

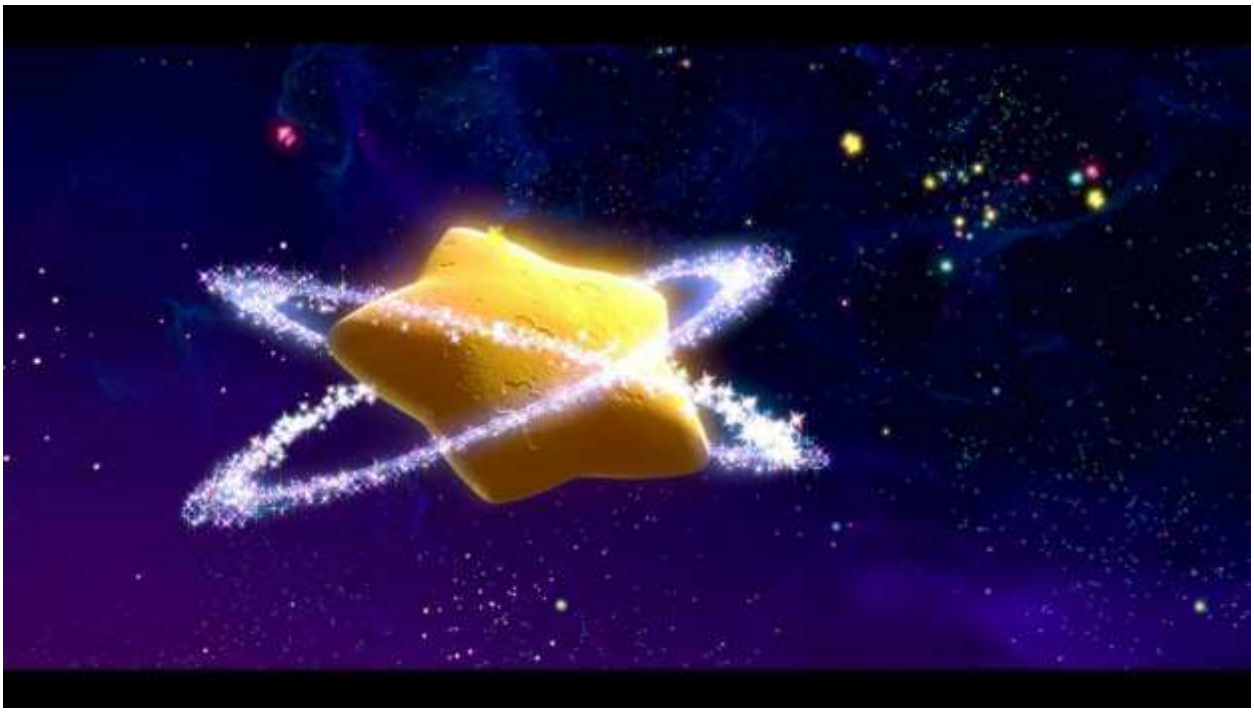
Welcome to Dream Land! A whimsical place of happiness and fun, Dream Land is a cheerful and friendly place where you can rest your weary jumper feet. This is a place where candy literally grows on trees, and rainbows spiral around through the air. Truly, this place is made of the stuff of dreams - Well, except for the fact that everything wants to eat you, all the time, because everything in Dream Land is also delicious, including you. But that's okay, because this also means everything else is delicious, too. You'll never run out of food while you're here!

But of course, no Dream is without a Nightmare, and beneath the surface of Dream Land runs a lingering unease, a darkness eager and ready to strike at any time. Evil creatures sealed away long ago are all over the place, and chances are you'll stumble upon one of them over your journey purely by accident - But so long as you defeat them, it'll be fine.

You'll be spending 10 years here. To help you survive in this dream-like wonderland, you get 1000 cp to spend. Have fun, Jumper!

1000 CP OBTAINED

Locations



Now time to found out where you start in this jump. Roll 1d9 or pay 100 cp to choose freely.

1. **Green Greens:** The quintessential lush grasslands of planet Pop Star, the Green Greens are a relatively peaceful place full of life and cheer. Kirby makes his home here, as does Whispy Woods, the tree that Kirby keeps beating up for... no real reason, it'd seem.

2. **Bubbly Clouds:** The clouds over Pop Star are quite unusual, in that they're solid. Fluffy with a sort of wool-ish consistency, one can burrow through the clouds fairly easily, and standing on them isn't a problem. There are even structures built on top of the clouds! But watch out for Kracko, a spiky sentient cloud that can shoot electricity - It's very protective of its territory...

3. **Castle Dedede:** For some reason, you find yourself starting out inside Castle Dedede, a lavish castle built by King Dedede, the ruler of Dream Land. Maybe you're one of King Dedede's servants or knights, or maybe you're just a trespasser- In which case, the King will probably have some questions for you. He's a reasonable enough guy, though, and will probably let you go if you beat him up.

4. **Floralia:** A series of floating islands in the sky above Dream Land connected by a giant flowerstalk known as the Dreamstalk. Floralia is inhabited by the Sky People, flower-like people who possess a small amount of magic on their own, as well as the insectoid people of the Sectis empire.

5. **The Great Cave:** The largest cave in Dream Land, the Great Cave is a gigantic cave system full of all kinds of stuff. There are vast underground forests, underground lakes, castles, ice caves, volcanic caves... Everything you could think of. There's also a large amount of treasure to be found for the adventurous.

6. **Battleship Halberd:** For some reason, you find yourself starting out aboard the Battleship Halberd, a giant flying ship commanded by the mysterious Meta Knight. Perhaps you're one of Meta Knight's employees or warriors, or maybe you're just a stowaway - In which case, Meta Knight will probably want you off the ship as soon as possible, because unauthorized guests have a habit of blowing up his stuff. He's a reasonable enough guy, though, and if you explain your situation, he might let you get off at a safe place, provided you don't blow anything up.

7. **Halcandra:** Unluckily for you, you don't find yourself in Dream Land at all, or even in the same galaxy as Pop Star. An inhospitable and volcanic floating rock in the middle of an empty void, Halcandra is in a different dimension entirely, and the only way out of this terrible place would be with a dimension-traveling ship such as the Lor Starcutter. But where are you going to find something like that...?

8. **Jambandra Base:** The home base of the Jambastion Cult. Very advance space station with gigantic fortress that the religion owns and a shrine at the center. Best place to worship the arrival of their dark lord.

9. **Free Pick:** Lucky you! You get to choose where you end up off of the above list.

Origin



Your gender may be changed for free in this jump. As for age anything over the age of 3 is allowed. Origins will also dictate what perks and items you have a discount on.

Puffball: Poyo! You and Kirby are of the same cloth. Like Kirby you are innocent and have a cheerful demeanor and positive attitude. You like to help other people so much that you, sometime go out of your way to do it. Also, as a result you are of the same species as Kirby, which appear to be small, round creatures with a pair of arms and feet-members of this species also appear to have blush on the sides of their faces. In addition, you and Kirby are close. Maybe you are his brother, maybe you are his friend, or maybe you his parent/guardian. Whatever the reason Kirby trusts you dearly. The Kirby Species also, come in variety of colors schemes. See the notes for examples.

Resident: You are one of the many beings living in Kirby's world. You could be sentient animal, one of the Waddle Dee, or something else entirely. You can be best described as being "friend-shaped."

Dream Warrior: Not as common as you'd think. These guys usually stick to a single weapon, but are very good because of it. Often wear some kind of flare like a mask and cape, but otherwise look pretty similar to Residents.

Ruler: These forms are often more humanlike than most of the other Residents, resulting in a somewhat taller and heftier build. There isn't as much of a speed penalty as you'd think, and you are of course stronger.

Jester: Best way to describe these guys is a Resident with a Jester hat on. There is something a little bit unnerving about them, though.

Fairy: Fairies. Unlike the one of fairytales these fairies are more akin to alien instead of beings of nature. Seeing that they came from another planet called Ripple Star. These guys are definitely the smallest beings here. Also the most humanoid. They look like tiny humans with wings.

Squeak: A thieving group if mice creatures. But a proper term for them might be pirates. Maybe you're still a member of the group or maybe you walked away from the life style and decided on living a peaceful life. Regardless you are skilled at all sorts of criminal stuff.

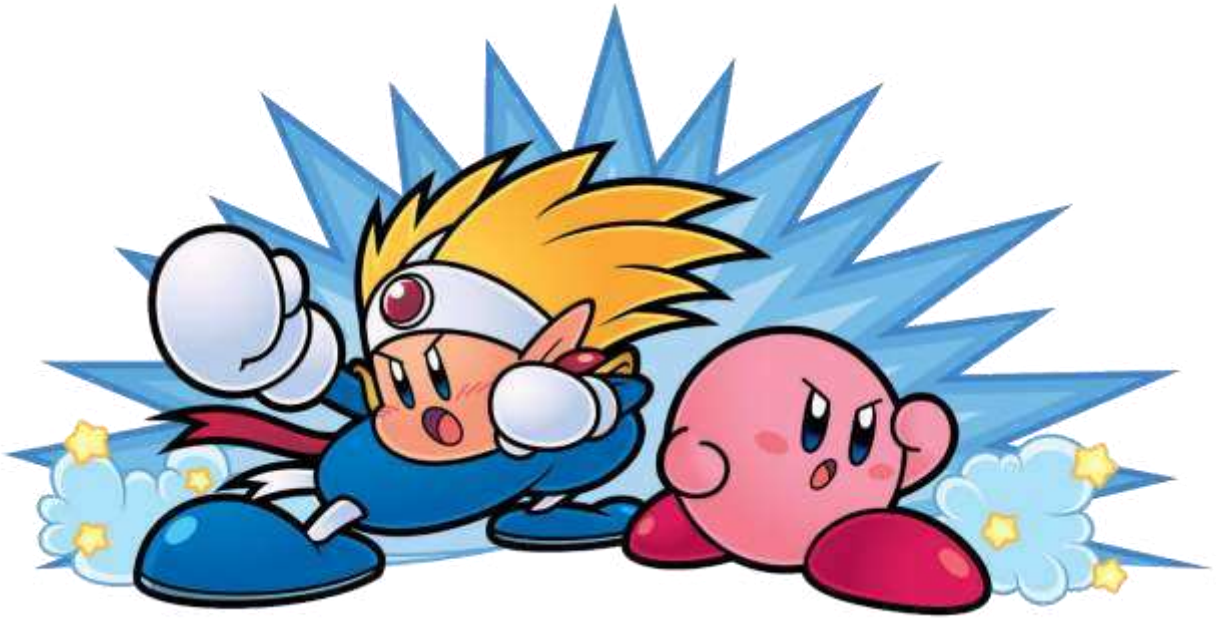
Magician: Space and Magic. Those are two things you are an expert at. You are searching for artifacts and treasures regarding an ancient civilization. You may be in the same ship as Magolor.

