will lead to failure and that it still requires a lot a of practice.

Lucky you and lucky me, the gold requirements are set at a decent level so we can probably clear this hole in three shots. If you didn't succeed with a hole-in-one and want to hit the enemies you've missed, use fly shots and try to calculate how much power you need. The spin thingy at the beginning was actually just something I came up with by playing around with it - not calculated in other words. Thanks a lot to Brian Kettel for a part of the strategy and for encouraging me to actually make a proper hole-in-one strategy.

HOLE 5-8

So the last hole-in-one was impossible? Well, I kind of agree. This one is much easier. From the initial position, fire a grounder with 75-100% power and you will hit a spark enemy before hitting the booster. Activate the spark ability and you will break through a lot of trees and finally hit a hi-jump ability on top of the hill. As you can see the hill is made of five small slopes. You will now roll down these slopes and you are supposed to use them as land marks. When you are on the third slope (middle one) and have reached the bottom of it, use the hi-jump ability and you will jump to the bottom slope. Press A as you bounce on this slope, but DON'T press it on the second bounce. You will then continue towards the air vents and further to the cup. Try not to press A here either because you'll probably overshoot the cup if you do. Remember, only press A on the first bounce and you will most likely hit the hole-in-one. If you get down the bunker anyway, fire a fly shot with around 50% power depending on where in the bunker you are.

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COURSE 6
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Gold: 8-16

1: 1-2 5: 1-2

2: 1-2 6: 2

Silver: 17-21

1: 2 5: 2-3

2: 2-3 6: 2-3

Bronze: 22-28

1: 2-3 5: 3-4

2: 2-3 6: 3-4

3: 3 7: 1
4: 1 8: 1-2

3: 3-4 7: 2
4: 2 8: 2

3: 4-5 7: 2-3
4: 2-3 8: 3

HOLE 6-1

Although this course is easier than the fifth, the medal requirements are harder to achieve. So don't slack off. On the first hole, you have a great chance of scoring a hole-in-one, but there seems to be some random stuff about it. My strategy is not that accurate so if you know a very accurate way to do this, e-mail me please. From the initial position, fire a grounder with 99-100% power and you will hit a fireball enemy and get its ability. Activate the ability as soon as you get it and you will rush forwards in fast motion. If you didn't activate the ability too late you will hit all the enemies on the platform and reveal the goal cup. Most of the times you'll either stop just before the cup or slightly overshoot it. Thus, it's not hard to clear it in two shots. My pointer is that you press A when you bounce into the four last edges. Then you will probably reach the cup. If you see that your speed is too high, don't press A on the last edge or the two last edges. This is very much a matter of experience.

Brian Kettel just informmed me of a fool-proof strategy to get a hole-in-one. Use my exact strategy but press A as you bounce off the south-eastern edge, just after hitting the eastern-most rotating head. If you don't hit the cup, then you haven't succeeded with the bounce. Thanks a lot Brian!

HOLE 6-2

This is a very easy hole-in-one, but it requires some timing. Press R once and set a fly shot with full top spin. Use 99-100% of power and you will hit the first enemy and continue towards a sand bunker. Activate the fireball ability sometime before hitting the sand and you will be shot to the other edge of the course hole. You will most likely hit an arrow panel (or an edge and bounce into the panel). This will make you hit a booster which will throw you into a stone ability and then very fast towards the goal cup. You will be shot over the cup, but if you activate the stone ability while flying over, you will be able to drop straight into the cup. As I said, this requires good timing. Just as the case was with the first hole, there are no problems to clear this hole in two shots instead. Oh, one more thing. You don't have to use a fly shot for the first shot. You can just as well use a grounder, but then you must time your shooting so you don't get zapped by lightning.

HOLE 6-3

Here it is: the first hole where I can't give you nothing but a three shots strategy. I have no idea how to clear in two shots and am totally clueless to how anyone could score a hole-in-one. Yeah, I've tried bringing the fireball ability, but I can find no use for it. The tree on the other side gave me some ideas, but none worked so here we are, me and you, feeling lost and feeling blue. So for my safe three shots strategy. Set a fly shot with full top spin and use about 75% of power. This way, you'll hit the first three enemies. Activate the stone ability on the square just north-west of the third enemy.

Then for the second shot. Press L or R until you aim straight towards the north. It should be enough if you press L once. Then fire a grounder with 99-100% power. You will by doing this get over to the other half of the course hole and hit the next enemy. You'll probably stop in the sand bunker. For the third shot it's just to fire a fly shot into the cup. If you are standing in the sand bunker fire a fly shot with 75%. Alter it depending on where you exactly are standing.

HOLE 6-4

A very easy hole-in-one once you know how to do it. Press left 20 times and then hold B as you press right three times. This will set a spin to the ball. Fire a grounder with 99-100% power. You'll beat the three first enemies, stop the spinning squares, bump into the arrow panel and roll towards the goal cup. If you roll too fast just activate your stone power above the cup.

HOLE 6-5

It is very much possible to score a hole-in-one here. It will take some practice, but not 5-7 practice. You can use this strategy for more shots as well, so no sweat. From the initial position, press L three times. Then hold B and press left three times. This will bend the guide a little. Fire a grounder with 99-100% power and the ball will hit the arrow and the two first enemies. Now you have the tornado ability. Activate it as you bounce down from the little platform with the two enemies. Then you will be boosted up to the spark enemy.

Still as a tornado, slide down the slope, but not on a conveyor belt. You'll find a caped enemy at the bottom. Hit it and continue to the arrow panel to the right. This will lead you to the right-most conveyor belt. Don't touch the control pad once you've got up on the belt. Just wait until Kirby stops and is transported up the hill. Now you have the hi-jump power and you are supposed to use it to jump over the tree. You must just in the exact right second. Although the squares are blocked by the conveyor belt, you can see them around it. When you are just about to get to the square before the tree, press B to jump and you will just pass the tree. You will bounce on the other side and then up to the little platform with the two last enemies. DON'T press A when you bounce the first time, but DO press B when you bounce on the little platform. Then you have a very good chance to hit the goal cup and get another hole-in-one.

HOLE 6-6

This is a pretty tough course and you really have to be exact to be able to clear it in two shots. From the initial position, set a fly shot with maximum back spin and maximum left spin. Stop the power meter just between the 75% and 100% markers. The ball will hit the enemy and then bounce down the hill right into the arrow panel and the booster. The booster will shoot the ball up the next hill towards the following three enemies. It will make a turn at the top and then continue down towards the two last enemies. The ball will run past the two enemies and continue downwards. Activate the recently acquired needle ability when you are just one square before the end of the hill. Then you will get stuck at the very bottom of it. Then it's time to hit the last two enemies. Press down to bring out the longer guide. Then hold B and press right once or twice to create a right spin. Adjust the guide so it crosses both enemies and then fire with full power or close to it. This should enable you to hit the goal. If you miss the cup, use the needle ability as close to it as possible so you at least get it right in three shots.

HOLE 6-7

A pretty easy hole-in-one actually, you don't even need any special ability. From the initial position, set a fly shot and fire with 99-100%. You will bounce on a trampoline and then continue towards an enemy. Tap the A button as you touch the trampoline and you will get more power towards that enemy. Continue to press A on the impact points, but be careful not to get too much speed. You will then continue down the hill and onto some green floor with arrows. Press the A button while bouncing on the green floor or you will taken

off course from the goal cup. With a little luck and a good balance of power, you'll easily hit the cup. If you have really high power, then you may overshoot the goal get up the hill behind and drop into the cup from behind.

HOLE 6-8

Another hole-in-one, but you really have to be exact to be able to pull it off. You don't need any special ability. From the initial position fire a 99-100% grounder and you will hit the first two enemies, miss the pumpkin, bump into two edges and continue into a fire enemy. Activate the fireball ability you get as soon as possible. Then you will fly into another fire enemy and continue into two edges. Press A as you bounce into both. Then you'll have a hill with a pumpkin on top. If you activate the next fireball ability on the exact right square you'll hit the pumpkin and drop down the cup on the other edge of the course hole. As you can see, there are squares on the hill. You are to press B when you are positioned on the first half of the black square. With good timing, you'll hit the cup and thus get a hole-in-one.

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COURSE 7

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Gold: 8-14

1: 1 5: 1-2
2: 2 6: 1-2
3: 1-2 7: 1-2
4: 1 8: 1-2

Silver: 15-19

1: 1-2 5: 2-3
2: 2-3 6: 2
3: 2 7: 2-3
4: 2 8: 2

Bronze: 20-26

1: 2 5: 3-4
2: 3-4 6: 2-3
3: 2-3 7: 3-4
4: 2-3 8: 2-3

HOLE 7-1

The seventh course may not be that extremely difficult, but as you can see, the medal requirements are set very strictly. Be sure to score some hole-in-ones. A very good hole to do that on is this one, the first. Here you get to use the wonderful UFO ability. Once you've received it you get to control it with left/right and press B to land. Sadly, you cannot manually change altitude so be sure to activate it on the correct height. Be aware of its time limit.

Okay, from the initial position, set a fly shot. Hold B and press up three times to create a moderate top spin. Fire with 99-100% power and you will hit the UFO. When you bounce on the hill, activate it and you will continue to the north-west. Now there's four enemies left and you will automatically hit the first two enemies by doing nothing whatsoever. Use left/right to then steer towards the parasol enemy and afterwards to the cup. Press B when you are above the cup and you will carefully float down into using the parasol. You may notice that there are three different abilities here, but it doesn't matter that much which you take. On the second hole, you will get another one.

HOLE 7-2

This is a horrible hole and even more horrible to write a strategy for. I doubt that a hole-in-one is possible although it may seem so. I can not even guarantee a hole-in-two. From the initial position, press down to bring out the longer guide. Then aim a grounder towards the first enemy with 99-100% power. Kirby will hit that enemy, roll on a booster, some arrow panels, a tornado enemy and then continue down a pit. The difficult part are the five enemies in the pit. You are supposed to activate the tornado ability once you have been shot off the cliff towards the pit. Exactly when is impossible to tell.

Try to hit the enemy in this order: the south octopus, the rotating one, the eastern-most enemy, the one with the broom and then the last octopus. You will probably stop either after the third or fourth enemy in the pit. If you stop after the third, then you have a difficult shot ahead of you if you want to make it in two shots. Shoot towards the broomed one with high power, activate the tornado and try to get down the goal cup with it. It's hard. If you manage to hit the fourth enemy with your first shot, then it should be easier. Aim just north of the cup with about 50% power if you want to do a grounder. You can also try a fly shot with the same amount of power.

HOLE 7-3

To get a hole-in-one here, it's all about pressing the A button with timing. If it doesn't work, then you need to time it better, and of course it also works for two and three shots strategies. From the initial position, press R twice. Set a grounder and press A to prepare for the shot. You will now see the evil cloud on your screen. Fire the ball with 100% when or just before the cloud starts firing a burst of lightning. You may also fire with slightly less than 100%, but it requires even better timing later on. The ball will hit the air vent and then bounce up the hill towards the needle enemy. You must press the A button every time Kirby bounces and you will hopefully reach the enemy as well as the warp. If you don't reach the warp activate the ability you received from the enemy: needle and you won't roll down the hill.

If you however managed to reach the warp, then you will be warped to the other side and continue down that hill. If you shot the ball at the right moment, then the cloud will hopefully not zap you with lightning and you will continue on a booster and then hop on the lake. If you manage to press A every time you bounce on the surface of the water, then you may reach the goal cup. If you were zapped by lightning, activate the needle ability just before going down the water and then set a fly shot with 95% power to hit the goal cup on the other side. If you happened to fall to the bottom of the lake, set a fly shot with a bit more than 50% and you will hit the cup. Remember, don't use the needle ability to drop down the cup, because you will only get stuck to its edges.

HOLE 7-4

This is a fairly easy hole-in-one. Just make sure to get a good shot and most things will take care of themselves. Press R twice and then right 18 times. Fire a grounder with 100% power. If the power is slightly less, press the A button as you bounce on the hill. If the shot was successful then you will get to the conveyor belt. It will transport you via a broomed enemy to another conveyor belt which will take you to the four last enemies. When you've hit the two first of them, press A as you bounce underneath the hooded one and when you hit the edge. Then you will bounce over the cup, continue up a hill and enter the cup from behind. If you didn't press A here, then you will hit the edge of the cup and stop right next to it and that's not good fun.

HOLE 7-5

To get a hole-in-one here, you better have lady luck on your side. Press L twice and fire a 50% grounder. You will be boosted towards a hi-jump enemy and some arrow panels. You will continue towards an evil cloud in high speed and you are supposed to activate your hi-jump ability in just the right moment. This is hard to describe and perform. Try to press B when you see the cloud on your screen and you will probably jump to the boosters. Don't go below the cloud since the probability is overwhelming that you will jump off the entire course hole. If you've successfully hit the boosters, then you will continue towards another hi-jump enemy as well as a cloud. This time, go below the

cloud. Whether it zaps you or not doesn't seem to matter that much on your chances to hit the goal cup. The probability of your missing the goal slightly is very high so be aware that you might have to use the A button to actually hit the cup.

Some inconveniences may occur. If you don't have enough speed to get up the hill before the goal cup, then you must use the jump ability over the second cloud as well. Activate the jump ability when there are two squares between you and the cloud. Then you may hit the cup with some luck. Another way to jump over the second cloud is to simply activate the hi-jump ability so that you land on top of the cloud. With some luck, you will bounce towards the goal cup. If you get stuck in the water on the other side, fire a fly shot with an almost full power meter towards the cup.

HOLE 7-6

A very easy hole-in-one if you know how to do it. From the initial position, fire a 99-100% grounder. You will hit the first enemy and then roll towards the spark enemy. Just before hitting, when you're half a square from it, activate the hi-jump ability you got on the previous hole. This will make you hit the spark and jump at the same time. You will land on the conveyor belt and be led towards the next hi-jump enemy. Activate the spark ability BEFORE hitting the next hi-jump enemy. This will make you crush the tree and automatically get to the next conveyor belt. This belt will take you to the goal cup. If you didn't manage to jump before hitting the spark enemy, then you must do a fly shot towards the conveyor belt. It's even worse if you jumped over the spark enemy without ever hitting it. I don't really know how you could fix such a mistake.

HOLE 7-7

I doubt you can get a hole-in-one here. Here's a two shotter. From the initial position, press R four times to turn around completely. Set a fly shot with full back spin. Fire Kirby with 75-90% power. He will hit the spark enemy and bounce towards the booster and the stone. Activate the spark power BEFORE hitting the stone enemy. You will be boosted towards the three clouds while "sparking" and destroy some of them. When you reach the north-west arrow panel be sure to activate the stone ability to stop nearby. The second shot is easy. If you are positioned close to the recently mentioned arrow panel, set a fly shot with full back spin. Fire the ball with 99-100% power. It will hit the left-most pumpkin first and then bounce towards the goal. If the power is too low, use the A button to reach the goal. If the power is too high, activate the stone ability when you're above the cup to drop down it.

I was wrong about the impossible hole-in-one. SimonC actually showed that it's pretty easy. I can't believe I didn't think of it. Here goes. Press R twice and then set a full right spin (a grounder of course). Fire the shot with about 90% of power. You will then hit the spark enemy and continue onto an arrow panel and to the booster. Activate the spark ability before you hit the stone enemy and you will then be boosted towards the lower end of the hole. You will hit all crackos and the one of the pumpkins. Then activate the stone ability when you are positioned above the cup. It's easier to activate the stone ability on your way back after bouncing on the green edge. Thanks a lot to SimonC for this strategy. I should've seen it! Also thanks to Nall Ruby for a input about this hole. He/she also got a hole-in-one, but in a different slightly more difficult way.