Haltmann Employee: *"Noble Haltmann, we adore him. Noble Haltmann, we adore him. Kingly lord of time and space!"* Oh! Pardon me. That was our company's wonderful theme song, "The Noble Haltmann." Anyways at some point in your past, you've applied for a position in the Haltmann Works Company. You got the job and now, as an employee of Haltmann Works Company you have the know how in technology and robotics. Your appearance in this origin is a small body with a large round head that floats, because you have no neck. You have white face with big eyes of your color of choice (with eyelashes if you wish), and no mouth or nose. Any additional features to the face are optional. The looks of hair are up to you. And you have hands like Rayman: disconnected, floating hands.

Jambastion Cult: Your back story for this one is going to be a bit tricky. You could have you be a fourth mage sister (making you close to Zan, Flameberg, and Franchisca), or of the same race as Hyness, or perhaps you're one of the beings who joined the religion. Or maybe you start the jump being freed from brainwashing by Kirby (so essentially you are a runaway slave in a way). And you could have the perks you've got here be woven into your backstory. Maybe Hyness unlocked your powers at some point and you gained magical abilities, then went back to your gang to be a thief, and he's had it in for you ever since. Or you could be working for him under cover. The point being is that you have/had a connection to the Jambastion Cult. Your appearance is even more tricky maybe you are like the Mage Sisters; a floating humanoid figure with not feet or leg, floating disconnected hands, a face with no mouth, and no ears, hair is optional. Or you are similar to Hyness; a blue skinned creature with a big, floppy nose, blue and yellow chameleon-like eyes with black pupils, and pointy ears with orange tips.

Perks

Perks and items that are discounted are 50% off.



Undiscounted

VICTORY DANCE (Free): After you clear an area of defeat a powerful enemy you can engage into a victory dance. You can also invite your allies (companions) to join you. For examples check this out: Here and Here.

Vacuum Immunity (100 cp): For some reason, everyone in Dream Land is completely unperturbed by the vacuum of space, able to move around completely fine in it as if there were gravity or by swimming through the vacuum. While you would still get these benefits while in dream land without this perk, if you take this perk (or get it for free) you gain similar abilities in other settings.

X Knight (100 CP): Choose something that can be used as a weapon. You can summon this weapon and a suit of armor that both scale with your strength and skill. Your chosen weapon will develop abilities similar to Copy Powers. When you master your weapon of choice, you're able to select another weapon and repeat this process. You'll keep any of the previous weapons you unlocked.

Dreamland Physiology (Free/400 CP): You know despite being a rated e for everyone franchise, this setting has people getting kick into stone and some inhabitant can punch the ground at create a crack that can be seen in space. So, for the sake of survival and your strength and durability to the level where

a stray kick from Kirby that sends through a mountain won’t kill you. Free for here but to keep you have to pay up.

Copy Power Specialization (400 CP): Copy Powers are unique abilities that are present in You not every creature has one. You are one of the ones that do. From the list below, pick one copy power to have. If you wish, you can also change your appearance based on what ability you have. You can pay an additional 200 CP for a second one.



Animal: AWOOOOOOOOOO. Dig and burrow with sharp claws! Unleash your inner beast with the power of the Animal Ability. Animal focuses on using its claws to deal damage and dig through soft terrain, such as dirt, sand, clouds, and snow; it can also cut ropes, grass, and bushes. A Resident with this ability will look more canine like. The moves for this ability are:

Claw Swipe: Quickly lash a claw forward

Fury Swipes: A repeated slash that finishes with a strong slash

Lunging Slash: Lunge forward and uses both claws to slash foes. Reworked as his forward attack because its original input in Squeak Squad was kind of awkward to pull off

Spin Slash: This move is taken from the animal mini-boss Gao Gao. Put your claws to the side and quickly spins forward

Mud Fling: Scratches the ground and flings a path of mud forward. Can be angled up or down

Skyward Slash: Three upward slashes. That's about it

Cartwheel Slash: A vertical spin. Extend your claws outwards to give the impression of a spinning blade

Drill Slash: Drill forward in the air and drill into enemies.

Drill Stomp: Same as Drill Slash, but angled downward



Archer: BULLS EYE! Shoot foes with arrows and use camouflage to hide! Take aim and fire with the power of the Archer ability. Become gifted with expert marksman ship. You can even hide from enemies' sight with pieces of camouflage and duck behind it. Then snipe with some well place shots with bow. This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge. The moves for this ability are:

Shot: Firs a single arrow.

Snipe Shot: Fire a stronger, larger arrow straight in front of you. This arrow penetrates enemies.

Magic-Star Arrow: Fire a glowing, powerful arrow straight in front of you. The arrow explodes upon hitting a wall and penetrates enemies.

Sharpshooter: Aim up or down while charging your arrow. If Shot is used while aiming above the horizon, the arrow will arc until it is horizontal again, upon which it will fly straight; Snipe Shot and Magic-Star Arrow always fly in a straight path and do not curve.

Sky Shot: Fire a single arrow directly above you.

Sky-Shot Shower: Fire an arrow above you that splits into several that will fall around you.

Arrow Slash: Quickly lunge and slashes twice in front of you, using an arrow like a blade. You are invincible when performing this move.

Leaping Quiver: Fire several arrows diagonally down and in front of you in the air.

Camouflage: Pull out one of several fake pieces of camouflage and duck behind it. You are invincible while camouflaged.

Hitman: You can quickly shoot a ground-level arrow from behind your camouflage. You are vulnerable while attacking.

Crawl: You can crawl slowly along, still camouflaged. You are vulnerable while crawling.



Artist: Hold that pose for me please. Set out on a voyage of training with a colorful paintbrush on your side! Materialize yummies to share with your friends. It's like magic! Art has the power to save the world! The moves for this ability are:

Brush Slash: You swings his paintbrush forward, unleashing a splash of paint.

Brush Splash: You rushes forward and swings his paintbrush, unleashing a splash of paint.

Painter: You produces an easel and paints a character. This character jumps out of the canvas and moves forward for several seconds, periodically attacking. Images of King Dedede, Meta Knight, Bandana Waddle Dee, and Full Belly You can be produced. King Dedede, Meta Knight, and Bandana Waddle Dee all stop and attack two times before disappearing, each traveling the same distance; Full Belly You doesn't stop, and travels farther than the others

Sculpture: You produces a large slab of rock and carves it into a sculpture. Depending on the size of the slab, you will sculpt of one four objects, from tallest to shortest: Dreamstalk, Goddess, Kabu, and an urn. You then hold his sculpture above his head and loses the ability to move, only able to rotate; if You sculpts the urn, it will shatter immediately after its creation

Creative Destruction: You swings his sculpture twice and then smashes it against the ground, destroying the sculpture.

Painbrush: You holds his brush in front of himself. After it grows several times, he swings it wildly, covering the screen with paint.

Still Life: You produces an easel and paints a refrigerator. It releases food items corresponding to the number of Friends (one if alone). This move cannot be used again until it recharges

Rock Painter: A combo ability! Can only be used on someone that is using their stone transformation ability. You paint the stone with Brush Slash or Brush Splash, which will transform it into a giant painted statue that will rise on air and drop, and also slide on slopes. This move can be used on any character that has a stone transformation,



Axe: CHOP CHOP TIME! Grab an axe, chop some wood and…. wait that would be lumberjack. Oh well. With this ability you're a wiz with an axe. You can even throw it and have it return to you like a boomerang. This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge. The moves for this ability are:

Axe chop: You slashes at the enemy with his axe.

Multi-axes attack: Attack with lightning-fast sword slashes that are nearly impossible to see.

Axe swing: Spin several times with his axe. You are invincible while doing this attack, and hits everything around him.

Axe throw (dash + Hold Button X): You sacrifices his weapon and ability for one last (powerful) attack. After doing an Axe swing, he throws the axe full force, doing instant massive damage to any enemy & mini-bosses in his path

Giant Axe swing (Button B in midair): You spins, holding the axe out, and twirls it completely around his body.

Ultra-Giant Axe swing (Dash + Button B in midair): You somersaults midair, and twirls the axe around his body twice. You are invincible during the attack.

Axe Boomerang (Side + Button B): You tosses the axe in front of him like cutter ability. It can be controlled with Button Up or Button Down. By causing the cutter to miss You on its way back, enemies behind You can be attacked without him turning around. If the Axe hit a wood wall

Guillotine: While in the air drop down bringing you axe down on someone

Crashing Wave: After using your Guillotine attack follow-up by sending a shock wave attack.

(You can stick to wood vertical surfaces when the axe is out.)



Back Drop: Grab foes—then slam them to the ground! The moves for back drop are:

Leaping Grab = Kirby will leap forward, getting little vertical height but significant horizontal distance. He doesn't jump high enough to clear a tile-high jump.

Turbo Leaping Grab = Kirby leaps forward much quicker, getting the same amount of vertical distance and much more horizontal distance.

Spinning Lariat = Kirby will swing his arm around him, spinning once. Enemies hit by it will take damage rather than being grabbed.

Forward Slam = Kirby will jump forward and slam the grabbed enemy on the ground. He will then front flip off of the enemy, throwing them forwards.

Twisting Back Breaker = Kirby will jump up high, then spin as he descends. Upon hitting the ground, the enemy will be defeated. The enemy stays above Kirby for the duration of the move.