HOLE 7-8

It is possible to get a hole-in-one here. Isn't that neat? I have two strate-

gies for you and one is of course easier than the other. Let's begin with the easier one. From the initial position, set a fly shot with full top spin. Fire the ball with 75% power and you will hit the UFO. Then you will bounce on the floor just below and continue towards the hill. Press A as you hit the floor and you will jump "over" the hill. Activate the UFO ability just before hitting the top of the hill or when you've overshot it. If you did right, the UFO will go very fast and you will automatically continue straight towards the western-most pumpkin. Immediately turn right towards the next pumpkin. If your speed is really high, then you have a chance at flying all the way down to the cup. Your speed depends on when you activated the UFO ability. Press B when you're exactly above the cup and you will have a hole-in-one. If your speed wasn't sufficient, land near the second pumpkin and then do a fly shot towards the cup. Activate the UFO when you're at the peak of the shot and fly to the goal cup for at least a hole-in-two.

So for the tougher hole-in-one strategy which I actually came up with before the above. From the initial position. Set a fly shot with full back spin and fire the ball with 99-100% power. Kirby will fly towards the hill first. Press A as he touches it and you will probably hit the UFO enemy. When you've hit the UFO, you are to activate its ability, but you must do it at the exact right altitude. You see, the rest of the enemies on the course hole are pumpkins on the same altitude. You must know which altitude they're on and activate the UFO at the same. I have one pointer to get the altitude right: When you're positioned above the warp, that's about the time to activate the UFO. Because of the full back spin, you will be riding the UFO very fast once you have activated it. If you activated it at the right time, fly towards the eastern-most pumpkin first, continue towards the northern one and then the last one will become a cup. Fly to it and press B when you're above it. This is hard to time and you won't even get their in time if you took any wrong turn. Believe me, though, this is possible as well.

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COURSE 8
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Gold: 8-18	Silver: 19-23	Bronze: 24-30
1: 2-3 5: 1-3	1: 2-4 5: 2-3	1: 4-5 5: 3-4
2: 2 6: 1-2	2: 2-3 6: 2	2: 2-3 6: 2-3
3: 1-3 7: 2-3	3: 3-4 7: 3-4	3: 4-5 7: 4-5
4: 2 8: 1-2	4: 2-3 8: 1-2	4: 3-4 8: 2-3

HOLE 8-1

It's really good that the medal requirements are set lightly, because this course is HARD. Especially this first hole. If you have a somewhat fool-proof strategy, please let me know, because I can't clear it in under three shots. From the initial position, fire a grounder with slightly less than 75% power, exactly below the 75% mark on the power meter or you will miss at least one of the enemies on the hill. I don't know exactly where you will land, but I'd guess you land just to the south-east of the north-east enemy if you didn't use the A button that is.

If you landed on that position or nearby, aim towards the north-east enemy, set a fly shot with full spin to the left and full backspin. Fire with slightly less than 50% power. Your goal is to line up with the three enemies in a row. You will probably stop close to the centre-most enemy. If your power was too low, press the A button as you bounce to get in line. Then aim straight to the north-west with a grounder and fire with full power. If everything worked out, you'll hit the two last enemies and roll down the cup. If you got less than a super shot, press A as you bounce into the edge. You'll get plenty of

chances to do better on later holes (and I get to show better strategies) so don't sweat if this one goes to the underground.

Now I've received a great two shots strategy for this hole, by guru SimonC. Press left once, hold B and press left once again to get a slight left spin. Now fire a 95% powered grounder (some blackness left on the meter says Simon). You will hit three of the enemies and land in line with the last three. For the second, don't move Kirby at all, just fire a 99% powered grounder. Be sure to press A as you bounce towards the green edge and you will most likely hit the cup. Thanks again SimonC. Also thanks to Genis Irving for a similar, but a litte more complicated strategy. Genis is a great guy!

HOLE 8-2

This one is not as hard as the first and a two shotter should be no problems. From the initial position, fire a grounder with 50% power. You will hit the hi-jump enemy, continue over the booster and then jump on the surface of the lake. To get as far as you should, you must press the A button every time you hop on the water. If your timing is excellent, then you will get to the other side. You don't have to be that good though. When you see that there are two squares between you and land, activate the hi-jump ability. If your timing was of satisfaction, the ball will first bounce on the trampoline and then hit the hooded enemy.

The ball will then continue towards the next enemy. By pressing A for some of the bounces you are now supposed to make Kirby stop right on that enemy or very close to it. For the second shot, you are to bring out the longer guide by pressing down. Then aim a grounder into the north-west edge so that you see that Kirby will bounce into the western enemy. Fire that shot with just between 50% and 75% on the power meter and you will probably also hit the goal cup. If you failed with the water hopping and landed in the water, fire a fly shot with full power and press A when you first hit the trampoline. There after you should press A no more.

HOLE 8-3

I hate this hole, I really do. I can't guarantee anything, since it's so much about luck, at least the first shot. From the initial position, set a fly shot and fire with 75% power. You will hit the first enemy and then bounce in a type of halfpipe. I recommend you to press A as you bounce. Just wait until you get out of it and hope that you're relatively close to the red enemy on top of the hill here. Getting spiked by the black ball might not be as bad as it sounds, since it can help you on your way. Try to balance your using the A button so that if you don't hit the second enemy, you're at least lined up with him and the last enemy/the cup. When you fire the second shot. Aim towards the second enemy and the cup and shoot with about 50% power or something like that. Note that you'll be going down a hill and that there are squares on that hill. When you roll over the bottom-most black square, activate the hi-jump ability you got on the previous hole and you will, with a little luck, hit the goal cup. If you happen to stop near the initial point of the halfpipe, try shooting a fly shot with top spin over the spiked ball, so that it hits the second enemy and continues down the hill. You can get a two shot score that way too. ^_^

Good guy Kapcomkid has submitted a great hole-in-one strategy. I recommend you to try this one. Set a fly shot with full top spin. The shot power must be exact. Kapcomkid says 1 or 2 pixels below 75%. I'd say about 67-70%. Your first bounce will hit the trampoline and then you MUST press A. If you don't hit the second enemy now, then you either missed boosting or your power was incorrect. Do over. Once you've hit the second enemy, you will bounce down the

hill. Now you should press the A button one, two or three times to bounce over the messed up floor and get down the cup. I press A twice on the hill and then I made it. I believe it's very much about getting the right feel for it. Thanks a lot Kapcomkid! Also, thanks goes to Nall Ruby for your input here.

HOLE 8-4

A hole which is very easy to score a hole-in-two. It seems possible to clear it with a hole-in-one, but after much experimenting I can't find a strategy. With some strange left/right spin it might work. Who knows? To clear it in two shots then. Fire a 90-100% grounder from the initial position and you will hit the hi-jump enemy to continue towards the air vents. When you float above the third vent, activate the hi-jump ability and you will jump up to the two last enemies. You will hit the stone one and then stop. Set a fly shot towards the cup with as much power as you want. Activate the stone when you're above the cup and everything will be A-OK as Peppy would say.

Although SimonC has found no way to hole-in-one this hole, he has informed me of how to bring the wheel ability to 8-5. If you have the wheel at 8-5 you have a shot at getting hole-in-one, which I haven't stated before. This is how you keep the wheel, but still clear it in two shots. Set a fly shot with full back spin and right spin. Then fire the shot with 50% power. Press A on your very first bounce, then leave the button alone. If everything goes well, you will bounce into the warp and then end up in line with the stone and wheel abilities. Now aim towards the wheel ability and fire a grounder with about 50% of power. You will most likely bounce into the edge and then hit the cup. Again, thanks to SimonC.

HOLE 8-5

Another hole which I most strongly believe that a hole-in-one is possible. I don't seem smart enough to get this one straight either. :(It's pretty easy to get it right in two shots and that's good enough for a gold medal anyway. From the initial position, fire a 99-100% grounder. The ball will hit two enemies and bounce around for awhile. Set a fly shot for the second shot and aim towards the next enemy: a pumpkin. Fire the ball with as great power as you can manage, and when you are right in front of the pumpkin, activate the fireball ability and you will hit both pumpkins and continue towards the tornado enemy. Activate the tornado ability just after hitting the enemy who held it. Steer the tornado towards the following two enemies with brooms and then just continue towards the goal cup. To hit the broomed ones, you must steer towards the hills quickly. Getting down the cup can be a little tricky. Make a slight turn with the tornado before going for the goal and your speed should be decent.

A hole-in-one is not impossible. If you use SimonC's strategy to bring the wheel from hole 8-4, you have a decent shot at a hole-in-one on hole 8-5. It's SimonC's strategy. It's actually quite easy, but still requires some timing. Fire a grounder at whatever power you like. Activate the wheel ability as soon as possible. You will hit the first two enemies and the green edge and then be shot upwards. You are now supposed to activate the fireball ability at the right moment. You are supposed to hit both of the pumpkins in one stroke here. It's surely best of you experiment by yourself when to activate. After that, you will be shot towards the tornado enemy and from here, you can follow my own strategy above. Also thanks to Nall Ruby for the same strategy and Skeptix for a similar one.

HOLE 8-6

To my knowledge, the first hole-in-one on the course. Be sure to follow my

guidelines exactly, though. Press L once and set a fly shot with full back-spin. You'll be aiming at a UFO. Fire the ball and it will hit the UFO. Just AFTER it bounces on the hill, activate that ability and it will go very fast. The back spin created the speed, you see. Because you can't manually change the altitude of the UFO, it's important that you beat the enemies in a certain order and of course that you activated the ability just after bouncing from the hill.

Begin by steering up the conveyor belt towards the southern-most enemy. Then continue towards the western-most. Follow the conveyor belts up to the following two rotating enemies, but DO NOT continue up to the pumpkin. Then you will have ruined it all. Instead, steer out towards the second UFO and press B when you've hit it to renew the ability and get a new timer. The pumpkin will have turned into, and now it's fairly easy for you to get up to it. It's a little hard to actually get down the cup (by pressing B again), but with a little timing, you'll make it. If you make a mistake, just try to land the UFO near the initial point and redo the entire process.

HOLE 8-7

I hate this hole, I hate it. It's another one of those which I have a hard time getting anything under three shots on. I have a really hard two shots strategy and semi-hard three shots. Today I also have a hole-in-one strategy thanks to Benn Murray. Read about it further down. Let's begin with the harder two shots strategy. From the initial position, press L once and you'll be aiming at a warp. Set a fly shot with a moderate top spin (hold B and press up three times) and fire with 100%. You'll be hitting the warp and then warp to a warp on the other side of the course hole. Here comes the tricky part. You are to activate the UFO ability just as you bounce up from the warp, but you must be on the exact right altitude. You must be so low so that you can hit enemies, but you mustn't hit any of the green edges. This is hard and takes a lot of practice.

When you've got the altitude right, your UFO will go relatively fast. Hit the enemies in this order without any kind of detours: tornado, fireball, spark and hi-jump. Then continue straight to the north-west until you reach the first platform. Activate the hi-jump ability when you're as close as you can get to the platform without the UFO timer running out. With tremendous timing and a little luck, you'll get up to the freeze and needle enemies and then be able to rather easily take them out with a second shot.

So that sounded way too hard? Well, I agree. So for that other strategy of mine, but this one will only clear it for you with three shots. From the initial position, fire a grounder with full power. You will first hit the freeze ability and then the needle. Activate the needle ability as you roll over the start panel. Activate it a little to the left of the panel. For the second shot, you should aim a fly shot towards the left warp you can see on screen. Set a full top spin as well and fire with 99-100% power. The ball will be warped to the lower half of the course hole and bounce into the tornado enemy. Activate the tornado at once and steer towards the fireball. Continue towards the spark ability. If you run out of tornado towards it, activate the fireball ability. This will probably make you hit the spark ability. When you stop, it is just to use the third shot to get you down the cup.

So for the hole-in-oner. Benn Murray gave me a very brief explanation of how he did it so I'm not sure I've been done it in the same way. This works for me though. From the initial position, press L four times to turn around completely. Then fire a shot with full power and activate the UFO ability before hitting the first enemy. Quickly steer towards the freeze enemy and then continue towards the rest of the bad guys. Advance towards the spark enemy

straight from the north-west so that you're lined up with the tree. Before hitting the spark enemy, activate the freeze ability so that you quickly glide over the spark enemy and continue towards the tree. Activate the spark ability before hitting the tree and you will continue towards the tornado enemy. Activate its ability as soon as you get it and then steer to the hi-jump enemy. When you've hit it, you will continue into an edge and then line up with the cup. Be sure to be aimed straight towards the cup and activate the ability when you run over the star which previously was the hi-jump enemy. With a lot of luck and skill, you'll bounce straight down the cup. This is very hard though.

HOLE 8-8

The last hole is actually rather easy to score a hole-in-one on. You must really handle the abilities with style though. Set a fly shot and fire with as much power as you can manage. When you hit the tornado enemy, activate its ability at once and you'll jump over the spikes right into a freeze enemy. Activate that ability before hitting the water and you will glide on its surface right onto a booster and a stone enemy. Activate the stone just after being boosted of the hill and you will slide down to a wheel enemy. Activate that ability as soon as you get it and you will run over a fireball enemy into an edge.

As you hit the edge, you will be shot up in the air. When you reach the peak of this "jump", activate the fireball ability and you will be boosted right into a UFO. Activate the UFO as soon as you can and you will continue straight into three hooded enemies and then up a hill right into a hi-jump enemy. Then you will continue straight towards a tree. DO NOT alter direction. Instead, activate the hi-jump ability when there are three squares between you and the tree. That way, you will hopefully bounce straight down the goal cup. If you reckon that you'll miss the cup, use the A button to alter the bounces.

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DEDEDE
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When you've finished the eighth course (even without a medal), King Dedede will show himself. Enter his course and you'll get to fight him immediately. You'll get to shoot as usual, but you will not use a power meter. It will automatically be super shots (spin doesn't matter). Fire six fly shots at the King and he will be defeated. Grounders will only push him. If King Dedede reaches you he will smash your platform and you will get Game Over. The King has some helper robots he fires at you and if they hit you, you'll lose a life. To avoid this from happening, don't fire at Dedede until the helpers are close. If you shoot King Dedede just before getting hit by the helpers, they will just crash. You can also shoot these with grounders, but that's just time consuming. Keep a cool head and avoid the helpers.

- CONGRATULATIONS! YOU'VE FINISHED KIRBY'S DREAM COURSE! -
... but wait... you still have the...

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4. EXTRA COURSES
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You'll unlock the extra courses if you get a silver or gold medal on all of the normal courses. You choose extra course from the title screen when you've chosen the amount of players. The extra courses are identical with the normal

ones when it comes to the map structure. Enemies and objects are different and it is more difficult to clear the holes. Medal requirements are also set differently. Extra Courses in the 2P mode will be unlocked at the same time, but I will not offer you a FAQ for those. It's pointless. Be sure to know of the in-game terminology before reading this part of the FAQ.

- Course - There are eight courses in the game and all of them contain eight holes.
- Hole - There are eight holes in each course.
- Guide - The dotted line in front of Kirby. Kirby will follow this line exactly if you perform a super shot.
- Grounder - A shot which follows the ground. Just press down on the control pad if you want to do this shot.
- Fly shot - A shot which flies and bounces. Just press up on the control pad if you want to do this shot. Press A and you will see a cursor move up and down. Stop in the centre to shoot a natural shot. If you stop it above or below the centre you will perform a top spin respectively a back spin. Read more about them below.
- Super shot - If you shoot with 100% power so the power meter turns pink, then you perform a perfect super shot. If you manage to do this, your ball will follow the guide exactly.
- Left spin - Hold B and press left to bend the guide in that direction. The ball will follow the guide when you fire it. If you made a super shot the ball will follow the guide exactly.
- Right spin - Just as above, but the ball will bend to the right.
- Top spin - This only works when you set a fly shot. Hold B and press up and you will see the guide change. The impact points will move away from you. When you are about to shoot the ball, you will see the same panel. Press A when the cursor moves over the marked area or the spin will be different from the guide. Top spins are good if you want the ball to get far or if you want to jump on water. If you want to jump on water, be sure to set max top spin.
- Back spin - It works as above but you hold B and press down. Then the ball will not move as far. With a maximum back spin, the ball will move backwards after the first impact point. Learn this one.
- Power meter- A gauge which determines the power of your shot. The higher it gets the more powerful the shot gets. Stop it with the A button.
- Cup - When you've hit all enemies but one, the last one will turn into a cup. Sink Kirby down the cup to move on to the next hole.

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EXTRA COURSE 1

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Gold: 8-13

Silver: 14-18

Bronze: 19-25

1: 1 5: 1-2
2: 1-2 6: 1-2
3: 1-2 7: 1-2
4: 1 8: 1-2

1: 1-2 5: 2-3
2: 2 6: 2
3: 2 7: 2
4: 1-2 8: 2-3

1: 2-3 5: 2-3
2: 3 6: 3
3: 2-3 7: 3
4: 2-3 8: 3-4

HOLE E-1-1

So you decided to play the extra courses? Good for you! The first hole is not that difficult, although you have the illusive tornado ability to tackle. For a rather easy hole-in-one, fire a grounder with 95-99% power and activate the tornado as soon as you hit its enemy. The speed you now have should be optimal for hitting the second enemy and go down the cup. It should work.

HOLE E-1-2

It's not easy to get a hole-in-one here, although the idea behind it is very simple. Set a grounder, press L once and left eight times. Fire with 99-100% power and you will hit the two first enemies before heading down a pit. Activate the tornado ability just as you take your first step down the pit and then steer yourself to the cup. That's very hard, but very much possible. If you are mortal, miss and land in the pit. Use the second shot to aim towards the cup with a fly shot and fire with around 50% power depending on where in the pit you are positioned.

Brian Kettel recently informed of a much safer way to score a hole-in-one here. Still difficult, but it's easier. From the initial position, press left 22 times and hold B as you press right three times for a moderate spin. Now fire with 99-100% of power and you will hit two enemies and the arrow panel. Just before (we're talking half a millimetre), activate the tornado and you will probably hit the cup. Don't press the A button and don't try to steer the tornado. Thanks Brian!

HOLE E-1-3

I doubt a hole-in-one is even possible here. It's not that interesting anyway since you really need to bring that UFO ability to the next hole, right? For two shots then. Fire a grounder with 99-100% power. You should hit the two rotating enemies and then the stone. Activate the stone ability as soon as you get it so that you stop dead immediately. For the second shot, you should aim a fly shot towards the UFO and fire with 99-100% power. As soon as you hit the UFO, activate its ability and then steer towards the cup. Just press B above the cup and you're finished. If you activate the UFO too late, you won't get to the cup and instead crash into a wall. Then you must shoot a fly shot and activate the UFO at the peak of the shot, but this won't happen, will it?

Nall Ruby has sent me a completely insane hole-in-one strategy, which is very difficult to pull off. I have not confirmed it, because I just can't make it in time. My UFO keeps running out. I will post Ruby's strategy as it is here. The first time I do something like that. It's just that I really think it is possible. Here goes:

"This hole-in-one is pure suicide. All abilities are put to the ultimate test here, including prediction and timing. If you fail, you'll lose the hole-in-one chance for hole 4 since you'll lose UFO. Here it goes. Set up a jump shot to hit UFO. Add some frontspin to get onto the high platform, but not too much since you'll bounce off (about 2-3 clicks should do). Get 99-100% to get UFO and bounce the moment you hit once (right after getting UFO). This will get the highest Kabu and pilot you Out of Bounds. Now for the tricky part. Time and predict the level you're at parallel to the starting platform. You have to activate UFO at the right time. It must be high enough to clear the wall, low enough to hit the Kabu, and fast enough to avoid zero count early. If your timing was right, you'll circle around, clear the barrier, hit the two Kabu, and drop into the hole. Insanely difficult to attempt. Even more so to accomplish."

HOLE E-1-4

I actually have two different ways to get a hole-in-one here. One will make you leave the hole with the fireball ability and the other one with the hi-jump ability. For the latter you need the UFO ability from the previous hole. It doesn't really matter which you choose. I recommend the fireball since the strategy is easier to pull off and you must have a fireball to complete a hole-in-one on hole 6. Okay, for the fireball ability. From the initial position, fire a grounder with 99-100% power. You will first hit the hi-jump enemy and then the one with the broom. You will be there after warp and fall on

some spikes. These will push you to the fireball enemy. Activate the fireball immediately and you will be shot to the cup via some spikes. You might have to use the A button to actually bounce down the cup.

If you want the hi-jump ability instead, from the initial position, press L four times to turn around. Set a grounder and fire with as much power as possible. Activate the UFO immediately and fly towards the rotating enemy. Then smack the hi-jump enemy and then the one with the broom. Getting down the cup can be a little tricky. You should activate the hi-jump ability when there are exactly five squares between the ball and the cup. For example when you've defeated the enemy with the broom. Good luck with that.

HOLE E-1-5

This hole is pretty easy to score a hole-in-one on. But there is a but. In order to make this an easy hole-in-one you can't bring the fireball ability to hole 6. Now I know of way to get a hole-in-one for hole 6 without the fireball, so use whichever of teh strategies you prefer. I'll type up both of them. Okay, for the difficult hole-in-one which will let you keep the fireball. Set a fly shot with full top spin. Fire with full power and you will hit both of the octopuses. You will continue to an edge and roll back onto an arrow panel. As you roll on it, activate the fireball ability and you will be shot right into the hill near the spiked ball. Hit the A button just as you're shot into it and you may, with great luck, make it over the barrier and bounce towards the cup. You must press A every time you bounce towards the cup and you will at least have a slight chance of scoring a hole-in-one. Even if you make it in two shots, you can comfort yourself that you will have an easier time on the next hole thanks to the fireball.

To get a hole-in-one and NOT keep the fireball ability, from the initial position, press L four times to turn around. Fire a grounder with 99-100% power and you will hit the hi-jump enemy as you bounce back towards the start panel. Just before going up the hill towards the spiked ball, activate the hi-jump ability and you will jump all the way to the octopus on the other side. You will most likely bounce on the hill which will shoot you to the cup. Use the A button if there seem to be problems with getting the ball down the cup.

HOLE E-1-6

If you kept the fireball ability from the fourth hole, then you have a great shot on a hole-in-one. If you didn't, then you have to settle for two shots. Wait, I've recently found out that you can get a hole-in-one without the fireball ability. Read further below. First for the hole-in-one strategy with fire abll. Press R once and then left nine times. Set a fly shot and fire with 99-100% power. You will be warped to the other side. You should activate the fireball as soon as you've warped but you must keep one thing in mind. You mustn't roll down the hill first and you mustn't be above the warp when you activate the ability. You must be levelled with the warp. If you are, then you will hit the octopus, the parasol dude and fall off the cliff. Activate the parasol at once and float carefully down the cup for that hole-in-one.

If you don't have the fireball, perform the first shot just as you did with the fireball, but naturally you can't activate that ability. Instead, just wait until the ball stops somewhere near the octopus on the upper floor. Then just fire a 75-100% powered grounder towards that octopus. You will also hit the parasol and then it's easy to just float down to the cup and at least finish the hole in two shots.

Now I've found out from the eminent Nall Ruby that there is a way to get this hole-in-one without the fireball, a pretty easy way actually. I should've seen

it. Press R once and set a full left spin. You will be aimed straight at the bottom warp. Now fire this grounder with 99-100% of power. You will hit the warp and hit the octopus as well as the parasol. Then you will hopefully roll down a slope, off the cliff and down to the cup. Activate the parasol as you leave the cliff and float carefully down the cup. Thanks Nall!

HOLE E-1-7

Getting this hole right in two shots is not difficult, getting a hole-in-one demands a friggin' miracle. Maybe not, but I'll explain the shot to you. You begin by pressing L four times to turn around completely. Then you set a fly shot with full backspin and fire with 75-90% of power. The ball will bounce on the hill and hit the enemy. It is optional for you to press A as you hit the hill. Either way, you will bounce further to a freeze enemy and a lake. You activate the freeze ability before hitting the lake and then you continue towards the cup. If your speed is too low (you didn't use the A button and your power was too low), then you will stop in front of the goal or simply glide over it. If your speed was too high (you did press the A button and your power was too high) then you will completely overshoot the cup. Either way, the second shot is easy. To get a hole-in-one you must bounce on the lake, the ground and then straight down the cup. This demands a tremendous balance between the power meter, your pressing the A button and your activating the freeze ability in the right second. I suggest you try until you get it right. Oh, one more thing, if your speed is high enough you don't have to activate the freeze ability. If that's the case, then you can bounce on the surface of the lake. I managed to do my hole-in-one when I was frozen, though.

HOLE E-1-8

I doubt a hole-in-one is possible here, how about you? So let's just get this over with. Press R three 3 and right 20 times. Then set a fly shot and hold B as you press down 6 times and right 1 or 2 times. Fire the ball with slightly more than 50% power. The ball will hopefully hit the enemy on the hill, then roll down to the fireball and continue towards the hill leading to the cup. For the second shot, set a fly shot and aim towards the cup. I suggest that you set a moderate back spin to increase your chances of the ball getting down the hole. If you are positioned just next to the hill (ramp), hold B and press down three times. Then fire the ball with as much power as you can manage and you will have finished this hole rather easily.

So there might be a hole-in-one possibility which I didn't really share with you. Just after you've taken the fireball ability, try activating it. With a great deal of luck you might make a hole-in-one. Remember to use the A button and also remember the overwhelming risk of falling off the map. I have never scored a hole-in-one here, though.

Nall Ruby has informed me of a very difficult way of scoring a hole-in-one. I've succeeded with and I can assure you that it requires a great deal of luck. Be sure to have the freeze ability from the last hole. Fire a 99-100% shot and just before hitting the fireball enemy, activate freeze and continue down the pit. When you hit the ground of the pit, activate the fireball and you will hit the needle enemy, bounce into Whispy and into the warp. You will now continue towards the water panel, drain the lake and roll towards the cup. Nall says that if you hit the A button every time you bounce, then you will roll down the cup on the hill. I'm not so sure about that since it's really easy to overshoot the cup if you bounce too much. Experiment and I'm sure you'll go down the cup soon enough. Don't use needle, warns Ruby.

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Gold: 8-15

1: 1-2 5: 2
2: 1-2 6: 1-2
3: 1-2 7: 1
4: 1 8: 1-2

Silver: 16-20

1: 2 5: 2-3
2: 2-3 6: 2-3
3: 2-3 7: 1-2
4: 1-2 8: 2

Bronze: 21-27

1: 2-3 5: 3-4
2: 3-4 6: 3-4
3: 3 7: 2
4: 2-3 8: 2-3

HOLE E-2-1

Getting a hole-in-one here can be a tad tricky. You must be very exact. Press L four times from the initial position and you will be aiming towards the red enemy. Set a fly shot with full back spin. Now you MUSTN'T shoot a super shot. The amount of power must be 99% and you must press the A button as you bounce on the hill. Then you will hit the red enemy and bounce back towards the pumpkin. ONLY press A when you bounce on the hill. If you press A again, you will have spoiled it. If you did as I said, then you will defeat the pumpkin, bounce on the arrow panel and then down the cup. If you pressed A more than once, then you will land in the sand above the hill. If you think that it's enough with a hole-in-two, just fire a 70% powered fly shot towards the hooded enemy and then a grounder with the same amount of power towards the cup. But there's no reason why you shouldn't aim for a hole-in-one.

HOLE E-2-2

Getting a hole-in-one here can be a little tricky as well. The big problem is that you have to be very exact and the even bigger problem is that I can't describe this to you in an exact manner. I'll give it a try, though. From the initial position, set a fly shot with full back spin. Fire with 99-100% power and you will hit the hill and the fireball enemy. If the power was slightly lower, you're screwed. Press A as you bounce on the hill. Thus you will be bounced back towards the start panel, but high above. Activate the fireball just after you've passed above the start panel and you will with a little luck get over the trees. The rest is a mix between timing with the A button and a little help from lady luck. It requires a lot of luck if you're going to hit both enemies. I've actually once hit the spinning one and gone down the cup which was the broomed one and one time the other way around. So the possibilities are vast. Good luck!

HOLE E-2-3

No matter how you do you'll probably clear this hole in two shots. As long as you have the assist of your fireball ability that is. You even have a pretty decent chance at a hole-in-one with this "strategy". You can also try to spin to ball to some degree. Seriously, I have no idea how one should do to get a hole-in-one intentionally. I will give you a first shot which at least takes out three of the enemies and maybe it will go down the cup. Probably it will lead to hole-in-two. If you know of a better strategy, please contact me. Alright, from the initial position, press R once and right three times. Hold B and press right twice. Fire with 99-100% power. The ball will hit the two first enemies. When it's directed towards any of the other two enemies, activate the fireball ability and you will run over the enemy in question. With incredible luck, you'll go down the cup, otherwise, the second shot should be easy to perform.

HOLE E-2-4

A hole-in-one here is easy. Easiest so far on this course at least. Set a fly shot and hold B as you press down five times. The back spin will be almost full. Fire the ball with 99-100% power. You will probably hit the pumpkin,

the rotating enemy and the hi-jump enemy. Then you will roll towards a wall and when you have about three squares between you and the wall, activate the hi-jump and you will jump to the stone on top. Then you will roll down to the cup. Activate the stone ability while being above this cup and you will be finished. You might have to press the A button now and then just to not get caught in the sand bunkers, think about that.

HOLE E-2-5

I doubt that a hole-in-one is possible here, but a hole-in-two is rather easy actually. Press R once and fire a grounder with 75-90% power. You'll bump into an edge and then a freeze enemy. Before going down the lake, activate the freeze ability and you'll probably glide towards a hi-jump enemy and stop dead on its exact position. This should happen, but your speed may be too high or low and then it's not good fun for you. If you stopped on the hi-jump enemy you'll be lined up with the hooded enemy and the other hi-jump. Fire a grounder with 75% power and activate the hi-jump ability while being on the first sand strip. You'll jump up to the hooded one and then straight down the cup. If you didn't stop at the hi-jump enemy, you'll most likely have to settle with clearing the hole in three shots.

HOLE E-2-6

Yep, a hole in one is very much possible. It's actually not as hard as getting a hole-in-one on the normal counter part of this hole. At least not if you know how to get it right. The trick is to get rid of the northern-most pumpkin first and then warp. From the initial position, press R 4 times and then right 17 times. Set a fly shot with full back spin and fire with 75% power. You'll bounce into the hill, hit the pumpkin and then warp. You'll be warped right into the face of a wheel enemy. Activate the wheel ability immediately and you'll be boosted into a parasol and then off the cliff. Activate the parasol immediately and then hover to the hooded enemy, the pumpkin and then to the cup. This requires that you take no detours at all while you hover towards the enemies. And you must change direction when you've broken the pumpkin and are on your way to the cup. This is not that hard actually.

HOLE E-2-7

Getting a hole-in-one here is surprisingly easy and you hardly have to care about Kracko, the vicious cloud. Press right seven times and fire a grounder with 99-100% power. You'll go down the cup. Easy!

HOLE E-2-8

Another hole where a hole-in-one is relatively easy. Set a fly shot with full top spin and fire with 99-100%. As you hit the first hill press A, but be careful with the A button elsewhere. You will hit the middle octopus on the big hill and then the upper-most one. You will roll down the hill to the last octopus and an air vent. Let the air vent pick you up above the cup and when you are on the peak of the jump activate the parasol you got on a previous hole. Now you can carefully hover down to the cup.