Back Drop = Kirby will perform a back drop on the grabbed enemy. He will then back flip off of the enemy, throwing them backwards.

Spinning Slam = Kirby will jump up high, then spin as he descends. The enemy will be slammed into the ground, defeated on contact.

Combo Slam = Kirby will leap forward and upward, slamming the enemy into the ground. He will then roll forwards and throw the enemy forwards. Kirby's jump trajectory can be changed with Left/Right.

Diagonal Throw = If there is more than one tile of space between Kirby and the ground, Kirby will automatically throw the enemy forwards and downwards.

Reverse Throw = Same as Diagonal Throw, but thrown backwards and upwards.



Ball: BOING! “Turn into a ball and bounce into foes!” all focuses on bouncing to increase its kinetic energy to deal damage.

Ball Change: Transforms into a smooth ball. While in ball form, he must roll or bounce to move.

Change Back: Return to normal.

Ball Bounce: When you land from a jump, he will bounce up a great distance. Landing consecutively will allow you to bounce even higher, although it does have a limit to its height

Ball Dash: You gains a brief burst of speed that enables him to defeat most enemies without taking damage

Star Dash: after charging up, you will enlarge, and pressing the button again will cause him to shoot forward at high speeds, destroying almost all kinds of blocks in a single hit and doing high damage to enemies; it is also commonly used to destroy metal blocks.





Baton: Twirl! Toss! Catch! Repeat. But this baton is not for show. Take control of enemies and turn your dreamy routine into their nightmare.

Baton Capture: You extends a whip-like beam from the baton, capturing the first enemy it touches. If the beam hits a wall, it will bounce upwards slightly. If it doesn't hit an enemy on the way out (or back in!) it will retract back into the baton.

Flinging Capture: Similar to Baton Capture, but the animation is more similar to the grab attack in Epic Yarn, minus the whole "pulling the enemy back" part.

Skyward Capture: Same as Baton Capture, but if it hits a ceiling the beam moves backwards slightly. Additionally, it has less reach.

Diagonal Capture: Same as Baton Capture, but rather than straight forward, it extends diagonally downward.

~After Capturing~

Baton Smash: You leaps into the air and slams the enemy he captured with his baton, Staff-style. Don't worry about pits this time, you will stop automagically on top of the enemy.

Baton Yank: You reels in the enemy at high speed, then rams them with his baton. Ouch.

Baton Fling: You yeet the captured enemy forward.

Baton Twirl: You flings his baton into the air, twirling it majestically, causing the enemy to fly into the sky straight upward. Oh, and it was used in the anime or something.

Baton Backfling: Same as Baton Fling, but backwards.

Baton Slam: You slams his baton into the ground, forcing the enemy into the ground.





Either design will work

Beam: This crackling attack unleashes a ton of energy. Shoot a Cycle Beam or fire a Beam Blast from midair! And if you need to electrify your friends' weapons in a flash, use the rapid-fire Wave Beam! The moves for this ability are:

Beam whip: You swings an electric whip in front of him, which hits through terrain. It can hit foes multiple times.

Cycle beam: You creates a spiral of blue energy orbs in front of him.

Beam machine gun: While in the air, you shoot many small energy bolts diagonally, in front of him and downward. This move gives You an upward boost, and can be used up to three times from a single jump on level ground.

Capture beam: You grabs an enemy, then can release it with a blast of electricity. You are invincible while holding an enemy, and can hold indefinitely; he can also turn around.

Wave beam: You fires an energy blast straight forward, and is pushed back a bit due to recoil. This blast penetrates enemies, but not terrain. It can hit some bosses twice if they're large enough. This move can be used in the air from a jump.



Bee: Honey! Stingers! Pollen? Use the power of the humble bumble be to leave your foes stung or in a rather stick situation. MMM Honey.

Buzzing: You flaps his beetle wings does slight damage to enemies. This attack can cut ropes and grass.

Honey Climb: Create a temporary platform of honey to cling on

Back Stinger: A foe that gets too close to you from behind with get stung

Sticky Shot: Shoot honey to put foes in a sticky situation halting their movements as they are stuck to the honey. This move only works on land enemies. Flying enemies and are particularly powerful foes won't be affected by the stickiness

Sting Shot: Shoot the stinger like a projectile

Colony Collection: Hold up a hive to recruit some bees

Colony Attack: Call the bees you have collect to attack.

Jar o'Honey: Pull out a jar of honey and throw it. On enemies it deals damage. One allies it heals

Pollen Barrier: Surround yourself with pollen to defend yourself

Extreme Pollination: Burst from your defenses to send the pollen in all direction, as an area attack.



Beetle: A flash of lights reflects off its horn as the king of bugs returns! You can pound stakes with Hardhead Slam and use up to gather your friends on your head and fling them into the air!

Horn Upper: Slash the large horn of your helmet upwards. This attack can cut ropes and grass.

Horn Flurry: Rapidly slash with the large horn on the front of your helmet. This attack can cut ropes and grass.

Rocket Horn: You lunges forward, with his horn extended, and skewers any small enemies in his way. After he stops, he throws them off. You are invincible during this move. This attack can cut ropes and grass.

Rocket Horn Dive: You flies upwards and backwards in a wide circle, slamming the skewered enemies into the ground. You are invincible during this move. This attack can cut ropes and grass.

Spiral Horn: You spins and flies upwards, sucking in and damaging any nearby enemies with his horn. You are invincible during this move. This attack can cut ropes and grass.

Hover Wing: You flaps his beetle wings. Holding the button or pressing it repeatedly will make him fly higher. It does slight damage to enemies. This attack can cut ropes and grass.

Hardhead Slam: You points his horn downward and spirals to the ground. You are invincible during this move. This attack can pound stakes.

Catching Horn: You skewers an enemy with his horn, rendering them helpless

Carry Around: You can walk around with an enemy on his horn.

Quick Throw: You throws the enemy off his horn

Throw Drop: You jumps with the grabbed enemy and slams it onto the ground.

Crown Drop: You does a double backflip with the grabbed enemy and slams it against the ground.

Slamming Drill: You spins the grabbed enemy against the ground.

Friend Hoist: A Friend jumps onto Your horn, similarly to the effect of Catching Horn. You can carry up to three Friends

Friend Carry: You carries any Friends around on his horn, similarly to the effect of Carry Around.

Friend Throw: You throws any Friends that jumped onto his horn, similarly to the effect of Quick Throw. Additional Friends are thrown at steeper angles.



Bell: DING DING! This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge. The Moves for this ability are:

Ring-ding: You shakes his bells in front of him, releasing a spherical wave of sound.

Ring-ding-dong: You waves around both of his bells to form larger sound waves at a quicker pace. The tone and sound get higher in pitch if he is attacking an enemy with it.

Ding Finale: You turns toward the camera, jumps, and slams his bells to the left and right of him, releasing sound waves in both directions; these waves bounce off walls. You are invincible during this move. This can be performed as early as three Ring-ding-dongs.

Quick Finale: This attack is identical to Ding Finale, though Ring-ding-dong does not have to be performed beforehand. You are invincible during this move.

Sting-ding: You quickly spins around and springs up while rattling the bells, allowing him to create two large sound waves to his left and right.

Twin Tinker: You slides across the ground and hurls his bells in front of and behind him. The flung bells travel in an upwards curve and bounce off surfaces. You are invincible during this move.

Tinker Melody: You turns toward the camera while drawing the bells closer to him, storing energy. Upon release, he extends them out, creating ten bell-shaped projectiles around him.

Bell Block: You enlarges the bell on his head and shelters himself inside of it. Enemies who hit the bell will cause it to emit sound waves, damaging them in the process. This guard prevents You from dodging.

Floating Ring-ding: You spins the bells around him like he does with Twin Tinker, but he doesn't shoot any bell projectiles.

Underwater Twin Ring-ding: This attack is identical to Floating Ring-ding, but underwater.



Bomb: FIRE IN THE HOLE! Anyone can pick up a bomb, and if it rolls over terrain covered with friendly fire or water, the bomb will transform! For a surprise attack, infuse bombs with wind to make them float! This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge. The moves for this ability are:

Bomb Prep: Creates a bomb and hold it over your head.

Bomb Throw: Throws the bomb, which follows a ballistic trajectory.

Target Throw: Take precision aim before throwing the bomb. A dotted line shows the full trajectory of the bomb.

Self-Destruct: The bomb explodes in your hands after 20 seconds. This doesn't do damage to you, but it gives you a brief time of invincibility (like two seconds).

Bomb Bowl: Bowl a timed bomb forward; it can travel significantly farther when used in the air. The bomb can be picked up if it hasn't detonated.

Bomb Drop: Place a timed bomb on top of a nearby enemy.

Bomb Set: Place a timed bomb in front of him. The bomb can be picked up if it hasn't detonated.



Bubble: POP! Take care of foes with a spray of bubbles!

Bubble Beam: Create a stream of bubbles from his wand, which traps regular enemies inside the bubbles. You can control the direction of the bubbles by pointing your wand up or down.

Big Bubble: Rear back for a split second, then fire a single large bubble that flies forward then curves up. While you charge up this bubble, you can control the direction of the bubble by pointing your wand up or down. This bubble instantly traps regular enemies inside the bubbles.

Bubble Sprinkle: Spin in midair and simultaneously breathes bubbles in the air with the bubble wand.

Bubble Spiral: Spin around in the air, use the bubble wand as a weapon while you release a bubble tornado.

Bubble Shield: Covers yourself in a bubble shield. Anything that hits you will make explode the bubble damaging nearby enemies. The Bubble shield will explode first if you drop you dismiss it. Shield will explode after a set amount of time.



Burning: I Burn! Or rather You Burn! Flaming tackle time! Who's gonna stop you? All the moves of this ability have the Sizzle property. The moves for this ability are:

Burning Tackle: Burning's basic attack. Pretty simple stuff.

Dashing Burn: This works the same as Burning Tackle, except that You travels faster (and, as a byproduct of that, further).

Burning Flame: In this case, a bunch of fiery orbs are dropped from Burning You, landing below him.

Searing Flame: You cancels the dash in a small but powerful explosion, similar to but more damaging than hitting a wall with Burning Tackle or Dashing Burn.

Rising Burn: Burning Tackle, but upwards

Fireball Inferno: You places his hands (nubs?) on the ground and erupts flame around him.

Meteor Burn: Burning Tackle, but downwards. Kind of like a meteor.



Butterfly: You're my butterfly! Using fairy dust to damage foes and light the way. Grab them while in the air.

Butterfly dust: You toss fairy dust making a glowing cloud that damages foes. It can be moved by fans and can destroy blocks. This attack has the Bright property.

Butterfly dash: You dashes forward and headbutts enemies that get in his way.

Butterfly dive: You cancels his dash into a downwards head-bomb, dealing additional damage.

Butterfly Spiral: You spins and flies upwards, damaging any nearby enemies with his butterfly wings. You are invincible while performing this attack.

Butterfly slam: You grabs the enemy then flies upwards and backwards in a wide circle to slam the grabbed enemy into the ground.

Butterfly drop: You grabs the enemy or defeated mini-boss, and he will then proceed to jump into the sky and slam the enemy down into the ground with massive force, doing massive damage to anyone in the way.

Hover Wing: You flaps his butterfly wings. Holding the button or pressing it repeatedly will make him fly higher. It does little damage to enemies.

(All melee and grab attacks release a trail of fairy dust that damages foes, the dust disappear after 5 seconds)

(The fairy dust illuminates dark areas, and reveals hidden paths)



Candy: MMM. Candy! Use this very sweet ability to damage your foes as well as give them a slight case of Diabetes.

Lollishot: Shoot a projectile out of your lollipop scepter

Cinnamon Wheel: Transform into a large Cinnamon Roll to steam roll enemies

Bubble Gum: Chew some bubblegum, blow a bubble, and use it as a projectile to entrap enemies. For your allies they can bounce on the bubbles harmlessly

Floaty Gum: Instead of using the bubble gum to trap enemies in bubbles use it to float up instead

Cotton Candy: Create some cotton candy on your scepter

Cotton Snare: Use the cotton Candy to trap enemies in a cocoon of cotton candy.

Fake Candy: Place a fake Invincibility candy that when an enemy eats get hypnotized

Bubble Guard: Block more damage by creating a bubble barrier. Be careful thought if anything sharp touches the bubble it will pop

Friend Ability- Sugar Snare: Friend combo ability composing of Spider and Candy. Trap enemies in a sugary web. Said web may create some sweets to eat

Friend Ability- Gourmet Magic: Transform some food into invincible candy (A special lollipop that makes those who consume invincible for about 27 seconds)



Casino: JACKPOT! This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge

Card Toss: Throw cards to damage enemies

Magic Chips: Throws magic Poker Chips at enemies. (This attack is affected by element is currently mixed with the Casino ability).

Dice Cather: Grab enemies in a large cup, shake the cup several time and throw the enemy dealing damage

Twirlette: summon a large roulette spin it around, shooting balls all over the place. (This attack is affected by element is currently mixed with the Casino ability).

Random Slot Generator: Summon a slot machine and spin the wheel. Depending on what you get something will happen. This move might have a different effect each time you use. Results and their effect are: 3 cherries- random food, 3 drinks- a drink, 3 ability stars- a random ability chosen, 3 max tomato- a Maximum Tomato, 3 bombs- the slot machine blows up and the ability is rendered useless for 5 minutes, triple 7- invincible candy, 3 none- nothing

13 Card Roulette: Pick a card out 13. The effects of the card depend on the who's on it and which one is highlighted. The effects of the cards are: You-random final attack, Popo- spit starts, Bandana Dee- uses his spear, Waddle Dee-uses his parasol, Adeleine-Heals or attacks with portraits, Ado-attacks with portraits, Ribbon-uses the crystal shard, Elline- protects, Queen Sectonia-double rapier attack, Normal Sectonia- capture, Susie- tandom mech, Zan-plasma attack, Queen Ripple-shoots a crystal shard, Possessed Ripple- shoots dark matter, Francisca- ice attacks, Flamberge- fire attacks, Taranza - controls enemy, Dark Taranza - capture and electrocutes, Meta Knight- slashes, Dark Meta Knight- creates shattered mirrors, King Dedede- uses mallot, Escargoon- carries rocket launcher, Hooded Hyness- elemental attacks, Hyness Unhooded- crazy, Joker(Marx)- random negative effect



Cat: Meow. Aren't you cute? Embrace your inner feline with this ability. Careful with those claws though please. This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge. The moves for this ability are:

Neko Scratch (You slashes forward with his retractable claws. Can be used to cut down anything in front of him.)

Neko Multi-Swipe (You continuously slashes forward with his claws until B is released or until he hits a wall. Can be used to cut down anything in front of him.)

Yarn Ball Dash (You dashes forward while rolling along some yarn. Enemies and stars can get caught in the yarn. The color of the yarn varies on Your environment.)

Yarn Ball Play (You plays with his yarn and the things he catches in the yarn. Once finished, he throws the yarned things up into the air.)

Lucky Cat Statue (You transforms into a lucky cat statue. Like stone, he becomes invincible. The objects he holds varies between coined currency, the Lucky Cat coin, real life objects, a couple of cameo characters, and photographs of important characters.)

Lucky Cat Drop (You transforms into an even larger lucky cat statue. Like stone, it spins before landing, and causes a shockwave when it lands.)

Feather Catch (You pounces up to catch a falling feather. The feather color varies on Your environment.)

Cat Dive (You dives down to the ground, hitting anything that comes his way.)

Squeaker Stalk (You chases down a Squeaker, while ramming into anything that comes his way. The attack ends when either You catches the Squeaker, the Squeaker goes offscreen, or if it gets destroyed.)

Tokkori Tagout (You chases down Tokkori, while ramming into anything that comes his way. The attack ends when You either catches Tokkori, Tokkori flies offscreen, off of Tokkori gets destroyed.)

Gao Gao Getaway (You gets chased by a Gao Gao, while ramming into anything that comes their way. The attack ends when either You gets caught, or when the Gao Gao goes offscreen.)

Cat Cling (You clings to wall, allowing him to climb it.)

Cat Climb (You climbs up or goes down a wall. If he stays climbing on a wall for too long, then he will lose his grip and let go of it.)

Climb Cancel (You cancels his climb and let's go of the wall.)

Wall Dash (You dashes to the left or the right of the wall from the wall. If done next to another wall, then he can cling on the other wall.)

By having an element strike the bell on your Tail, Cat You can be imbued with other elements! Friend Abilities that can be made with Cat include: Sizzle Cat, Splash Cat (no BlueAquaCat sadly), Zap Cat,

Blizzard Cat, and Bluster Cat. By having an element, all of Your attacks become more powerful, and have elemental properties!



Circus: Is this for real? You bet it is! Attack with circus-themed moves, like making balloon animals! Jump through a flaming hoop, and show off your finest Acrobatics! After the curtains close on your foes, they'll know the clown arts are no joke.

Somersault: You leaps forward onto his hands, then again back onto his feet, before leaping backward close to his starting position. You are invincible during this move.

Backsault: Similar to Somersault, but You leaps backward onto his hands, then again back onto his feet. You are invincible during this move.

Fire-Hoop Jump: You jumps through a flaming hoop that appears in front of him. In addition to the hoop, you are also set on fire upon passing through it. You are invincible during this move. This attack has the Sizzle property.

Ball Balance: You balances on a spinning ball. You receive a small upward boost when using this move, and can move to the right or left before landing. You are invincible during this move.

Baton: You juggles purple batons above him. You can move right or left during this move.

Flame Baton: Your batons now catch fire while he is juggling them. You can move further to the right or left during this move. This attack has the Sizzle property.

Trampoline: You bounces on a small blue trampoline that appears below him. You are invincible during this move.

Acrobatics: You bounces on a second trampoline, allowing him to bounce even higher. The trampoline bounced on during this move falls after use, which can damage any enemies below it. You are invincible during this move.

Balloon Pop Art: You blows up a balloon of one of many shapes, then pops it, dealing damage around him. You are invincible during this move



Cleaning: Sweep your problems away with a broom! Ahh! All nice and clean.

Sweep: You pushes a cloud of dust with a broom that damages enemies. This attack has the Bluster property.

Sweep and Move: You walks while sweeping. This attack has the Bluster property.

Broom Flick: You flicks the broom upward, sending a larger cloud of dust in front of himself. You are invincible during this move. This attack has the Bluster property.

Pitch Bucket: Pull Pitch out and transforms him into a bucket of water, from which you splash a ball of water at an arc. This attack has the Splash property.

Charged Pitch Bucket: Pitch will close his eyes when fully charged, then turn into a bucket from which you splash a larger ball of water in an arc.

Clean Nago: Transform into a cloth, and Nago appears to slide you across the ground. You are invincible during this move.

Clean ChuChu: ChuChu appears above you, who rides on the broom to fly around with it, surrounded by a gust of wind which protects the both of you. The bristles also make star bubbles. This move has a limited amount of time that it can fly for; upon reaching this limit, you and ChuChu will slowly fall

Friend Vacuum: You pulls out a vacuum that can suck up enemies and Friends. You can vacuum up to three Friends

Friend Super-Vac: You blows away the vacuumed Friends. Additional Friends are thrown at steeper angles



Cloud: Hey look that cloud looks like a person. Wait is that you?! With this ability create clouds to attack your enemies. This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge

Enhanced Air Puff: Puff yourself up, and exhale to shoot a powerful air bullet.

Dark Cloud: Get angry cause the cloud on your crown to have lightning shoot out of it

Float: Puff up the cloud on your crown as you fall to slow your descent on up drafts this move lift you up.

Cloud Spawn: Summon a cloud below you to stand on. This cloud will disappear after a while.

Nimbus Surf: Ride the cloud that you have created with Cloud Spawn.

Rainfall: You unleashes a somewhat long rain shower below him. This also gives Splash properties.