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EXTRA COURSE 3
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Gold: 8-17	Silver: 18-22	Bronze: 23-29
1: 2 5: 2	1: 2-3 5: 2-3	1: 3-4 5: 3-4
2: 2-3 6: 1-2	2: 2-3 6: 2-3	2: 3-4 6: 2-3
3: 1-2 7: 2-3	3: 1-2 7: 3-4	3: 2 7: 3-4

HOLE E-3-1

I doubt a hole-in-one is possible here, but we can definitely sink it in two shots. It looks kind of funny too. =) From the initial position, set a fly shot with full back spin. Then fire the ball with just a slightly bit below 75% of power. You will hit the hooded one, then fall down to the trampoline below and automatically be boosted back up to the start panel. If you did everything right, then you will actually land right on the start panel. For the second shot you should be lined up with the two last enemies. Aim in a straight line towards them and set a fly shot. Hold B and press up twice to create a slight top spin and then fire with 99-100% power. You will hit the first octopus and hopefully bounce to the cup. Don't be afraid to use the A button if your power was too low on the second shot.

HOLE E-3-2

Getting anything in under three shots on this one is very difficult. I'll let you in on my two shots strategy which you of course can use for more shots as well (and as usual). Whatever you do, don't get on a conveyor belt - they will only lead you back to the initial position. Okay, press right four times and then set a fly shot with full top spin. Also, hold B and press left once to spin it slightly to left as well. Fire with 100%, it might be possible with 99 as well. Press A every time you hit the ground and you with a little luck land on the needle enemy or very close to it. If you landed on the needle enemy, then it's just to fire a fly shot straight into the goal, but that will probably not happen.

If you landed close to the needle, aim a fly shot at the enemy with the broom and set it to full backspin. Alter the spin to the left so that you will bounce back towards the needle enemy which then will be a cup. The rest is then up to you. Use as much power as you find necessary and press the A button if you need to. Try to stay on the green floor on as short periods as possible, because it's not funny to miss targets. Mmmm'kay? If you must take the needle enemy first of some reason, try to use that ability when you are close to the cup and you will easily clear the hole in three shots instead.

HOLE E-3-3

Oh, you wouldn't believe what hustle I had with this one. It might not look difficult to get a hole-in-one, but I had a really hard time developing a strategy for it. You have to be very exact, not with power, but with the rest. From the initial position, press R 2 times and right seven times. Fire a grounder with about 99% of power. It will hit the hi-jump enemy and then continue towards the start panel. When you roll over the exact centre of the panel, activate the hi-jump ability and you will sink yourself into the cup. You should really activate the ability when you are rolling one or two millimeters before the centre of the start panel, but it might work in the centre as well. Don't expect to do this on your first try, though.

Nall Ruby came up with a much safer method to hole-in-one. A method which I've adjusted slightly to guarantee success. I recommend you to use it. From the initial position press R twice and right 13 times. Set a fly shot, and then hold B as you press down all the way and left 5 times. Fire the shot with 99-100% power and you will hit the hi-jump enemy and then bounce backwards towards the cup. Activate the hi-jump ability when you're above the white square just to the north-east of the hi-jump enemy. You will bounce once and then drop straight down the cup. Thanks Nall.

HOLE E-3-4

Okay, I've got to admit. I am rather proud of this hole-in-one. I've been prouder, but it isn't bad. Press R once and left three times. Hold B and press left four times to create a rather big left spin. Now fire a grounder with 95-99% power (it MUSTN'T be a super shot). The ball will hit both enemies, but sadly not the switch. It will continue to the conveyor belt and place itself in the middle of it. If it placed itself on the side, it isn't good and you probably fired a super shot. The belt will take the ball to a wheel enemy. As soon as you get its power, activate it and you will be boosted to the two last enemies. You will actually pick up a stone ability and ram right into the wall above the cup. Activate the stone ability and you will slide down the hill right into the cup. Wasn't that just peachy? Remember, NOT a super shot!

HOLE E-3-5

If a hole-in-one is possible here, then my name is Abdula. A hole-in-two is really difficult and really tests your super shot ability. Press left 11 times and then hold B as you press left again for a slight spin. Set a grounder and shoot a super shot. 99% power might work, but don't take any chances. The ball will hit both enemies. As soon as you've got the freeze ability, activate it and you will glide over the lake into the needle enemy. Activate that ability as soon as you get it and you will stop on the exact same place as the needle enemy. For the second shot you will initially aim to the north. Press left 15 times and then be sure to fire a grounder super shot. Nothing else works, so if you fail with the super shot, activate the needle ability as close to the stone enemy as possible. If you managed to do the super shot, then you will hit the stone enemy, and its ability should be activated as soon as possible. Then you will get the privilege of gliding down to the cup. If you activate the stone ability too late, then you will just glide past the cup.

HOLE E-3-6

Okay, this hole-in-one may seem a little bizzare, but I can't get it to work in any other way. It requires some timing with the A button I reckon. From the initial position, press L four times to turn around. Then fire a grounder with 75%. You will automatically hit the hooded and then land on the hi-jump enemy. As you land on him, press A and you will be boosted up to the octopus. Continue to press A every time you bounce and you will continue into a tree and then roll back. Activate the hi-jump ability when you've bounced into the tree AND when there is one square between you and the tree. You will bounce on a hill, down to the air vents and hopefully reach the cup on the other side. There are no guarantees, though. You'll just have to use your common sense whether or not you should use the A button at the end. It's all about how great your power is. I would lie if I said that it was just up to your skill to achieve this goal.

HOLE E-3-7

I hated this hole as the normal counter part and now I have to play it in extra. Ouch! I can't guarantee you to clear this hole in two shots, but I will do my best to guide you there. Press R twice and then right 6 times. Set a fly shot with full top spin and fire with 100% or very close to it. You will bounce towards an edge, an arrow panel, a freeze enemy and then into the lake. Activate the freeze ability just before taking a swim and you will hopefully glide all the way to the rotating enemy on the other side. There are no guarantees that your first shot will look like this, but it will - hopefully.

For the second shot. Press R twice and you'll be aiming into an edge. The difficult part here is that if your power is too low, then you will miss the

enemies and if it's too high you'll be boosted over an edge. Tricky. About 99% power seems to work best, but then you mustn't press A anywhere. A grounder of course. Activate the freeze ability just before touching the surface of the lake and you will hopefully glide to both of the enemies and score. It's very probable that you'll have to settle with three shots.

HOLE E-3-8

Another hole on which a hole-in-one seems pretty out of reach. A two shotter is very easy though. From the initial position, press left 25 times. Then fire a fly shot with full backspin and 99-100%. You will hit the UFO, but don't activate it before you're just about to bounce on the ground. This way, you'll reach sufficient speed. Begin by attacking the three enemies on screen in this order: western, northern, eastern. Then continue to the north-west and you'll find the other four. Begin by attacking the southern most and then land in the small valley just below. The second shot is easy. Just fire a grounder towards the south-west with 50% power. Activate the UFO immediately and begin by defeating the enemy on the hill and then attack the two last. It's of course just to land in the cup there after. If you have to land on another sight. See it like this: you want the UFO to stick to the ground, so always fire grounders and activate the UFO while it is on the ground.

Now I know of a hole-in-one strategy for this hole thanks to reader Dratini927 though it's really, really difficult and almost impossible without a ROM and save states. Okay here goes, press left 18 times and set a fly shot. You will be aiming at the UFO. Now set a full backspin and perform a 75% powered shot. Now the timing is crucial when you activate the UFO. You are to activate it just as you touch the ground. The backspin will make the UFO extremely fast. If the UFO doesn't "hug" the floor it means you activate too late or early. Restart if it doesn't hug the ground.

Now it's just to hit the heads in the right order and don't take ANY detours. This is very hard because you will not go straight. It's just to practice and try seeing where you're heading. This is the order: near closest to the warp, the eastern most one, the closest one to the previous, the one near the water panel, the two to the north and the one on the hill will be a cup. Hitting the cup is almost impossible. You are to deactivate the UFO (press B) while beeing on the cup or just above it. Timing is hard because it's going so fast. I promise that it's possible. Both Dratini and I have made it, though it took some save states from me. =) Be sure to have a full backspin and activating UFO just as you hit the ground.

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EXTRA COURSE 4
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Gold: 8-17	Silver: 18-22	Bronze: 23-29
1: 1-2 5: 2	1: 2-3 5: 2-3	1: 3-4 5: 3-4
2: 1-3 6: 2	2: 2-3 6: 2-3	2: 3-4 6: 3-4
3: 1-2 7: 1-2	3: 2 7: 1-2	3: 2-3 7: 2-3
4: 2-3 8: 1	4: 2-3 8: 1-2	4: 3-5 8: 2

HOLE E-4-1

Getting a hole-in-one here is quite difficult. Further more, to get a hole-in-one, you cannot bring the tornado to the following hole and then you will score worse over there. Therefore I'll give you two strategies: hole-in-one without the tornado ability and hole-in-two with the tornado. Let's begin with the former. From the initial position, press L 3 times, right 7 times, hold B and press left 2 times. Then fire the grounder with exact 100% power,

a super shot in other words. The ball will hit the tornado and you will start riding up a hill. Just before riding up, activate the ability, and steer along the hill towards the hi-jump enemy. You must be on the hill to get over there. When you've got the hi-jump ability steer towards the right tree and when there is exactly one square between you and the tree, activate the jump ability and you will probably jump right down the cup - with a little luck. I do not recommend this however.

Nice guy Raptor sent me a much safer way to gain a hole-in-one. Sadly you will still not be able to keep the tornado. Press L four times and left ten times. Set a fly shot with full left spin. Hold B and press up twice for a moderate top spin. Fire with 99-100% power, preferably the latter. You will bounce on the hill and then on the tornado enemy. Press A as you bounce a second time. You will be boosted up a hill and then go down again. As you start going up the next hill, activate the tornado and you will get extra speed. Try no to steer too much. Now ride on the right hill or switch to the other hill towards the hi-jump enemy. When you've got the hi-jump ability steer towards the right tree and when there is exactly one square between you and the tree, activate the jump ability and you will probably jump right down the cup - with a little luck. See how I just copied and pasted at the end there? =) You see, I don't know how to clear the following hole with a hole-in-one, not even a hole-in-two. Therefore, it may be a good idea to try the following strategy instead.

The hole-in-two strategy with the tornado ability is not very different from the above. Do the first shot just like you did for the hole-in-one, but when you are supposed to hit the hi-jump enemy, go past it and be sure to stop between the hi-jump enemy and the tree. For the next shot, you are to simply shoot a fly shot with full back spin and a slight left/right spin, towards the enemy with a broom. Fire with as much power as you need and you will hit the enemy and bounce back up towards the cup. Activate the tornado and steer into the cup. Be sure to press the A button as you hit the enemy with the broom or you will probably not get up.

Nall Ruby informed of a way to get a hole-in-one, but still keep the tornado. It's very hard and I haven't really had the patience to do it. But I'm sure that it works, at least in theory. Set a fly shot with full back spin. Fire with 95% power and you'll hit the hi-jump enemy and then go backwards. Activate the hi-jump almost immediately after the first bounce. Press A every time you bounce from now on. You will hopefully make a bounce on the other side of the tree, then right before the sand pit and right after. You will hopefully hit the tornado just before stopping. Before stopping, activate the tornado and now try to get all the way to the cup. This is the really tricky part. I think you should try and cruise from hill to hill. Nall mentioned something about hitting Whispy a lot. Good luck!

HOLE E-4-2

A hole-in-one is possible on this hole, but then you must've brought the tornado ability from the previous hole, and then you couldn't have got a hole-in-one over there. I recommend you to do like this, because if you don't have the tornado, I don't even know how to clear the hole in two shots. Find my three shots strategy further below. First for the hole-in-one. Press R twice, right 13 times and hold B as you press left once. Fire a grounder with 99-100% and the ball will fly towards an octopus and a hi-jump enemy. Activate the tornado just before hitting the hi-jump enemy and then steer the tornado towards the two enemies on the north-west hill. Then towards the south-west enemy and then down the cup. Sadly, the probability that you will stop just in front of the goal is rather high.

If you don't have the tornado, then you must approach this a little differ-

ently. Believe me, I've been trying for a long time, but I can't find a way to clear this hole in under three shots. Feel free to experiment with the hi-jump ability, though. Another thing: it's probably easier to clear this one by yourself than following the strategy. Anyway, set the exact same first shot as you did with the hole-in-one strategy. Fire a grounder with about 99% power. The ball will hit an octopus and a hi-jump enemy and then roll back to the start panel. If you get the chance to use the hi-jump ability to jump to other enemies, take that chance. For the second shot if you are on the start panel, aim straight towards the western octopus, press left 13 times, hold B and press right 4 times. Shoot a grounder with as much power as possible and you will hit three of the enemies. The last one will turn into a cup. Use a fly shot to hit the cup on the hill and the amount of power is up to you to calculate. This hole was probably my worst effort in the whole FAQ. I thoroughly apologise.

HOLE E-4-3

Getting a hole-in-one here is not easy. It requires tremendous timing. From the initial position, press left 26 times. Set a fly shot and then hold B as you press down 6 times and right 1 time. Fire with 75%. You will hit the stone enemy, roll down to the hi-jump enemy and then hit the warp. Now comes the deadly timing part. You are to activate the hi-jump ability just before or JUST after hitting the rotating head. We are talking about nano-seconds-timing. Then you will bounce on the other side of the cup, bounce into the edge on the second bounce and then bounce back towards the cup. It's essential where you press A during this process. DO NOT press A on the first impact point. DO press A when you bounce into the edge and are on your way to the cup. The risk of your jumping off the entire course hole is overwhelming, so aim for a hole-in-two if you're afraid of losing life.

HOLE E-4-4

This hole is a little peculiar. A hole-in-one might be possible, but I sure haven't succeeded. Sorry. To get a rather difficult hole-in-two, then. Press L four times to turn around. Fire a 50% powered grounder and you will hit the fireball enemy, continue down the hill and take out two octopuses. You will stop near a wall, next to an octopus and a warp. Do not press A any times during this little run. The next shot is quite difficult to explain. You should aim up the hill with a 50% powered grounder, but only to roll back straight towards the octopus and the warp. I can't tell you exactly how to aim because I can't tell where you exactly are. You just have to use better judgement. If you've succeeded with the shot and are on your way to the warp, activate the fireball ability and you will warp and hit a stone in high speed. Then you will run straight into a warp and fly over the cup. Here's where your reflexes are really put a test. Activate the stone ability while being just over the cup.

Raptor sent me a slightly more safe strategy to score a hole-in-two. Let's begin. Press L four times to aim towards the fireball enemy. Fire a grounder with exactly 50% power. No more no less or it won't work. You will hit the fireball enemy and then continue into a wall. Press A as you bounce into it and you will hit the first octopus, but miss the second one barely. Then roll down towards the third one and the warp. Press A as you bounce on the floor here and you will reach the warp. Activate the fireball ability just after being warped. You will hit the fourth octopus, the stone enemy and then fly off towards the fifth one. Activate the stone ability while being just above this fifth one and you will stop. The second shot will be aimed straight towards the cup which previously was the second octopus. Fire a fly shot with power just between the 50% and 75% markers. Thanks a bunch Raptor!

HOLE E-4-5

I doubt you can get a hole-in-one here. Have I sucked on this course or is it just I who think so? From the initial position, press L four times to turn around completely. Then press right eight times and fire a grounder with exact 100% power. It MUST be a super shot. The ball will hit the upper-most needle enemy, roll down to the next one, to the arrow panel, hit the red enemy and then roll back towards the start panel. Activate the needle ability on the start panel. It's essential. The second shot requires some exact movement from your side. Aim towards the last enemies, set a fly shot and hold B as you press up twice. Fire a shot with 50% power and you will get straight down the cup. The difficult part is that clearing this hole in a safe way doesn't really seem possible. In such case, you should aim towards the needle enemy which became a cup first and then try to get stuck on the hill using the needle close to the cup. Try that if you just want to finish the hole.