Storm: An improved version of Rainfall. The effects depend on the element that Cloud is mixed with. With Sizzle, this move is Sizzle storm, dropping flaming meteors below you. With Splash, this move is Splash Storm, creating a downpour of rain looking more like a waterfall. With Zap, this move is zap storm, conjuring a lightning bolt to strike the ground below him. With Bluster, this move is Bluster Storm, Creating a tornado. With Blizzard, this move is Blizzard Storm, dropping snowflake shaped icicles. With Bright, this move is Bright Storm, beams of light rain down on to the ground. With Sludge, this move is Sludge Storm, creating poisonous rain.

Create Mint Leaf/ Sweet Potato: Create a Mint Leaf to use. Consumption of a Mint Leaf will improve your aerial game and allows you to spit an unlimited number of air bullets much faster and farther for a limited time. The same thing applies to the Sweet Potato. Important thing to note is that only you, your companions, and You can use the Mint Leaf. The ones that you can use the Sweet Potato is you, your companions, and King Dedede. No one else can use these items.

Cirrus Smack: You smacks the opposing enemy with the cirrus tail. Also gives Bluster properties.

Alto Throw: You throws small clouds in front of him.

Rainbow Hop/ Overbow Hop: You dashes faster, leaving a rainbow trail behind him.

Cloud Guard: Encase yourself in a cloud. Increasing your defenses.

Contrail Drop: You drops to the ground at rapid speeds, causing a trail of clouds to left behind him.

Cirro Burst-Up: The clouds that surround You burst up around him, causing an explosion. Note: The Cloud ability is rendered useless after this move and needs to recharge for about a minute. USE THIS WISELY!!!!

Friend Ability- Air Ride/Friend Cloud: The cloud that surrounds You becomes larger, allowing his allies to ride on it. This allows for faster travel through the air. Zaps enemies that come in contact with the cloud





Either design works

Cook: A long lost technique is rediscovered! Combine different ingredients to whip up all kinds of dishes. Chuck in a friend or two, let it simmer, serve, and voilà! For a little extra spice, hold the button longer to bring it to a boil and boom! Massive damage. Order up!

Ladle: Use an extending ladle to attack forward

Up Ladle: Use an extending ladle to attack upward

Plateware: Throw three pieces of tableware in an arc.

Cook Pot: All enemies, projectiles, and defeated mini-bosses on-screen are sucked into a pot, cooked, and then transformed into food that can be used to replenish health. Must wait for the move to recharge before using it again.

Souper Supper: All enemies, projectiles, and defeated mini-bosses on-screen are sucked into a pot, cooked, and then shot out of the pot as soup splashes everywhere, damaging all nearby enemies. Any enemies sucked into the pot also drop food items. Must wait for the move to recharge before using it again.

Cook Potluck: Any Friends that jump into the cooking pot will be released and drop a food item, similarly to the effect of Cook Pot. Must wait for the move to recharge before using it again.

Supper Party: Any Friends that jump into the cooking pot will be shot out of the pot as soup splashes everywhere, damaging all nearby enemies. Any Friends that jumped into the pot also drop food items. Must wait for the move to recharge before using it again.

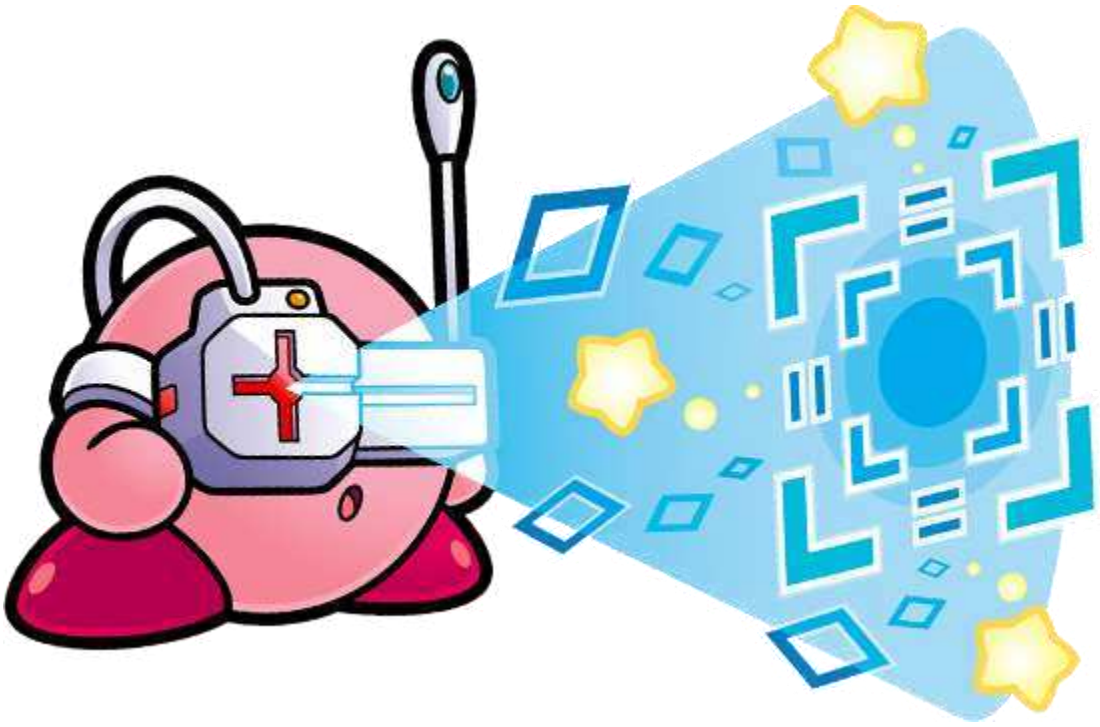


Copy: Copy enemies' abilities without fighting! The helper will also be able to copy abilities! Use a strange light to analyze and then copy foes' abilities. Might you learn weird ones?

Analyze beam: Scan the area in front of him with a beam of light. If an enemy that gives a copy ability is within your scan range, your will copy it; otherwise, enemies in its range will simply take damage. However, the copy ability obtained this way will be lost after a couple of minutes. After that you will revert back to this ability. You must wait a while for this to recharge in order to use it again.

Cat Magnum: Charge up and swiftly thrusts your hand forward, this damages the opponent just as if it was a punch. Normally only a Tac can use this ability but seeing you are buying it I will allow you to use.

Tac Hide: Camouflages your body to blend in with the background, making you invincible to enemy attacks. Normally only a Tac can use this ability but seeing you are buying it I will allow you to use.



Cowboy: DRAW! Reach for the skies. This copy ability is all about guns, dynamite and the ways of the old west. Don't worry real bullets aren't being used here. It's just corks and boxing gloves coming out of these guns. This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge. Moves for this ability are:

Quick Draw: Quickly pull out your guns and fire one of them. The corks fired can ricochet off of wall. (This attack is affected by element is currently mixed with the Cowboy ability).

Double Draw: Use the second gun to keep firing.

Secret Shot: Concentrate a bit and fire a boxing glove.

Double Secret: Follow up with another boxing glove from the other gun.

Punchzooka: Concentrate more to pull out a bazooka to fire a bigger boxing glove

Ka-Punch: Concentrate even further to quickly pull out a cannon to fire a giant boxing glove.

Lock on: Aim your sights before firing a bullet. The corks fired can ricochet off of wall. (This attack is affected by element is currently mixed with the Cowboy ability).

Lasso: Take out a lasso and spin it above your head.

Lasso Flight: Spin the lasso faster to lift yourself off the ground and fly.

Lasso Grapple/ Lasso Swing: Use the lasso to grapple onto a ceiling and swing around.

Lasso Grab: Grab an enemy with the lasso. Then throw them.

Horseshoe toss: Throw a metal horseshoe to damage enemies

Dynatrouble: Set up a bundle of dynamite with a fuse to Detonate with a detonator. When the Dynamite detonator is activated, one of two things will happen: either the fuse light and blow up the dynamite; or it will seem like a dud but the fuse will light from the dynamite's end and blow you up. Rest assured the second result will not damage you.

Giddy Up: Dash attack with a toy horse.



Crash: WARNING! DANGER! This is the ultimate weapon! One attack and you'll be blown away. Pull your friends into a Crash Rush! Charge it up for extra DANGER! Now everyone's REALLY frantic! Moves for this ability are:

Crash Fireball: You creates a massive explosion.

Supernova: You charges up and creates a more powerful explosion, performing a somersault in the meantime. You lose the ability after using that move, Bomber must wait for the move to recharge before using it again.

Detonate: Create a small explosion around yourself.

Ramming Headbutt: Rush forward, exploding on contact.

Plummet Bomb: Launch yourself down with an explosion!

Time Bomb: Wait a few seconds, then release a big boom!



Cupid: Fly around while attacking with a bow and arrow! Spread the love. This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge. Moves for this ability are:

Flight: Fly in the air (like how the Wing ability flies)

Light Shot: Shoot a single arrow, which follows ballistic trajectory.

Rain of Love: Fully charge the attack and fires three arrows at once in a tight spread.

Angled Shot: Fire arrow(s) with higher or lower trajectory

Triple Heart Shot: Shoot three arrows straight forward. This sets your speed to zero, allowing repeated use to slow your descent from a jump.

Airborne Snipe: Flight, then any of the moves.

Light Snipe Shot: Fires a stronger, larger arrow in front of him. This arrow penetrates enemies.

Magic-Light Arrow: Fires a glowing, powerful arrow in front of him. The arrow explodes upon hitting a wall and penetrates enemies.

Threads of Hope: An invincible shield move



Cutter: Throw a boomerang all over! You can charge it up and steer its flight path upward or downward! Slash! Jab! Strike! You can even cut ropes! This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge. The Moves for this copy ability are:

Cutter Boomerang: You throws a boomerang that turns around after reaching a certain distance if it doesn't hit an enemy, projectile, or wall. The player can change the trajectory of the Cutter Boomerang by pressing up or down. If the Cutter Boomerang properly returns to you, you will catch the returning boomerang, despite actually having an infinite supply.

Hyper Boomerang: You holds and charges a Cutter Boomerang in his hand until it enlarges and flashes. You then throw a more powerful Cutter Boomerang that penetrates enemies and destructible blocks, and rebounds off walls up to three times.