Brian Kettel sent me a strategy for a safer hole-in-two here. I'm not sure I agree, but here it is either way. Set a fly shot from the initial position and hold B as you press down six times and left once. Fire the shot with 50% power and press A as you bounce on the fireball enemy. Activate the fireball ability at the peak of the bounce and you will be fired up the hill and hit both of the needle enemies. Then you will drop down to the arrow panel and there after shot towards the octopus. You will bounce back towards the start panel and should activate the needle ability as you hit said panel. The second shot will automatically be aimed towards the cup. You must fire a fly shot with exact 100% power (a super shot) or you will miss the cup and lose a life. Therefore, it is not much safer.

HOLE E-4-6

Probably impossible to get a hole-in-one on, but a hole-in-two is surprisingly easy. From the initial position, press R once and fire a fly shot with 99-100% power. When you've hit the fireball enemy and are on the ground, activate the fireball ability at once. You will bounce towards the edges, hit the stone enemy, roll on a booster and get to the other side of the course hole. Activate the stone ability when you roll between the hooded enemies to get ready for the second shot. For the second shot, aim towards any of the hooded once with a fly shot with full back spin. Fire with exactly 75% power. Two things may happen. You will probably calmly hit the hooded one and then bounce towards the cup. If that happens, it's important that you press A everytime you bounce or you won't reach the cup. The other thing that may happen is that you crush into an edge and then fly like a russian rocket straight towards the cup. Just activate the stone ability when you are above the cup and everything will be alright.

HOLE E-4-7

A long last, I've made a hole-in-one. From the initial position, press R once and then left 10 times. Hold B and press left four times. Fire a grounder with 99-100% and you will hit two of the red enemies and then a warp. The warp will take to a needle enemy and then down the hill. Press A as you bounce down the hill or you will miss the cup at the end. If you did it right, then you will overshoot the cup, bounce into an edge and enter the cup from behind.

HOLE E-4-8

I love this hole - it's so easy. I can almost guarantee a hole-in-one. A nice little finish of the course from hell. From the initial position, press L four times to turn around completely. Set a fly shot with full top spin and fire with 99-100%. Press A every time you bounce on the water and you will soon hit

a hi-jump enemy. You'll then continue up a hill, but down it again and towards a UFO. When you are aimed towards the UFO and positioned on the same square where the hi-jump enemy stood, activate the hi-jump and you will hit the UFO. As soon as you hit the UFO, activate it and then don't touch anything. You'll be going in a slow motion towards the cup. Just press B when you're above it and the course will finally be over. Thank God the medal requirements are set lightly.

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EXTRA COURSE 5
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Gold: 8-15	Silver: 16-20	Bronze: 21-27
1: 1-2 5: 1-2	1: 2 5: 2	1: 2-3 5: 3-4
2: 1 6: 1-2	2: 1-2 6: 2	2: 2-3 6: 2-3
3: 1-3 7: 2-4	3: 2-3 7: 4-5	3: 3-4 7: 4-6
4: 1-2 8: 1-2	4: 2 8: 1-2	4: 2-3 8: 2-3

HOLE E-5-1

As you can see, the medal requirements are rather tight on this course, so don't be slacking off. It's not half as difficult as the fourth anyway. The first hole is very hard to score a hole-in-one on though. Press L twice and set a fly shot. Hold B as you press down 3 and right 4 times. Fire with 99-100% and you will hit the first needle enemy and then bounce on the booster. You will be boosted on some arrow panels and then to a UFO. Activate the UFO when you are close to the ground and then attack the rest of the enemies. Defeat these four as you wish but leave the north-western one for last. The tricky part about getting a hole-in-one is the needle ability you have. If you use it on the hole, you'll only get stuck. Do this if you're happy with two shots. So you want to aim for a hole-in-one. Okay, when you only have the cup left, which should be the north-west enemy on the hill, crash your UFO into the wall just above the cup. That way, you'll roll down into the cup. This only works if you're exactly above the cup. DO NOT use the needle ability. This is very difficult, though.

HOLE E-5-2

Another (really easy) hole-in-one. Set a fly shot with full top spin and fire with 99-100%. Just in case, press A as you bounce on the water. You'll hit the hi-jump enemy and roll towards a hill. Just before rolling up this hill, activate your new ability and you'll jump up to the two last enemies. You'll hit the enemy with the broom and then bounce down the cup. Use A here as well. This hole is not really of extra course difficulty or what do you say?

HOLE E-5-3

So I was thinking for awhile and I came to the conclusion that a hole-in-one probably isn't possible on this hole. So I might possibly be wrong, then you should e-mail me. Here's a hole-in-two, though. Press L four times to turn around. Set a fly shot with full back spin and fire it with 50%. You'll hit the hi-jump enemy and then roll down. Activate the hi-jump ability just after hitting the rotating enemy. You will then hit a pumpkin and stop in that pit. You'll probably be standing just north of the square where you beat the pumpkin and then you should set a fly shot. Hold B and press up 3 times and right 5 times. You can see on the guide if this is right for you too. Fire with as much power as possible and you'll hopefully hit the next pumpkin and the cup.

So Nall Ruby came up with a hole-in-one here as well. It's very difficult, but I have confirmed it, so let's get on with it. Press L four times to target the

hi-jump enemy. Set a fly shot with full backspin and then fire with 50%. You will hit the hi-jump and roll down towards the rotating enemy. Press A every time you bounce on the hill towards the rotating one. This way, you'll hit it, roll up the hill towards the first pumpkin. Then roll back down towards the place where the rotating enemy was positioned. This is complicated so pay attention. You will continue up the hill towards the start position and then back to where the rotating one was standing. Activate the hi-jump when you are positioned where the rotating one was standing and you will jump to the first pumpkin. If you hit A every time you bounce, then you will continue towards the second pumpkin, miss it and go straight down the pit to the tornado. Now comes another tricky part. You must activate the tornado when you get it and are aimed towards the cup (which previously was the second pumpkin). You will then most likely be boosted up the hill and then carefully steer down the cup. Remember never to hit A when you're about to get UP a hill. This will have the reverse effect, slow you down that is. Thanks mr. Ruby!

HOLE E-5-4

This is not a very difficult hole-in-one I must say. From the initial position, set a fly shot, press right 17 times and hold B as you press left 2 times. Fire the fly shot with exact 100% (super shot) and activate the freeze ability just before going down the water. You will get a hole-in-one. If you anything less than a super shot it won't work, though.

HOLE E-5-5

Here you get to choose between a UFO ability and a hole-in-one. Screw the UFO, you don't need it anyway and will lose it on the next hole. So for a hole-in-one then. It's difficult, but not as difficult as it was on the normal course counterpart of this course. Press right 17 times and fire a grounder with just a bar above 25% power. You will then fall down to a tornado. Activate it as soon as you get it and steer to the next. For every tornado you hit, activate it for an extra speed boost. Continue like this until you hit the cup. Your speed should be perfect once you reach the cup, so don't worry about it.

HOLE E-5-6

This hole is so much easier to hole-in-one than it looks. Aim towards the warp with a grounder and fire with 75%. You'll warp and be directed towards a wheel ability. Activate the tornado ability you got on the last hole to reach the wheel. Activate the wheel as soon as you get it and you can spend the rest of the hole as a spectator. You will hit the rest of the enemies and go down the cup. There's a small margin of error though. In rare cases, you will jump over the cup and then you must be very fast with the parasol ability you automatically pick up. This rarely happens to me though. Remember one thing, don't activate the tornado ability too early or you won't reach the wheel.

HOLE E-5-7

One of my least favourite holes in the entire game. Let's see how it goes. Since I've led you to so many hole-in-ones on this course, why don't you cut me some slack and we could safely finish this in three shots? This strategy might work for two shots as well, but it's hard. From the initial position, fire a grounder with slightly more than 50% power. You will hit the hi-jump enemy and roll down to the start panel again. When you are to set the second shot, Kirby will initially aim to the west. Set a fly shot, press left 4 times, hold B as you press up 2 times and right 1 time. When you look at the guide, you should see the first two impact points land on two red enemies. If they don't, alter the guide 'till they do. Fire with 99-100% power and you should hit the two first enemies. Start using the A button after you've hit the second enemy and

you have a good chance at hitting the third one as well, maybe even the cup. The last shot should be easy, so I hardly need to say anything there.

Brian Kettel tried to help me here, but I still haven't been able to get a fool-proof strategy. I can "fool-proofly" tell you how to hit the first four enemies, though. And then you might be able to work your way from there. Use my exact strategy and after you've hit the arrow panel and begin bouncing down the hill. Press A as you bounce on the first hill and on the second Waddle Dee on the hill. This will make you hit the first three Waddle Dees on the hill.

HOLE E-5-8

Another ridiculously easy hole-in-one. I don't think a gold medal should be any problems on this course. From the initial position, fire a 50% grounder. You will hit a spark enemy and you should activate its ability at once. You will then break a tree and roll into a hi-jump enemy. Activate it's ability while rolling down the hill. You will jump over the booster and hit a tornado. Now comes the only thing where one can fail. DO NOT activate the tornado immediately. Then you'll get totally off course and hit a spike ball. You will see that you will start going up a hill but then roll down again. Activate the tornado as you're rolling back down. Then steer your tornado into the other tornado. As you get it, aim towards the conveyor belt above and activate the new tornado. This will boost you straight up to the conveyor belt and then it is just to wait for it to take you straight down the cup. You only miss it if you ride the conveyor belt on the side.

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EXTRA COURSE 6
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Gold: 8-16	Silver: 17-21	Bronze: 22-28
1: 1-3 5: 1-2	1: 2-3 5: 2-3	1: 3 5: 3-4
2: 1-2 6: 1-3	2: 2-3 6: 2-3	2: 2-3 6: 3-4
3: 2-3 7: 1	3: 3-4 7: 1-2	3: 3-4 7: 2-3
4: 1 8: 1-2	4: 1-2 8: 2-3	4: 2-3 8: 2-3

HOLE E-6-1

This hole doesn't rub me the right way and I certainly don't know how to hole-in-one it. My strategy will clear it for you in two or three shots depending on - luck. From the initial position, just fire a 99% powered grounder. Don't press A anywhere. You will soon stop. When you do, fire another 99% powered grounder in the same direction as you were heading. You will then run through a fireball enemy. Activate the ability as you get it or right after and you will hopefully hit the rest of the enemies and get down the cup. Most likely you will either overshoot or not reach the cup. The third shot will then be very easy. However, I usually clear it in two shots, so you shouldn't worry too much.

Obviously this hole do rub Survivor Guy 886 the right way, because he can consecutively get hole-in-ones (!). And by god, he is right! This is one thorough guy. This is how you do it. Fire a 99-100% powered grounder from the initial position and press A to bounce off every wall until you hit the first fireball enemy. Once you've hit it, activate the fireball ability immediately. You will now continue bouncing into walls. Do NOT press A on the following two wall, but do it on the rest of them until you carefully roll down the hole. Thanks! Also thanks to Nall Ruby for your input on this hole.

HOLE E-6-2

Scoring a hole-in-one here is very difficult, but I actually have two strategies. One of them is pretty foolproof but requires the mind of a jedi. The other is more Episode I:ish, but is more unsafe. Confused, are you, Luke? Let us begin with the former strategy. Press L and fire with 99-100%. Activate the fireball from the previous hole and you will bounce into the stone, hit another enemy and then continue into a booster. The booster will take you to a hi-jump enemy and then towards the cup. The problem is that you have to activate the said hi-jump on the exact right square: when there are exactly five squares between you and the cup. That is when you are on the first black square after the hill. If you activate it while flying over this square, then you have a certain hole-in-one. The speed is really high so you'll really need the jedi-stuff. You can also try activating the hi-jump while being above the last hill. With a little luck, the ball will carefully bounce down the cup, but you may just as well miss it completely.

For the other strategy then. From the initial position, press R three times and fire a grounder with 99-100% power. Activate the fireball ability just after hitting the rotating head and you'll fly to the booster. You'll hit the hi-jump ability and should activate its ability on the same square as in the above strategy. The difference is that you don't have to be as exact. Hopefully you'll bounce on the octopus enemy. Then you should press A every time you hit the ground and you will continue towards the arrow panel and with a little luck bounce down the cup. This strategy is probably a little easier, but the one above is safer. You decide which you want to use.

HOLE E-6-3

It's actually possible to finish this hole in two shots, but it requires a pretty suicidal manoeuvre. I'll let you in on a rather safe three shots strategy as well. We'll begin with the suicidal one. From the initial position, press right 13 times exactly and set a grounder. Fire with 100% power. One percent less and you won't make it. This is possibly the only way to reach the needle enemy on the hill. The next tricky thing is that you should activate the hi-jump ability just before hitting the needle enemy. This is very, very difficult. If you manage to do this, then you will bounce down to the stone enemies and hit both. Activate the stone ability on the same spot as the second stone ability. For the second shot it's just to fire an ordinary fly shot with just a little more power than 75% and you will drop down the cup.

For the safe hole-in-three then. From the initial position, you should press right 13 times here as well and fire a grounder with exactly 100%. When you hit the needle ability, activate it immediately to stop dead on the hill. Then press down to bring out the long guide of the grounder and aim straight towards the nearest stone enemy. Fire with 99-100% and you will hit both. Activate the stone ability as you hit the other stone enemy here as well and then fire a fly shot with just a little bit over 75% towards the cup. That's a lot safer, but you still have to score that super shot.

Great guy Raptor gave me a much safer hole-in-two strategy for this hole. From the initial position set a fly shot and press right 24 times. Then hold B as you press up and left six times each. The spin should be to the extreme top and left. Fire with 99-100% power and hit the A button as you bounce the first time. You will bounce straight into the needle enemy and then continue down to just between the stone enemies. Activate the needle ability when you are just between them. Now for the second shot. Aim towards the upper-left stone and fire a grounder with 99-100%. You will hit the stone enemy, continue up the hill, then down it again and hit the second stone enemy. After that, Kirby will bounce on the spike floor towards the cup. Just press A every time you bounce on solid ground and you'll have no problem whatsoever. If you hit

the cup, you won't lose a life even though your energy have been drained.
Thanks a bunch Raptor!

HOLE E-6-4

A pretty silly hole-in-one. Piece a cake! Press L twice and fire a grounder with 75% power. You will roll below the UFO and hit the hi-jump enemy. You will also continue up a hill and roll down again. Just before rolling over the square where the hi-jump enemy stood, activate its ability and you will hit the UFO. Activate the UFO ability as soon as you hit ground. Then run over an enemy and drop down the cup.

HOLE E-6-5

A pretty easy hole-in-one, but the big question is which power we should bring to the next hole: tornado or hi-jump. I recommend the tornado. It doesn't matter which you bring when it comes to my strategy on the following hole. If you don't use my strategy, I'd reckon the tornado being more useful and it's probably a little easier to get as well. It's up to you. I'll explain how you bring both and still get a hole-in-one. I suppose you still have the UFO from the previous hole. For tornado, fire a grounder with full power from the initial position and activate the UFO at once. Run over the hi-jump enemy you see on screen and then continue up the hill. Run over the enemies in this order above the hill: southern tornado, other tornado, broom, octopus and rotating head. The hi-jump enemy will be turned into a cup which you are supposed to get into, but that's easier said than done now that you have to use the tornado to land in it. Head towards the cup from the octopus and the head and activate the tornado when you are above the hill leading to the cup. Either you'll get down the cup directly or continue down the hill. If you go down the hill, just board the conveyor belt leading back up again and you'll get down the cup either way. Great, isn't it?

So you want to keep the hi-jump instead? Fire the shot just like you did above. Run over the hi-jump enemy at the bottom of the hill and then fly upwards. Begin by attacking both tornadoes and then the one with the broom. Then drive down the hill a little. Follow the conveyor belt that leads to the hi-jump enemy upwards and you will of course hit the hi-jump enemy. As you do, activate the hi-jump immediately. You will then hit the rotating head and hopefully bounce down the cup.

HOLE E-6-6

This is not a nice hole. It's mean. I know I recommend the tornado ability for this hole, but when I've come to think about it this hole's pretty difficult whichever ability you bring. I'll try and give you a two shots strategy. It's sadly very close to a three shotter. From the initial position, press L twice and right 10 times. Then fire a grounder with about 15% (between 0% and 25% on the power meter). You will hit two enemies on the hill and then bounce into a warp. The warp will send you down a hill, onto a booster, over three more enemies, down the hill again and then towards the other hill. When you bounce down the hill with the start panel for the second time, use the A button when you bounce to get more speed. Use the needle ability you just got as high up on the other hill as possible, so you get as close to the cup as you can. The second shot is very hard for me to predict since I don't know how much you used the A button and how high on the hill you got before activating the needle ability. Use a fly shot and if it isn't enough, set a top spin to it and press A as you bounce on the hill. If you don't get down the hole, activate the needle ability as close to it as possible and you'll nail it on your third shot.

Dear Nall Ruby said that he/she has a theory for a hole-in-one here. 'Tis not just a theory, I've just confirmed that it is possible. Done it thrice I have. It requires a great deal of luck and preferably usage of save states. You also need tornado from the previous hole. From the initial position, press L once and left eleven times. Shoot a grounder with about 30% of power and activate the tornado when you feel like it. Steer this rapid tornado towards the two rotating ones just below you. After that, bounce into the green edge at the bottom so you get into the warp. To hit the warp and not the hill, aim at the northern part of the green edge.

When you get warped you'll notice how you end up with a Waddle Dee at the top of the hill. You will be shot from edge to edge while moving closer to the enemy. Don't touch anything, just wait until you hit the enemy. Your next goal is to hit the other Waddle at the other side of the hill. Wait until you get out of the little fence area with the first Waddle and you get out on the hill. When that happens it's merely to hold right on the control pad pressed and you will get up to the other Waddle Dee. Now for the really tricky part. You have two rotating heads and one needle enemy left on the other hill. Get down the hill you are on and head for the arrow and booster. Thus you will be shot straight towards the three enemies and create a cup. Ruby thinks that you should steer from edge to edge on the hill, constantly attempting to hit the cup. This may be working and remember that if you get down to the bottom level again, hit the booster and arrow once more to get back up. This actually made me hit the cup at once two times. So I can guarantee that this also is a legitimate strategy in your quest to hit the cup. Try it out, will you!

HOLE E-6-7

I actually have two different hole-in-one methods here. One of them will let you bring the awesome UFO to the next hole and that's worth a lot. Try this. From the initial position, set a fly shot and hold B as you press up once. Then fire with 99-100% power and press A as you bounce on the trampoline. You will then jump over the hi-jump enemy and that's the purpose of the shot. You will roll down to another hi-jump enemy and then towards a UFO. Activate the hi-jump ability so you hit the UFO and then fly the UFO to the cup and land in it. Easy.

I have another strategy for you as well, but it's rather unnecessary and it won't let you bring the UFO. I'll explain it anyway. From the initial position, set a fly shot with full back spin and fire it with just a bar over 50% power. You will hit a red warp and then bounce to the ground on another place. Press A as you bounce and you will hit a UFO. Activate it as you get back down to the ground and do NOT alter its course. You will first run over a hi-jump enemy and then continue towards the goal. It's a little tricky to get down the cup actually. You must activate the hi-jump ability on the right second. Activate it when you're on the second to bottom-most black square on the hill.

HOLE E-6-8

Now, if you don't have the UFO, then this is an easy hole-in-one. If you do have it, it's a very easy hole-in-one. Let's begin with the UFO strategy. So maybe it's not THAT easy, it requires some timing. From the initial position, fire a 99-100% powered grounder and activate the UFO immediately. DO NOT continue towards the hi-jump enemy on the hill yet, instead fly straight to the southern fireball enemy, then the broom, the head, the northern fireball and the northern hi-jump enemy. Fly around the tree and over the start panel. As you fly over the start panel towards the cup on the hill (former hi-jump enemy), activate the hi-jump and you will go straight down it.

So you don't have a UFO? From the initial position, fire a 95-99% powered

grunder. You will first hit the hi-jump enemy on the hill and then ram into two edges. Use the A button after bouncing into the first edge and you'll reach the next fireball enemy. Activate the fireball as soon as you get it and you'll defeat the rest of the enemies and go down the cup at the end. You must probably use the A button as you bounce into the edges at the end.

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EXTRA COURSE 7
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Gold: 8-16

1: 1-2 5: 1-2
2: 2-3 6: 1-2
3: 2 7: 1-2
4: 2-3 8: 1

Silver: 17-21

1: 2 5: 2
2: 3 6: 2
3: 2-3 7: 2
4: 3-4 8: 2

Bronze: 22-28

1: 2-3 5: 2-3
2: 3-4 6: 2-3
3: 3-4 7: 2-3
4: 3-4 8: 2-3

HOLE E-7-1

Getting a hole-in-one here is relatively easy. Fire a 50-100% powered grunder from the initial position and activate the hi-jump ability just before going off the cliff (not after). You will hit the pumpkin on the other side and bounce down the hill. Don't press A at you first bounce down the hill, but do it on your second bounce. This way you'll build great speed. You will then hit the next hi-jump enemy and start climbing up the next hill. As you roll over the bottom-most black square on this hill, activate the hi-jump ability and you should jump straight down the cup at the top. Try to activate it as you're "leaving" that black square and it should be optimal.

HOLE E-7-2

I doubt you can get a hole-in-one here. Hole-in-two is very difficult and takes a lot of practice. Press L twice and set a fly shot with full top spin. Fire with 99-100% power and you will first hit the hi-jump enemy and then go straight towards a wall. JUST BEFORE crashing into the wall, activate the hi-jump and you will jump all the way up to the rotating head and then stop on the fireball. For the second shot, aim at the parasol guy and fire a grunder towards him with any power. Activate the fireball before hitting the parasol and you'll then bounce towards a booster which will shoot you to another rotating head and then down to the pit where the cup is positioned. Now you just need to hit the darn thing. Activate the parasol pretty close to the ground and then make a turn slightly to the north before heading for the cup. This is really hard and will probably make you clear the hole in three shots on your first tries.

HOLE E-7-3

It seems impossible to get a hole-in-one here and a hole-in-two isn't that easy. There's an overwhelming risk to fall down all the time so listen well to my advice. First, press L four times to turn around completely. Now you are to get up the hill and onto the warp and there are two ways. If you want to use a grunder, then you must shoot a super shot (100% power). You can also use a fly shot, but hold B and press up four times first so you get a moderate top spin. Here's the risk of overshooting the warp instead, but you can use 99-100% of power. When you've decided what shot you want to use, fire and you will hit the warp, roll down the hill to the rotating head and then the booster. The booster will take you over the water and then to the octopus.

Now it's really important that you use the parasol from the previous hole in the right second. If you use it too early you won't reach the enemy, but if you use it too late you will fly off the map. Use it just before hitting the

enemy and everything should be okay. For the second shot, aim straight towards the goal (not the arrow panel) and set a fly shot with full top spin. Fire with 75% and you don't even have to use the A button to get the ball down the cup. If you of some reason fell off the course map, you can still get it in two shots since you will get back to the start panel. Just aim at the cup with a slightly less than 50% powered fly shot and it will go straight down.

HOLE E-7-4

Sinking the ball in two shots is actually possible on this hole, but quite difficult and unsafe. Therefore, I'll offer a three shots strategy as well. First the two shotter. From the initial position, press L four times to aim up the hill. Set a fly shot with full top spin and fire the ball with 99-100% power. You'll hit the needle enemy, so activate its ability when you reach as high up on the hill as possible. For the second shot, press down to bring out the long guide. Make sure that the guide crosses the two enemies on the hill and the fireball. Then fire the grounder with 99-100% power. You'll hit both of the enemies and then roll towards the start panel. When you've bounced into the edge near the start panel, activate the fireball ability immediately and you'll be boosted up the hill towards the western conveyor belt. The rest is luck. If you stop on the belt, then you will probably be led down the cup.

If you don't, then you have to shoot towards the conveyor belt with a fly shot with full top spin and full power with your third shot. There's a big risk that you'll roll all the way back to the start panel with your failed second shot, so you won't even be able to get it right in three shots. It's because of this "winner-takes-it-all-strategy", I've also written down this safe way to get it right in three shots. Do the first shot as you are supposed to do for the hole-in-two and begin your second shot the same way too. But when you're flying off the hill towards the fireball, activate the needle ability so you stop dead on the square of the fireball enemy. Then just fire a full powered grounder up to the conveyor belt and you will be led to the cup with an almost 100% possibility.

HOLE E-7-5

This can be a pretty hard hole-in-one, but if you just get filled in on the details, then you shouldn't have too much of a struggle with it. From the initial position, you are to press R three times. Fire a grounder with just a little above 75% power and you will be shot to two boosters. These will lead you into a spark enemy and then into two trees. Activate the spark ability before hitting the tree and you will be boosted to another set of boosters and a tornado enemy. If you bounce before the booster and land in the water, then it means that your power was either too high or low. Make sure that you use a little MORE than 75% and NOT 75% power. Anyway, when you've hit the tornado, you will continue towards a tree and the cup. When you've broken the tree, activate the tornado immediately and you will approach the cup. DO NOT go down it immediately, because your power is too high. Dodge the cup and go up a hill as you instead enter it from behind or the side.

HOLE E-7-6

I've got to say that this is a pretty easy hole-in-one. From the initial position, it's just to fire a grounder with 50-100% power so you board the conveyor belt. It will take you below the UFO and then down to the other enemies. When you've hit the tornado enemy and are about to hit the hi-jump, activate the tornado and let it take you up the little hill. Then steer it to the southern conveyor belt and activate the hi-jump ability so you jump to the said belt. This way, you'll automatically be taken to the cup and get a hole-in-one. Be aware of your angle when you use the hi-jump. It's very easy to

accidentally jump off the map. There's another way to get a hole-in-one too and it's even more fool-proof. Don't steer at all once you've got the tornado and instead let it take you straight towards the cup. When there are three and a half squares between you and the wall, activate the hi-jump ability and you should jump straight down the cup.

HOLE E-7-7

It's actually quite easy to get a hole-in-one here. From the initial position, set a fly shot and fire it with 99-100%. If your power gets lower of some reason, then it's important that you use the hi-jump ability you got on the previous hole at the peak of your flight. Either way, you'll jump over a hi-jump enemy and hit a wheel enemy. You'll bounce into an arrow panel and just after that, activate the wheel ability and you'll fly up the hill and hit the hi-jump enemy. Now it's important that you activate the hi-jump ability at the exact right second: when you fly exactly above the centre of the start panel. You'll jump right down to the next enemy and as you bounce, press A to hit the cup thereafter. If you activate the power a little too late and jump over the cup, just be active with the A button and you might be able to bounce into the arrow panel and then the cup.

HOLE E-7-8

Another pretty easy hole-in-one. Set a fly shot and fire it with a little more than 50% power. You'll hit the pumpkin and continue towards the warp, but remember to press A every time you bounce until you reach the booster. You won't reach it if you don't. When you hit the booster, you'll be shot to the other side and a UFO. If you don't hit the UFO, use the hi-jump ability you got on the previous hole while being just below it. Don't activate the UFO right away when you get it. Wait until you slow down and activate it then instead. Because of your speed, it's just to steer your way down the cup.

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EXTRA COURSE 8
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Gold: 8-15

1: 1-2 5: 2
2: 2 6: 1-2
3: 1 7: 2-3
4: 1 8: 1-2

Silver: 16-20

1: 2-3 5: 2-3
2: 2-3 6: 2-3
3: 1-2 7: 3-4
4: 1-2 8: 2-3

Bronze: 21-27

1: 3-4 5: 3-4
2: 2-3 6: 3-4
3: 2-3 7: 4-5
4: 2-3 8: 2-3

HOLE E-8-1

Make sure to get some good results here, because the final gold medal is quite tight. I've really tried to get a hole-in-one on this first hole, but I can't seem to get it right. So here's a two shot strategy. Press L four times to turn around and then fire a 75-100% powered grounder. You'll hit a wheel enemy and bounce into an edge. When you've hit the edge, activate the ability and you will be going straight up the hill. Don't do anything before you've hit the tornado at the top. Before you've stopped bouncing, activate the tornado and lead it down the mountain. Ignore the pumpkin for now. At the foot of the mountain, you are to run over the octopus and you will then stop. For the second shot, you should aim a fly shot towards a warp. Use as much power as you need (probably around 50%) and you will be warped to the cup. Be careful with the bounces towards the cup, because it's easy to overshoot it. Use the A button if you must.

Nall Ruby just informed me of a very good way to get a hole-in-one here. Press L four times to turn around and then fire a 75-100% powered grounder. You'll

hit a wheel enemy and bounce into an edge. When you've hit the edge, activate the ability and you will be going straight up the hill. The enemies on the hill come in this order: fireball enemy, octopus, pumpkin and at the top a tornado. Now it's important that you activate the fireball ability at the exact right moment. This is just before hitting the octopus. You must be positioned half a square below the octopus, on the actual hill. Not on the same level as the octopus. If you did right, which I trust you did, then you'll be rocketed up to the pumpkin and land on the tornado. The rest is just about skill with the tornado. Nall recommends you to roll down to the star that previously was the fireball enemy before you activate tornado, but I don't see the difference that bad. Make sure to get to the hill and steer the tornado in a very wide turn towards the cup. It's not that hard actually. Thanks to Nall Ruby for this strategy and also to Genis Irving for implying something similar, though in a very cryptic manner. Brian Kettel sent me a similar (but very clear) strategy at the same time as I updated the "Nall Ruby version". Thanks to him as well.

HOLE E-8-2

I am a dumbass, a COMPLETE idiot! I was testing for a good while, but could not figure it out. Therefore I went to see Topgear, awesome show, and came back later and saw the solution at once. My brain must have been totally blocked. To clear it in two shots, press L once, set a grounder and press A to prepare it. See the evil cloud behind you? When it has stopped firing its lighting, wait two seconds and begin the power meter thereafter. Use 99-100% power. Activate the fireball ability before hitting the freeze enemy and activate the freeze ability before hitting the water. You'll be going straight into a stone enemy and you should activate the ability as soon as you get it or you will be shot off the map. For the second shot, you should aim a fly shot with full top spin towards the cup. Fire a 99-100% powered shot and use the stone ability when you fly above the cup. Easy! What I didn't see was where to aim in the beginning.

HOLE E-8-3

A pretty easy hole-in-one except for the big spiked ball, Gordo is his name and that means fat in Spanish. Begin by setting a fly shot and keep your eyes peeled at the upper part of the screen. When you see the ball on your screen, fire the fly shot with 50% power and then you will hit the fireball enemy with your first bounce. Activate its ability just before bouncing the second time and you will run over the stone enemy and hopefully fly over the spiked ball. Then you will fly straight to the cup. If your power is too low, use the A button as you bounce and if it's too high use the stone ability above the cup.

HOLE E-8-4

Another relatively easy hole-in-one. Press R three times and set a fly shot. Hold B and press up three times for a moderate top spin and then fire with 99-100% power. You'll hit the tornado enemy and then bounce to one of the rotating ones. When you've continued into the edge, activate the tornado ability and you will drive into the warp which will take you to a parasol enemy. Go off the cliff and use the parasol at once. Now it's just to float towards the cup and don't worry about crashing since you have nice hot air vents to carry you along the way. Hitting the cup should be a breeze. A breeze, do you get it? Hahaha!