Cutter Dash: You dashes forward, swinging the cutter upward like a sword. You is invincible during this move.

Sweep Cutter: You throws a Cutter Boomerang and holds out another one while doing so, causing extra damage to anyone in melee range.

Cutter Drop: You holds his cutter in front of him as he falls down damaging enemies.

Cleaving Cutter: You slashes enemies using his Cutter as a sword.

Final Cutter: You slashes again after Cleaving Cutter, then jumps in the air with an upward swing and brings down his blade in a huge slash, generating an energy wave on the ground. You is invincible during this move



Dark: Dark…well rather the night is the what this Copy ability is all about.

Dark Magic = You fire dark magic blasts from his hands

Dark Magic Burst = You charge up and fires a dark magic burst from his hands, its bigger and stronger then a normal dark magic blast

Dark Matter Bombs = You throw three dark matter (based of dark matter's real form) bombs forward. After landing, the bombs begin to expand and explode into darkness after about 7 seconds.

Dark Claw Slash = You slash with sharp claws made from darkness, it has good range and power (its based on the shadow claw move from pokemon)

Zero Two Flight = You fly in the air with a pair of dark zero two wings (like how the Wing ability flies)

Shadow Force = You jump down into the ground and becomes an invulnerable shadow, it lasts for only about 2 minutes and makes him invincible, he can also blast upwards in a shadow uppercut. (with a pair of dark zero two wings on his back that disappear after he lands)

Eternal Night = You charge up and extend your arms quickly, making a wave of dark circles come out of your body, but with a large hit box and can scare enemies hit by it. Can charge for large hit box. (its based on the dark pulse move from pokemon)

Pillars Of Darkness = You conjures a series of eight screen-height pillars of darkness that linger for several seconds around him, four to either side, covering a very large distance.

Dark Nebula Bomb = You place a larger dark nebula bomb that explodes after a few seconds, creating a screen-height pillar of darkness that lingers for several seconds. Useful for mobile bosses.



Doctor: Knowledgeable in medicine and the sciences, Doctor You has a variety of quick and devastating attacks!

Bouncing Capsule: You throws a pill in front of him that bounces three times on the ground before being destroyed. Bouncing is random, and can be normal, high, or low.

Pill Bopper: You throws out five pills, three in front of him and two behind him. The pills bounce one before being destroyed. Bouncing is random, and can be normal, high, or low.

Science Lab: You gathers lab tools and creates a one of seven possible compounds: one that unleashes a pillar of fire, one that freezes the air above, one that sends out six sparks of electricity, one that unleashes a small tornado, one that sends out a geyser of poison and one that can be drank to heal You. What You gets from the Science Lab is random, but they are color coded with their effects: red is fire, blue is ice, yellow is Flash Spark, purple is Poison, seafoam green is Wind, and green is Remedy; Remedy can only be made if You is not at full health. If the player releases B before You is finished creating the compound, a small explosion occurs, which does damage and briefly stuns You. You is invincible when prepping and using the compound, but he is vulnerable when holding it.

Research Vault: You holds onto the compound for later use. It also causes You to glow the same color as the element that he is holding. If You takes damage before using the compound, You will lose it.

Spray Medicine: You sprays rainbow-colored liquid above him.

Bandage Spin: You spins around while surrounded by long bandages.

Pharmacy: You shoots three pills from a bottle.

Clipboard Bash: You dashes forward and damages enemies in front of him with his clipboard. You is invincible during this move.

Healing Area: You charges up and splashes healing liquid in front of him. The longer the move is charged, the greater the healing potential, with a full charge resulting in a full heal. (a 1st charge restores half of a injured ally's HP, a full 2nd charge fully restores a injured ally's HP)



Dragon: READY TO ROAR! READY OR NOT!!! READY TO GIVE IT ALL I GOT! The power of the mighty dragon has been granted to you by this wonderful ability. This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge. The moves for this ability are:

Drake Claw: You strikes forward with his claws/talons. Can be used to cut down things in front of him.

Drake Claw Combo: You strikes forwards with his claws/talons rapidly. Can be used to cut down things in front of him.

Drake Tail Finisher: You finishes the job with a smack of his tail, sending a small wave of energy forwards.

Drake Rush: You rushes forward with a great wave of force, crashing into his enemies.

Fireball: You launches a small fireball forwards. Gives Sizzle properties.

Fiery Stream: You sends a long stream of fire forwards, damaging those who touch it. Gives Sizzle properties.

Drake Force: You unleashes a huge stream of blue flames, shaped like a dragon. Gives Sizzle properties.

Drake Soar: You flies up in the air. Like Wing You and the Knights, the wings do damage to flying enemies.

Drake Cutter: You sends boomerang like projectiles forward with his wings. Acts similarly to Cutter Coo. Also gives Bluster properties.

Drake Drop: You drops to the ground at rapid speeds.

Upwards Tail Smack: You smacks his tail upwards.

Tri Drake Force: You sends a huge stream of dragon shaped flames upward. Gives Sizzle properties.:

By having an element strike the gem on Dragon You's bracelet, Dragon You can imbued with other elements! Friend abilities that can be made with Dragon include: Sizzle Dragon, Splash Dragon, Zap Dragon, Blizzard Dragon, and Bluster Dragon. By having an element fused with it, all of Dragon You's attacks can become stronger, and have elemental properties! (Sidenote: Along with the gem, Dragon You's body also changes color depending on the element he is currently using! Sizzle:Red, Zap:Yellow, etc.)



Drake: READY TO ROAR…Wait? Didn't we. Oh this isn't Dragon this is Drake. Some of this ability's attacks changes elemental properties after one use. The order is: Fire/Burning, Water, Plasma/Spark, Stone, Tornado/Wing. Not as diverse as Dragon but it can fly noticeably faster than dragon. The moves for this ability are:

Elemental Breath: Breath out one of the elements that have been listed for this ability

Elemental Counter: Guard and when an enemy attacks counter by using your breath weapon. Similar to Elemental Breath

Smoke Puff: Puff out a cloud of Smog

Dark Storm: Envelope your self in electricity. This move also electrifies the cloud created by Smoke Puff.

Dragon Gust: Create a gust of razor wind by flapping your wings

Tail Slap: Attack using your tail

Wing Uppercut: Attack anyone above you using your wings

Dragon Strike: Lunge Forward enveloped in flames



Engineer: Hey look, buddy. I'm an engineer, that means I solve problems. You got problems? Don't worry, boys! The Engineer, is Engi-here! Okay, yeah that one didn't work. Move for this ability are:

Wrench: Hit enemies with a wrench

Tool Trip: Trip and throw tools as you fall.