HOLE E-8-5

It would just be disturbing if you could get a hole-in-one here. So here comes my hole-in-two strategy. Fire a 99-100% powered grounder and you'll hit the

fireball enemy. You will go below a hooded enemy. When you are one square north-west of it, activate the fireball ability and you will hit the pumpkin as well as the hi-jump enemy way back. Press A every time you bounce and you might reach the rotating one and the octopus too. If you don't, then just use the hi-jump ability to get into their yard. It doesn't matter too much where you stop. For the next shot it's just to aim towards the cup near the start panel and set a fly shot with full top spin. Fire with 99-100% power and use the A button every time you bounce. I doubt you'll make it all the way to the cup, but here comes the good part: the hi-jump ability. When there's one square between you and the hovering star, which previously was the pumpkin, activate the hi-jump and you'll go straight down the cup. Pretty, isn't it?

HOLE E-8-6

This hole-in-one can seem a little tricky, but it's definitely possible. It requires some extreme timing and absolutely no detours whatsoever. You mustn't do a turn more than you have to. From the initial position, press left 14 times. Then hold B as you press up and left as much as you can. Max top and left spin that is. Fire with 99-100% power and do not press A as you bounce. You will hit the UFO, but now comes the tricky part. You should hit the enemies in this order: octopus, southern broom, rotating head, pumpkin and other broom. Then you must have time to land on the conveyor belt leading to the cup. You may succeed if you land on the belt between the start panel and the other broomed enemy, but then you must press the A button like a madman while hitting the one with the broom and switching conveyor belt. Some pointers, perhaps? To reach the enemies, you must wait half a second before activating the UFO or you will just go above the enemies' heads. And when you've activated it, it's important to press left twice to get a good course right away. Then it's just as I said before: no detours, no unnecessary turning.

HOLE E-8-7

I really hope you brought the UFO from the previous hole, because my hole-in-two strategy depends on it. From the initial position just fire a 75% powered grounder and activate the UFO right away. Take it around the area and defeat all enemies except the pumpkin of course. When you've defeated them all, it's not just to land because you will then set off the fireball ability. Instead, fly to the start panel and hover around it until the time runs out. Try to press left or right very fast repeatedly to stay very close to the panel.

For the second shot, you set a fly shot with a full top spin. Set the guide so it goes through both the pumpkin and the northern warp. Fire the shot with a little more than 50% power and press the A button as you bounce. You will hit the pumpkin, go over the edge and then to the warp. The warp will take you to two hi-jump enemies. You will first go through the first one and to reach the cup, you should activate the ability at the right moment. This moment occurs when you run over the next black square from the first hi-jump enemy. Activate the hi-jump ability then and you will hit the cup.

HOLE E-8-8

Then it's time for the very last hole in the game and it's actually possible to score a hole-in-one here. A fine conclusion to a fine game. From the initial position, set a fly shot with a full top spin. Fire with 75% power and as soon as you hit the fireball and start going backwards, activate the ability. You will be shot off the hill towards two warps. You should jump over the first warp and hit the second (not the enemy with the broom yet). This should work automatically, but should you find yourself hitting the first warp, try pressing A as you bounce down the hill. If everything goes well and you hit the second warp, then you should be warped to a wheel enemy. Activate its

ability immediately and you will run over a hi-jump enemy. Activate the hi-jump a square before the spikes and you will bounce into a freeze enemy. Its ability should be activated at once as well and you will be boosted over a tornado enemy, two lakes and towards the cup.

Activating the tornado at the right moment can be really tricky. I think it's best to activate it as you are shot from the second lake, at the exact moment that you leave the lake I mean. There is a slight risk that you'll crush into the green edge covering you from the cup, but if you didn't activate the tornado too late, that should not be a problem. However, your speed might be so low that it doesn't matter when you activate the tornado. If that's the case then you must try to get around the edge using the tornado. I reckon should activate it at the same moment anyway. If you got over the green edge, then you won't have to worry about speed since it will be optimal for going down the cup. That was all - enjoy all of the bonuses you now have unlocked.

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DEDEDE
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When you've finished the eighth course (even without a medal), King Dedede will show himself. Enter his course and you'll get to fight him immediately. This fight is just like in the normal courses, but he seems to be a tad faster and you have to hit him twelve times instead of five. Remember that grounders will just push him and spin doesn't matter. The king's helper seems to move faster and closer to you than last time. Just like last time, it's smarter to fire at Dedede when the helpers are close to you because they will crash. Firing grounders at them will only consume your time and give the king freebies. Remember, if King Dedede reaches you he will smash your platform and you will get Game Over, but I'm sure everything will go just fine.

- CONGRATULATIONS! YOU'VE FINISHED KIRBY'S DREAM COURSE! -

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5. SPECIAL ABILITIES
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There are ten special abilities in Kirby's Dream Course. You get them if you defeat certain enemies. You lose an ability if you lose a life, get another ability or finish an entire course. In this section, I present all of the abilities and on which holes you find them. Be sure to check out the in-game Demo Play to see amusing tutorials.

Fireball

An explosive ability. Activate it and Kirby will boost in a straight line and on the same altitude for a distance.

- 1P Normal Holes: 6-1, 6-8, 8-5, 8-7, 8-8
- 1P Extra Holes: 1-4, 1-8, 2-2, 4-4, 4-5, 4-6, 6-1, 6-8, 7-2, 7-4, 8-1, 8-2, 8-3, 8-5, 8-7, 8-8
- 2P Normal Holes: 2-4, 2-6, 2-7, 3-6, 3-8, 4-7
- 2P Extra Holes: 1-2, 2-6, 3-6

Freeze

A boring ability. If you activate it, you will slowly glide. If you hit water, it will freeze and you will glide on its surface until you stop. If you stop gliding on a lake, it will melt and you will sink to the bottom.

- 1P Normal Holes: 3-7, 4-7, 5-2, 5-4, 8-7, 8-8
- 1P Extra Holes: 1-7, 2-5, 3-5, 3-7, 5-4, 8-2, 8-8

2P Normal Holes: 2-1, 2-2, 2-6, 2-8, 4-1

Hi-Jump

A very handy ability. If you activate it, Kirby will do a high jump upwards and forwards. This will help you to get up on hills and similar things. If you want to jump really high you can fire a fly shot and use the ability at the top peak of the jump. Further more it can be really easy to hit holes this way. If you are rolling straight towards the goal you can activate the ability when you are positioned five squares from the cup and you'll hit it with almost certain probability.

1P Normal Holes: 1-3, 1-5, 3-2, 5-5, 5-8, 6-5, 7-5, 7-6, 8-2, 8-4, 8-7, 8-8

1P Extra Holes: 1-4, 1-5, 2-4, 2-5, 3-3, 3-6, 4-1, 4-2, 4-3, 4-8, 5-2,
5-3, 5-4, 5-7, 5-8, 6-2, 6-4, 6-5, 6-7, 6-8, 7-1, 7-2,
7-6, 7-7, 8-5, 8-7, 8-8

2P Normal Holes: 2-1, 2-4, 2-5, 2-7, 3-4, 3-5, 3-8, 4-1, 4-5

2P Extra Holes: 1-8, 2-1, 2-2, 2-5, 2-6, 2-8, 3-3, 3-6, 4-5

Needle

A sticky ability. If you activate it while being on the ground, you will stop almost instantly, even on hills. This can be very handy, but sadly it's very hard to make it stop "in" holes. The ball seem to get stuck to the edges of the cup.

1P Normal Holes: 4-5, 4-7, 5-1, 6-6, 7-3, 8-7

1P Extra Holes: 1-8, 3-2, 3-5, 4-4, 4-7, 5-1, 6-3, 6-6, 7-1, 7-4

2P Normal Holes: 2-6, 3-1, 3-7, 4-3, 4-6, 4-8

2P Extra Holes: 2-1, 2-2, 2-7, 2-8, 3-2, 4-5, 4-6

Parasol

I love the parasol ability in all Kirby games. If you don't, then you will here. If you use it while you're on the ground, you brake similarly to the needle but not instantly. But the great thing about it is that if you activate it while being airborne you will use it as a parachute and can even control it with left/right on the control pad. Floating down into holes will therefore be no match for your fluffiness.

1P Normal Holes: 1-6, 2-6, 3-2, 5-1, 7-1, 7-6

1P Extra Holes: 1-6, 2-6, 5-6, 7-2, 8-4, 8-6

2P Normal Holes: 1-8, 2-1, 2-2, 2-8, 3-3, 3-8, 4-1, 4-8

2P Extra Holes: 1-2, 2-1, 2-5, 3-7, 4-5

Spark

A very powerful ability. Activate it and you will destroy the cloud (Kracko) and the tree (Whispy) if you run into them. You will not be able to use the A button though and the ability can't be disabled while your moving.

1P Normal Holes: 2-2, 3-2, 5-8, 6-5, 7-1, 7-6, 7-7, 8-7

1P Extra Holes: 5-6, 5-8, 7-5

2P Normal Holes: 2-1, 2-8, 3-8

2P Extra Holes: 1-4, 2-8

Stone

An ability very similar to the needle, but loads better if you ask me. When you activate it you will stop. Even if you are in the air you will fall directly down which is its first advantage over the needle. The second advantage is its ability to hit holes much easier. If you press B above a cup, you will fall down no matter your speed. However, if you activate it on hills, you won't stop, but instead glide to its foot.

1P Normal Holes: 3-5, 4-3, 4-8, 5-7, 6-2, 7-1, 7-7, 8-4, 8-8

1P Extra Holes: 1-3, 2-4, 3-4, 3-5, 4-3, 4-4, 4-4, 6-2, 6-3, 8-2, 8-3

2P Normal Holes: 2-6, 2-7, 3-1, 3-4, 3-5, 3-8, 4-1, 4-3, 4-6, 4-8

2P Extra Holes: 1-3, 2-2, 2-5, 2-7, 2-8, 4-1, 4-5, 4-6

Tornado

A handy but difficult ability. When you activate it, Kirby will be turned into a tornado and you will be able to control him by using left/right on the control pad. The control you get to authorise is very slight which means that you will just barely get to tell Kirby where to go - your shot must be good. Do remember that when you try to get down a cup, the tornado acts as if it was a ball, i.e., if you shoot too hard, the cup will be overshoot.

1P Normal Holes: 4-1, 5-5, 6-5, 7-2, 8-5, 8-7, 8-8

1P Extra Holes: 1-1, 4-1, 5-3, 5-5, 5-8, 6-5, 7-5, 7-6, 8-1, 8-4, 8-8

2P Normal Holes: 1-4, 1-8, 2-1, 2-3, 2-4, 2-5, 2-6, 2-7, 2-8, 3-2, 3-3,
3-5, 3-6, 3-7, 3-8, 4-1, 4-5, 4-8

2P Extra Holes: 1-4, 1-8, 2-1, 2-3, 2-6, 2-7, 3-2, 3-5, 3-6, 3-7, 4-5, 4-6

UFO

A ridiculously good ability which only appears on very few holes. If you get it, save it. When you've activated it, you can move freely for ten seconds using left and right on the control pad. However, you cannot change altitude which means that you must activate the ability while you are located on the same altitude as the enemies you are aiming for. When you want to land, just press the B button again, making it very easy to land in the cup. The UFO ability is obtained from UFO looking enemies naturally.

1P Normal Holes: 7-1, 7-8, 8-6, 8-8

1P Extra Holes: 1-3, 3-8, 4-8, 5-1, 5-5, 6-4, 6-7, 7-6, 7-8, 8-6

2P Normal Holes: 3-7

2P Extra Holes: 1-5, 1-8, 2-4, 2-5, 2-6, 2-7, 3-3, 3-4, 3-7, 4-1, 4-3, 4-7

Wheel

Good fun. When you activate it you will rush in an intense speed towards the same direction you were heading. You will only be stopped when you hit an edge, wall or fall off the course. Be careful where you aim! The ability is obtained from enemies which look like wheels.

1P Normal Holes: 2-4, 8-4, 8-8

1P Extra Holes: 2-6, 3-4, 5-6, 7-4, 7-7, 8-1, 8-8

2P Normal Holes: 2-1, 3-5

Random

There's a strange enemy which looks like a red jar with a question mark. This one will give you a random ability from the ones above and can only be found on some of the 2P mode holes.

2P Normal Holes: 1-4, 2-1, 2-2, 3-1, 3-3, 3-4, 3-7, 4-2, 4-3, 4-4, 4-8

2P Extra Holes: 1-2, 1-7, 2-1, 2-3, 2-4, 2-5, 2-6, 3-1, 3-2, 3-3, 3-5,
3-6, 3-7, 3-8, 4-2, 4-3, 4-7, 4-8

6. OBJECTS

Objects are things on courses which are not enemies. Traps and panels are the most common objects.

Air vents

Blue air vents which blows hot air. If you roll on one of these, then you will be lifted upwards. Use them to your advantage.

Arrow panel

If you roll or bounce onto the blue arrow you will continue in the same direction the arrow is pointing towards.

Booster

A rather wide arrow shaped panel with several colours. If you roll on it your boosted in the direction of the arrow really fast. The speed depends on how fast you rolled over it.

Conveyor belt

You will automatically be transported when you land on these. Try to calculate where you'll be headed.

Edges

The holes are basically build around these green edges. If you roll into it, you continue in the opposite direction without speed loss. Always try to calculate when planning a shot into a edge and feel free to bring out the longer guide (press down). With a fly shot, you can jump over the edges.

Cup

When you've defeated all of the enemies on a course hole except one, a goal cup will show up. Drop the ball in it and you'll clear the hole.

Gordo

Big, black, spiked ball which either patrols or hovers. You can't defeated and will be hurt if you touch it.

Green floor

Green floor with arrows. If you roll onto this floor your direction will be slightly altered towards where the arrows are pointing. Always calculate and preferably use fly shots.

Kracko

A big bad cloud which also can be qualified as an enemy. It hovers in the air and shoots lightning regularly. Use the spark ability to neutralise the lightning. Otherwise, don't touch it because you'll lose tomatoes and go off course.

Maxim Tomatoes

You've seen them in many Kirby games as restoring energy. In this game, they are featured as Kirby's energy bar. You have at most four of them and you lose one every time you fire a shot or hit an injurious object, including the enemies Kracko and Gordo. You get an extra tomato every time you hit an enemy or a goal cup. When you've lost all of your tomatoes, you lose a life. If you fall off the course, then you lose a life at once, so be careful. The amount of lives can be found below the tomatoes and if you lose all of them, you must restart the entire course. Aouch! The only way to get more lives is to score hole-in-ones. The lives will be brung to the next level, but will be reset once you turn off the game.

Medals

There are three types of medal: gold, silver and bronze. To get these, you have to clear a course under a specific amount of total strokes. In the actual guide, you can read about these requirements on each course. If you get silver or gold on all courses you will unlock the special courses. My ambition with this FAQ is to guide you to gold on all courses in the game.

Rotating Squares

An ordinary square which rotates. If you roll on it with low speed, you are bound to change direction. If you hit a switch with a whirling symbol, the squares will stop their rotating.

Sand bunker

A combination of sand and golf is never fun. The sand stops your ball very

effectively so try to do a fly shot when you appear in these annoying traps.

Spiked floor

Floor with spikes. Don't fall spikes because they make you lose tomatoes and often set you off course.

Sun Panel/Moon Panel

Only available in the 2P-game. Hit the sun panel and it will go dark, hit the moon panel and the day will come again. What happens is that your current star points will be swapped with your opponent. Only the star points you've accumulated on that hole, though, and it's just to press the panel again if you want your points back.