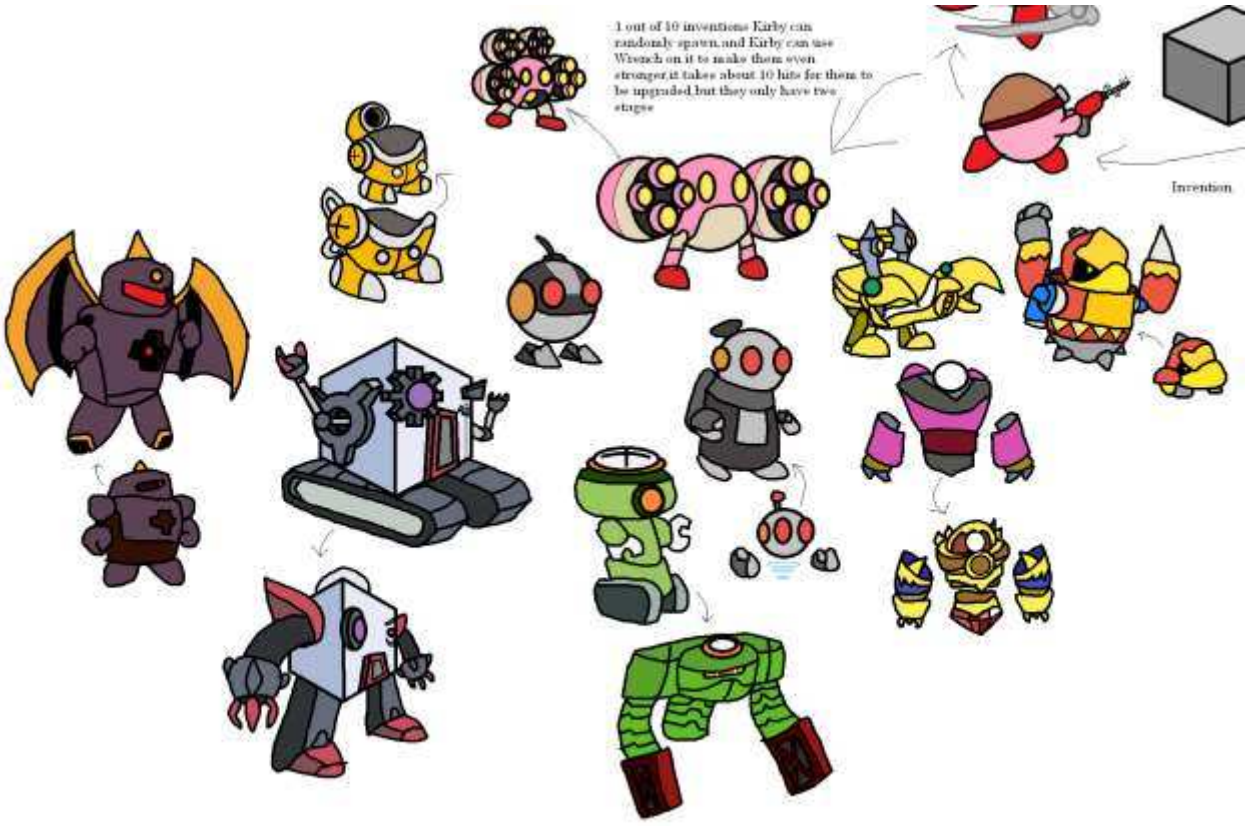
Gear Toss: Throw a gear at enemies

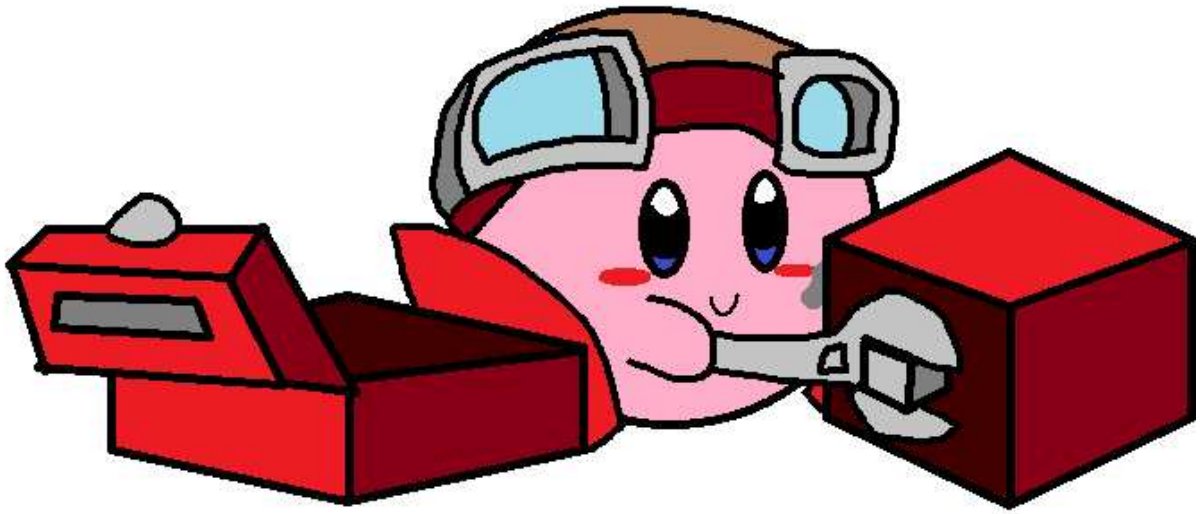
Drill: Drill attack upward

Tool Toss: Throw tools and gears while in the air.

Blow Torch: Burn enemies with a blow torch.

Invention: Create one of ten inventions. Use your wrench to upgrade the inventions. It take 10 hits to upgrade the inventions. Check out the image Directly below this entry for the possible inventions





Elemental: Water, Fire, Earth, Air, Lightning, and Ice. The element now under your control…well the one that I just mentioned are at least. The moves for this ability are:

Plasma Strike: Summon a stormy cloud to rain down lightning around you

Terraforming: Conjure forth spikes of rock to skewer the area around you

Cyclone: Summon Typhoons to surround you

Meteor Shower: While in the area, call down a meteor storm to devastate enemies below you.

Waterspout: Cause geysers of water spring up from the ground. Great for taking out enemies above you

Snowstorm: Envelope yourself in a shivering snowstorm. Damaging any foe who gets close.



ESP: The mind is the ultimate weapon! Psithunder Flash! Use psychic powers to teleport! The moves for this ability are:

Psychokinesis: You creates an electric field that explodes immediately.

PK Shift: You creates an electric field that can be controlled. The electric field explodes when B is released, after hitting an enemy or destructible object three times, or upon reaching the edge of the screen. When this move is performed, your position is elevated slightly, causing him to be in the air if originally on the ground; this move only elevates You twice until he touches the ground again, preventing him from being able to gain infinite height from this move (albeit slowly).

PK Electroshift: Your PK Shift becomes larger and more powerful. The electric field explodes when B is released, after hitting an enemy or destructible object three times, or upon reaching the edge of the screen. When this move is performed, your position is elevated slightly; this move only elevates You if he hasn't released PK Shift beforehand, and only happens once.

Vanish: You disappear into psychic energy. While vanished, your position can be influenced. His maximum horizontal distance is eight tiles (halfway across the screen normally) and his maximum vertical distance is two tiles. You can gain some height from repeated usage, but its ability to travel vertically decays with use until it cannot any longer. You cannot move through solid objects and terrain during this attack, as he is simply invisible. You are invincible during this move.

Reappear: You reappears in a burst of psychic energy after releasing the B button or after 2.5 seconds. You are invincible during this move.

PK Evade: You vanish to dodge an attack, then creates a small bubble of psychic energy to damage enemies around him. You are invincible during this move.

PK Insight: You vanish to dodge an attack, then creates a large, powerful bubble of psychic energy to damage enemies around him. You is invincible during this move



Fan: Focus young samurai. Strike first, fast and true. Moves for this ability are.

Focus: Take a stance and calm your mind. To…Focus. While in this stance you can deflect projectiles

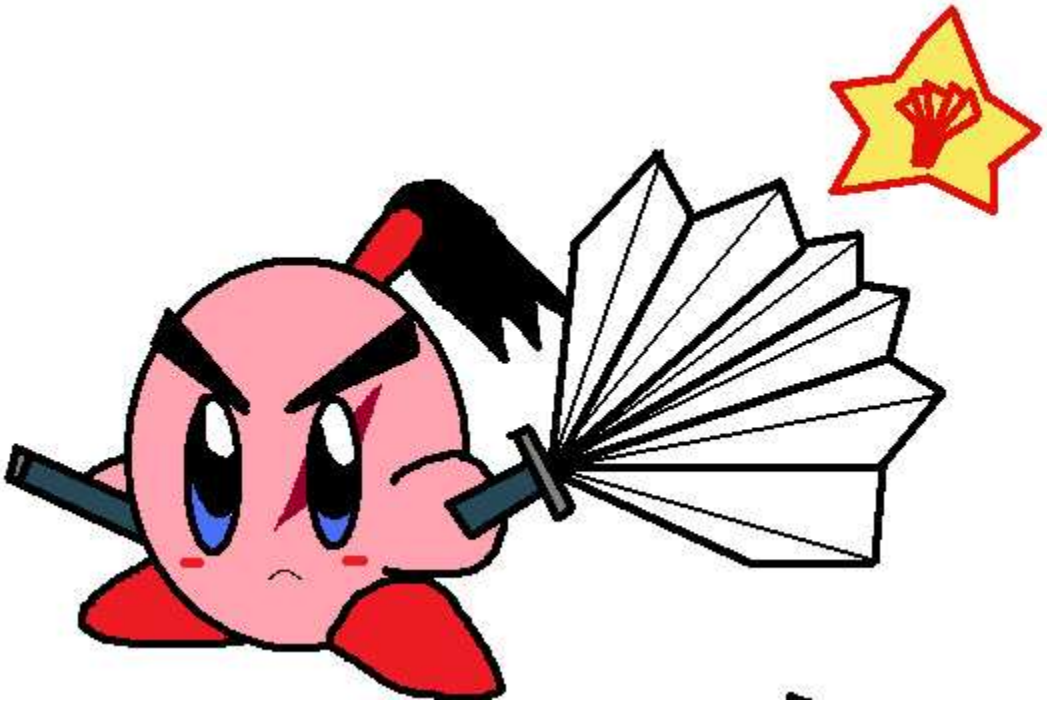
Slash Dash: From your focus dash forward and strike an with a slash. However if the dash does not get you close to an enemy you'll just trip.

Random Prop: Take out a bag and pull out one of 6 props. A rubber hammer, a party popper, a pie, a frying pan, a short sword, and a mallet.

Wind Blow: Swing your fan to create a gust of wind. This move has bluster effect

Counter: While in guard if an enemy gets close, strike with great speeds.

Friend move: Kyo: This move uses the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge to conjure a spell like attack.



Festival: Time to celebrate and dance!

Dance Solo: You will do Kirby's victory dance in a more festive music, transforming all enemies into Point Stars and damaging all mini-bosses or bosses onscreen. You lose the ability after using that move, Donpuffle must wait for the move to recharge before using it again.

Festival Dance: You and his Friends dance, transforming all enemies into Point Stars and damaging all mini-bosses or bosses onscreen.

Confetti Toss: Throw confetti on both sides!

Trumpet Blare: Launch foes away with the power of your voice!

Dance Dash: Dance forward, knocking any nearby foes away.

Drum: Beat a drum forward to create a mild earthquake.



Fighter: Oh boy! It's the Fighting Copy Ability, complete with tons of techniques! Grab and throw foes with ease. You can even grab and throw... your friends! Throw them against rocks and other things you want to smash.

Vulcan Jab: You let out a quick flurry of punches. Repeatedly pressing the button allows You to continuously punch.

Smash Punch: You punch forward and fires off an energy wave. You move forward after punching.

Leg Sweep: You slide forward with a leg outstretched. This move can be canceled into the second kick of Spin Kick or Rising Break. You are invincible during this move.

Spin Kick: You perform three spinning kicks, moving forward with each kick. You are invincible during this move.

Down Kick: You extends your foot below you, kicking anything underneath you. You will rebound upon kicking an enemy.

Double Kick: You kick with both feet forward and fires off an energy wav

Rising Break: You perform a rising uppercut, moving upward and forward. You are invincible during this move.

Sky Kick: You dive diagonally downward and extends your foot below your, kicking anything underneath you. You will rebound upon kicking an enemy.

Force Blast: You charge up and fire an energy projectile.

Mega Force Blast: You charge up and fire a bigger, more powerful energy projectile, and are pushed back a bit due to recoil.

Giga Force Blast: You charge up and fire an even more powerful fire projectile, and are pushed back more due to recoil.

Instant Mega Force Blast: You instantly charge a Mega Force Blast by doing a specific hand motion.

Moon Somersault Kick: You perform a somersault kick in midair, damaging enemies. You are invincible during this move

Foe Grab: You grab a nearby enemy. You are invincible during this move.

Arm Throw: You punch the grabbed enemy. You are invincible during this move.

Judo Throw: You throw the grabbed enemy in an arc backward. You turn around after performing this move. You are invincible during this move.

Friend Grab: A friend jumps into Your arms, similarly to the effects of Foe Grab

Friend Throw: You perform an enhanced version of Arm Throw or Judo Throw with the grabbed Friend. Judo Throw's downward variant has a steep trajectory instead of a shallow one.