Stars

Created when enemies fall to mark where the enemy in question was standing. They do not alter Kirby's movement whatsoever. In the 2P-game they have a special function, though. If you run into a star which your opponent already has activated, then you will steal that point from him/her. When a cup shows up in the 2P mode, two silver stars will hover above it. The one who first touches the silver stars, will get two star points. However, if the other player runs over the stars afterwards, he/she will steal those points.

Switch

A panel with a whirling thingy. If you roll on it, some squares will stop spinning

Trampoline

Green blueish floor which looks a lot like carpet. If you roll on it nothing happens, but if you bounce then you will fly higher up in the air. Try using the A button when you bounce and you will get even higher up.

Warp

There are blue warps and red warps and they are marked with "WARP". If you roll on a blue warp, you will appear on another blue warp and continue to roll in the direction of which it's pointing. On the other hand, if you roll onto a red warp, you will appear on a red warp and continue rolling in the same direction of which you were rolling before.

Water

Dams and lakes are rather common. Avoid falling into water because you have to use twice as much or more power to be able to get up from it. There are some ways to "walk" on water thankfully. You can shoot ordinary grounders over water but then you must do a Super Shot and only short distances work. The best method is a fly shot with a complete top spin. Then it will bounce like a mad man on drugs. Special abilities like Wheel and Fire also work well.

Water drop panel

A panel with a water drop. If you roll on it, a nearby dam will be drained of a water. It also works in reverse

Whispy Woods

A big tree which also can be qualified as an enemy. It just stands there blocking your power. Use it as a wall to bounce into or break it with the spark ability.

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Here I describe all of the enemies in the game. When it comes to the enemy names, I've had a bit of a struggle. Only few of the enemies are actually mentioned in the game. Gordo, Kracko and Whispy Woods are examples. Although, it may not seem so but all of the special abilities enemies are also mentioned. If you go to Demo Play, you will get a presentation of each special ability. All of the abilities will be typed out as Spark's ability for example which should indicate that the enemy Spark owns the ability. It may be a miss in the translation process and should be "Spark ability", but hey, I don't know this. For the rest of the enemies, I've got the names from other Kirby games. Three of the enemy names: Bat, Pumpkin and Random Enemy are made up by me, because I couldn't find the real name. If you know the real name, please let me know, but I need a source.

Bat

I've never seen a bat enemy in a Kirby game so I don't know its name. This fellow is just like Bronto Burt (see below), but he lifts Kirby when it's dark. This means that he is only available in the 2P-game when you've touched a sun panel.

Broom Hatter

A normal enemy holding a broom. Broom Hatter is a regular in the Kirby games. I got the name from Kirby's Dream Land 2 and in the third game of the series it even had its own special ability.

Bronto Burt

Not really an enemy in this game, but a regular in other Kirby games. In Dream Course it is the little critter who lifts you up if you fall off the course.

Fireball

A very rare enemy looking like a fireball. It of course gives you the fireball ability. The fireball has appeared in many different shapes and forms throughout the Kirby games. In the amazing Fun Pak (Super Star) it was split into two different enemies/abilities: fire and fireball. The ability has also been known as burn.

Freeze

An angry looking snowman which gives you the freeze ability. Just as the previous enemy this is an enemy which has appeared in most Kirby games. Then it usually has another name and its ability is often known as Ice.

Gordo

A big black spiked ball which you cannot defeat, not even with the spark ability. This enemy often moves around or just simply blocks your path. It usually appears in much smaller forms in other Kirby games. In the Kirby games I've played, it is known as Gordo. To get past him, try to time your shooting so you don't run into it.

Hi-Jump

A strange hopping enemy with a red cape, it inhabits an ability with the same name. I've just seen this enemy in Kirby's Adventure thus far.

Kabu

Kabu is probably the most frequent enemy in the game. It is a dumb looking rotating head which seems pretty lifeless. I saw this enemy with a similar role in Kirby's Dream Land 2 and it is also from there I've got the name.

King Dedede

The fluffy and extremely neat penguin king is the boss of the game. He will show up when you've finished all of the courses. To defeat him, you should shoot him with fly shots five times. Beware of his helpers coming from the sides. To avoid them you should either fire yourself at them or fire towards Dedede just as they launches themselves at you.

King Dedede (robots)

King Dedede's helpers. Read more about them above.

Kracko

A cloud which regularly shoots lightning. It cannot be defeated and is more of an obstacle. If it zaps you, you'll lose a tomato and sometimes get off course. If you land on it from above, you'll be off flying in a completely different direction, risking to fall off the platform. If you use the spark ability, you'll be protected from lightning. Kracko has occurred in many games as a boss. All the way from Kirby's Dream Land to a minor role in Kirby Airride. In other games he is spelt with a C instead of a K.

Mr. Shine & Mr. Bright

They are only available in the 2P mode. If you touch a sun or moon panel, these will show up and your current star points will be swapped with your opponent. Only the star points you've accumulated on that hole, though, and it's just to press the panel again if you want your points back.

Needle

Looks a little like a turtle with a red spiked shell. It gives you the needle ability. I suppose similar versions of this enemy has occurred in most Kirby titles, but it looks a little differently here. They have looked a little more like porcupines.

Parasol

A Waddle Dee (or Waddle Doo) with a parasol. As you can guess, you get its parasol. Parasol carrying Waddle Dees have been around for a long time and can be seen in most games. The parasol ability is something of a trade mark for Kirby.

Poppy Bros.

A little fella with a blue hood high up in the air. It is the enemy which are positioned on highest altitude. Most of the time you must hit it with a fly shot. Poppy is pretty frequent in other Kirby games as well. In older games he rode around on an apple, in newer he throws bombs. The Dream Course version does however not give you any ability.

Pumpkin

I'm sorry, I don't have a name for this one. I haven't seen him in any other Kirby game I think. It's a pumpkin of course and it hovers on mid-height. Poppy Bros. hovers higher up.

Random Enemy

I've never seen this enemy in any other Kirby game, so I have no idea what its name is. You can only find it in the 2P mode and it looks like a red jar with a question mark. This enemy will give you a random special ability. Press the A button to stop the spinning.

Spark

A green thing that sparks and gives you the spark ability. Spark or Sparky can be found in most Kirby games where you find the spark ability. He is the real holder of this practical power. Mix it with cutter in Kirby 64 and you will get a double laser sword, Star Wars style. Yeah!!!

Squishy

A normal enemy which looks like an octopus. Strangely enough, he only appears on land. Hmmm. I got the name from Kirby's Dream Land 2, but I bet he can be seen in many other games.

Stone

A stone also known as Rock or Rocky. It gives you the stone ability. Just as with many other enemies in the game, this one has been around for awhile and still supplies Kirby with the slow but efficient stone ability.

Tornado

A tornado which of course gives you the neat tornado ability. He later appeared in Kirby Airride and I believe he also played a part in Kirby's Adventure.

UFO

A UFO which always can be found on some altitude. It gives you the awesome UFO ability. I think the UFO ability could be found in Kirby's Adventure. I never got to play that game enough, actually.

Waddle Dee

A cute little red fellow with a friendly face. It's a regular enemy, although not very frequent in this game, extremely frequent in the other Kirby games. He's always been an enemy, but in Kirby 64 he actually helped Kirby and friends after being possessed by Dark Matter. He even wandered around on the race track in Airride.

Wheel

A wheel, that's about it. It gives you the wheel ability and can be found in some Kirby games. In Fun Pak (Super Star) it was truly hilarious. If a friend of yours had the ability, you could ride your helper as a motorcycle and shoot stars at the same time. My brother and I had a really good time with that game.

Whispy Woods

Always a boss in the Kirby games, it is a big tree which is hard to defeat in Dream Course. You must use the spark ability to blow it up, but you seldom have to. Some times you must use him to bounce against. I prefer the Whispy from Dream Land 3 who suddenly got a vicious look in its eyes and started to run after you. Those were the times. Whispy in Dream Course can't even injure you.

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8. SECRETS

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Extra Courses (2P Mode)

Get at least a bronze medal on all normal courses to unlock extra courses in 2P Mode. The course structure in the extra courses are just the same as the ordinary ones, but enemies and objects are placed differently. It's harder. Select extra courses from the title menu when you've chosen the amount of players. You do not unlock anything by playing 2P Mode.

Extra Courses (1P Mode)

Get at least a silver medal on all normal courses to unlock extra courses in 2P Mode. The course structure in the extra courses are just the same as the ordinary ones, but enemies and objects are placed differently. It's harder. Select extra courses from the title menu when you've chosen the

amount of players. You do not unlock anything by playing 2P Mode.

Map Select (Normal Courses)

Get a gold medal on all normal courses and Map Select will appear on the title screen. It enables you to choose any hole on any course you want. Only normal courses, though.

Sound Room

Get at least a bronze medal on all extra courses and Sound Room will appear on the title screen. You get to listen to all tunes in the game.

Dance Select

Get at least a silver medal on all extra courses and Dance Select will appear on the title screen. Here you get to see all of Kirby's victory dances. One for each course, including the 2P courses.

Map Select (Extra Courses)

Get a gold medal on all extra courses and you will get to play all extra courses in Map Select. Map Select is an option on the title screen.

Change name

If you don't like the symbol you draw for you file, you can change it. Just hold L and R and press A while highlighting it.

Medal requirements

I know that this information can be found in the walkthroughs, but here you get to see the requirements side to side. And that can't be bad.

Normal Courses

Medal/Course	1	2	3	4	5	6	7	8
Gold:	14	14	17	17	18	16	14	18
Silver:	19	19	22	22	23	21	19	23
Bronze:	26	26	29	29	30	28	26	30

Extra Courses

Medal/Course	1	2	3	4	5	6	7	8
Gold:	13	15	17	17	15	16	16	15
Silver:	18	20	22	22	20	21	21	20
Bronze:	25	27	29	29	27	28	28	27

Sound Room list

- 01: Getting medal
- 02: Ending theme
- 03: ??? (e-mail me)
- 04: Title theme
- 05: Demo Play screen, Map Select, etc.
- 06: Course 2, hole 1-7; Shine&Bright, hole 5-7
- 07: Course 1, hole 5-7; Whipy Woods, hole 1-4
- 08: Course 5, hole 5-7; Shine&Bright, hole 1-4
- 09: Course 6, hole 1-7; Kracko, hole 5-7
- 10: Course 5, hole 1-4; Course 7, hole 1-7; Whispy Woods, hole 5-7
- 11: Course 1, hole 1-4; Course 3, hole 1-7; Kracko, hole 1-4
- 12: Course 8, hole 1-7; Gordo, hole 5-7
- 13: Any Course (1P/2P), hole 8
- 14: Course 4, hole 1-7; Gordo, hole 1-4
- 15: The Kirby Dance
- 16: Continue screen after Game Over
- 17: Lose a life

- 18: Lose a life by falling
- 19: Score card after hole 8 (any course)
- 20: 2P Course selection
- 21: Course intro sequence
- 22: 1P File member selection
- 23: 1P Course selection
- 24: Scorecard after hole
- 25: Sinking ball in cup
- 26: Getting hole-in-one
- 27: Demo Play
- 28: King Dedede
- 29: King Dedede (approaching)
- 30: King Dedede (battle begins)
- 31: King Dedede (defeat)
- 32: Game Over

Nall Ruby did not know about 03 either. Nall believes that it may be some sort of noise which wasn't included in the final version, some reversed version of sound 30 or maybe a variation of 16.

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9. ABOUT THE FAQ

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This is the final section and here you only find information that is strictly associated with the FAQ and its author.

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Version History

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Version 1.6 - November 8, 2005

More strategies. This time from Stephen (1-6, 1-8) and Dratini927 (E-3-8). I also added my new home page URL.

Version 1.5 - June 28, 2005

Some more strategies, this time from Raptor (E-4-1, E-4-4, E-6-3). He offered much safer methods to gain my results and that can't be bad. I also made some corrections.

Version 1.4 - June 15, 2005

Two more strategies from Brian Kettel (5-7, 6-1) and I also discovered a major error. After four versions of the FAQ I still didn't notice the lack of recommended shots on normal course 6. Well, now they are typed up.

Version 1.3 - June 11, 2005

Yet some more strategies from Nall Ruby. This time for holes 4-7, E-1-3, E-3-3, E-5-3, E-6-6 and E-8-1. Thanks a lot! When I was finished with this update, Brian Kettel sent me two e-mails with two new strategies (4-5, E-1-8) so thanks goes to him as well.

Version 1.2 - June 2, 2005

I've got a lot of e-mails for this FAQ. Many more than I imagined. After three months of intense McDonalds and paper boy work, I've finally got around to adding all of the new strategies. Thanks a lot to all of the contributors. I hope I didn't leave out any of you.

Version 1.1 - Feb 7, 2005

Added a hole-in-one strategy for hole 8-7 thanks to Benn Murray.

Version 1.0 - Jan 18, 2005

The initial version.

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Credits

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- Andrew Orndorff - For input not added to the FAQ
- Benn Murray - For hole 8-7 strategy
- Brian Kettel - For holes 4-5, 5-7, 6-1, E-1-2, E-8-1, E-4-5 strategies
- Dratini927 - For hole E-3-8
- Fredrik - For supplying me with the ROM (I own a legitimate copy too)
- GameFAQs/CJayC - For accepting all of my FAQs
- Genis Irving - For holes 1-3, 1-4, 8-1, E-8-1 strategies
- Kapcomkid - For hole 8-3 strategy
- My brother - For using his computer
- Nall Ruby - For holes 1-3, 1-4, 4-7, 7-7, 8-3, 8-5, E-1-3, E-1-6, E-1-8
E-3-3. E-4-1, E-4-4, E-5-3, E-6-1, E-6-6, E-8-1 strategies
- Raptor - For holes E-4-1, E-4-4, E-6-3 strategies
- Richard Myrick - For hole 1-3 strategy
- SimonC - For holes 1-3, 1-4, 7-7, 8-1, 8-4, 8-5 strategies and for
informing me about ZSNES issues
- Skeptix - For hole 8-5 strategy
- Stephen - For holes 1-6, 1-8 strategies
- Survivor Guy 886- For hole E-6-1 strategy

If you aren't here but should be, just e-mail me and I'll correct it.

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Contacting

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If you've got something on your mind concerning this FAQ, feel free to send me an e-mail. Corrections and constructive criticism are always welcome. If you know of a way to get less amount of shots on a specific hole, then I will accept your contribution. Although I will credit you, I will confirm that your strategy works and then display it in my own words. Send me e-mails in Swedish, English, Spanish, Norwegian or Danish. You will get the reply in the same language as your e-mail, except if you write to me in Norwegian or Danish. Whichever e-mail you send me must be polite and properly written or it will be ignored and deleted. I will probably not reply to questions already answered in this document, unless the answer isn't clear enough.

cwall_85 (at) hotmail.com

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About the Author

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Not that anyone cares, but I think it's nice to know something about the author who has written the FAQ. My name is Christian Wall and I am born in 1985. I live in a small town in the centre of Sweden together with my little brother and our cat. I am currently (Winter, 2005) working as a paper boy and at a fast food restaurant. This autumn I will go to university to study law. In my spare time, I like to play video games, read books and write FAQs.

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Final Words
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At last I'm finally finished with this FAQ. Although the size of this FAQ may not be overwhelming I'm pretty sure that I've put more time into it than most of my other FAQs. Finding out all of these strategies and experimenting for hours has been very tiresome, but the result is very rewarding. I would be surprised if there's any more complete FAQ for this game on the net and that is even more rewarding. Now I just have my hopes that it's at least a little bit comprehensive. ^_^ Also, thanks to FAQ writer Gobicamel for finishing my Paper Mario FAQ. He is doing it as I write this because I don't have the ambition to do it myself.

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