Fire: Its flame techniques burn bright! Light fuses, your friends' weapons, or whatever you want with this searing fire. When these flames get in the middle of friends, all sorts of fiery devastation is possible! All moves from this Copy Ability have the Sizzle Property. The moves for this ability are.

Fire Breath: Exhale wavering flames

Target Fire: You can aim his fire breath, allowing it to travel up, down, or be extended or shortened. Upward fire breath travels upward. Downward fire breath travels downward.

Fireball Inferno: Engulf yourself in flames

Burn: You fly forward as a fireball. This attack rebounds upon making contact with a wall; rebounding on a wall conserves your dash state, allowing You to rebound again by pressing the button again. Your trajectory angles slightly in the air depending on whether You is moving upward or downward beforehand. You can influence the trajectory of his Burn by pressing up or down; your dash state is conserved when this move is performed in the air, allowing You to perform multiple consecutive Burns before landing, up to six on level ground with a high enough ceiling. You are invincible during this move.

Searing Burn: You stop his Burn with a small explosion. Its effect is identical to rebounding off a wall.

Fireball Spin: You spin while surrounded with fire. This move elevates You slightly if done at the apex of his jump and lasts until You touches the ground. You are invincible during this move.

Fireball Roll: If on level ground, when You is falling from the apex of his jump, pressing the button will cause Your Fireball Spin to roll along the ground 8 tiles forward. You can roll over 2 tile gaps without falling. You is invincible during this move

Fireball Jump: You jumps while Fireball Rolling. The distance of his jump depends on how far into the Fireball Roll You is and can be further influenced by pressing forward or backward. You jump the farthest when at the beginning of the move and jumps the nearest when at the end of the move. Your jump height is 1.5 tiles. You are invincible during this move

Fireball Climb: If Fireball Roll or Fireball Jump makes contact with a wall and the player is holding in the direction of the wall, you will roll up the wall a short distance, depending on the distance rolled on the ground.

Rising Sizzler: Fire initiates Fireball Inferno, allowing the wind to shoot off strands of fire. The effect or Rising Sizzler can also occur when any move with the Sizzle element makes contact with any move with the Bluster element.



Flail: This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge

Mash Attack: Whip your flail in an arc

Morning Swing: Swing your flail above your head.

Mash Surprise: Launch strike in an upward fashion

Mash Strick: Lash forward with the flail

Hammer Throw: Spin the flail very fast and then throw it. You will be able to pull a new one if you wait a few seconds

Pirowhip: Spin the mace around yourelf keeping foes at bay and damaging any that got to close.

Morning Slam: Slam the Flail down as you fall back to the ground rapidly.

Mass Attach Shield: Raise up shield to defend yourelf. Normally only available for Hamsturr but seeing you are buying it I will allow you to use.



Flower: Bloom. Moves for this ability are:

Cotton Shot: Spit put some cotton to attack enemies with.

A Rosie Surprise: Conjure a Rosie (A rose theme enemy from the Super Star games) to attack with

A Lovely Surprise: An upgraded version of A Rosie Surprise that deals more damage. Concentrate a bit more to summon a Lovely (A flower theme enemy from the Super Star games) to attack with

A Very "Lovely" Surprise: The final upgrade of A Rosie Surprise. Concentrate even further to Summon Monster Lovely (A version of Lovely from the You Anime) to attack with.

Flower Squirt: Take out a fake flower to squirt some water at an enemy. Doesn't deal much damage.

Flower Squirt Surprise: Spew out a torrent of water from the flower on your crown

Flora Glide: Take out a Flora (A floating plant enemy from You 64) to glide gently to the ground

Flora Pella: In Spin while using the Flora Glide to fly up a short distance.

Floral Spinner: An aerial spin attack that transform you into a flower buzz saw momentarily.

Pacto Rush: Transform into a Pink Pacto (A Pacto is a large, floating creature with a large mouth, a single shiny eye, and two yellow stubs jutting off its body. From You's Return to Dreamland) to preform a lunging bite attack

Bud Protector: Defend yourelf by encasing yourelf in a flower.

Mock Flower: Sprout from Bud Protector to counter attack as a flower (You'll look a bit like Flowey)



Freeze: Turn supercold to freeze foes! Moves for this ability are:

Freeze Shield: You surrounds himself in ice particles that freeze enemies for as long as the button is held. Frozen enemies become blocks of ice, which can be kicked and ignore terrain.

Ice Skate: Instead of running you can skate on the ground like you are on ice.

Ice Ball: You encases himself in a ball of ice, then slides forward 8 tiles. You is invincible during this move.

Ice Wall: This is the move of the same name from Ice in Battle Royale. However, it isn't a move you need to charge, and you can't move around while you hold B.

Aurora Aura: You summons a mini aurora above his head that freezes enemies solid if it deals sufficient damage. It also sprinkles some snow down once it dissipates.

Sub-Zero Stalactites: When You uses Freeze Shield in mid air, it's range will be limited slightly but some icicles will drop from the shield. If You lands on the ground, the shield's full range will be restored.

Stalactite Drop: You will turn his feet into an icicle and spiral downwards, point first. You will have this icicle encasing his feet as long as you hold B, even if you hit the ground. Once you release B, mid air or on the ground, the icicle will burst into small ice chunks.

Freeze Guard: This is Ice's Ice Guard, but rebranded with Freeze. Yippee.



Gamer: He's gonna take you back to the past. Play the- wait a minute this isn't the Angry Video Game Nerd. This is the Gamer Copy Ability! Use the power of gaming to defeat your foes…well the power of gaming with Nintendo. Because well You is Nintendo! Anyways the moves for this ability are:

NEZzapper: An electrical projectile using the NES Zapper

WiiChuck: Take out a Wii remote and Nunchuk attachment to spin above your head

WiiSmite: Strike using the WiiChuck

Wiicopter: Spin the WiiChuck REALLY fast to take off of the ground

Hand Grab: Summon a hand using the Blue Switch Controller. Use the hand to grab and throw enemies.

Retro Bomb: Summon a pixel version of You that detonate upon contact with an enemy. This move is done using the Red Switch Controller.

Pitch Control: Summon a Pitch covered in an aura to launch at enemies using the Wii U Controller

Robobot Repair: Using a 3DS repair a tiny robobot that was broken down.

Rage Quit: Channel your inner Angry Video Game Nerd. Then UNLEASH YOUR NERD RAGE TO ATTACK NEARBY ENEMIES! Need to recharge for a minute to use Gamer Ability because you need to fix your gamer gear. And another 5 minutes to use Rage Quit.



Ghost: I will possess... I will control... I'm a spooky soul... I'm not scary, though. Right? This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge. Moves for this ability are:

Tackle: You dash forward, destroying breakable blocks in his way and possessing the first enemy he touches.

Control: You can control the possessed enemy. Pressing X causes You to destroy the possessed enemy and allows him to act freely again.

Ectoplasm Shot: Fire a slow-moving, but highly-damaging ball of spiritual energy.

Ectoplasm Ball: You form a green ball of spiritual energy from between his hands, then he fires it at enemies, can be charged for more damage. (it's based on the shadow ball move from Pokémon)

Eerie Ring: Conjure up a spectral flame to follow. This flame can block projectiles. Enemies that touch the flame get damaged. A flame is destroyed after touching an enemy or blocking a projectile. Concentrate to create more flames. These flames will surround you like a barrier.

Eerie Spread: Fire the remaining flames from Eerie Ring.

Ghost Burning: Concentrate even further during Eerie Ring to summon forth a large ghost fire ball and throw that fire ball like a projectile.

Skull Throw: Works like Doctor's pill throw, but higher arc and shatters when it hits something. Can charge for a larger skull.

Quick Skull Throw: Same as Skull Throw, but lower, faster arc. No charge though.

Wall Phasing: You can phase through walls.

Vanish: You makes himself partially invisible, it lasts for only about 2 minutes and makes him invincible.

Ghost Wisps: You fire multiple ghostly wisps at enemies.

Giant Ghost Flame: You create a giant green fireball above him and throws it at enemies.

Countdown: A haunting move! Use most of your Ghostly powers to summon a scythe to strike your foes. Enemies strike this attack will have a countdown above their heads starting from 9. When it reaches zero a skull will be above their head and will be instantly defeated. Note this attack will not work on stronger foes. Anything that is considered a mini-boss and up will only receive major damage.



Gravity: Take control of one of nature's most powerful forces: Gravity. With this ability you can give physics majors a serious headache trying to rationalize what you are doing. The moves for this ability are:

Gravity Beam: Zap Enemies with a beam

Gravity Force: Control the enemies' gravity you zapped with your Gravity Beam. Sending them Forward or backward.

Anti-Matter Bomb: Fire a bomb of antimatter that detonates after a while

Supernova: Create a supernova using your scepter.



Hammer: A giant hammer on loan from the king himself. Pound boulders into the dust, or knock stakes flat into the ground. Send out a fiery burst with the decisive Hammer Flip! This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge. Move for this ability are:

Hammer: You swings his hammer downward, reaching one tile in front of him; the backswing can also hit behind him. If You does this at an edge, your hammer will not slam onto ground, preventing stars from appearing.

Hammer Twirl: You twirls his hammer beneath him. You are invincible during this move

Hammer Swing: You swings his hammer around horizontally. You have control over how much he moves while swinging his hammer around. You rebound off walls during this move. By pressing X during this move, you can also perform Hammer Throw. You are invincible during this move.

Giant Swing: You swings his hammer vertically 360° around him in midair.

Ultra-Giant Swing: You swings his hammer vertically 720° around him in midair.

Charge Hammer Flip: You holds the hammer above his head when charging up Hammer Flip. It has multiple levels of charge, but if charged for too long, the hammer head will be destroyed, leaving You with just a stick.

Move while charging: You moves while charging the Hammer Flip. You can also jump while charging.

Hammer Throw: You Hammer Swings before throwing him hammer away, causing him to lose the ability. Your Hammer Swing during this move travels significantly less distance. You is invincible during this move.

Underwater Wheel: You swings his hammer vertically 360° around him underwater.



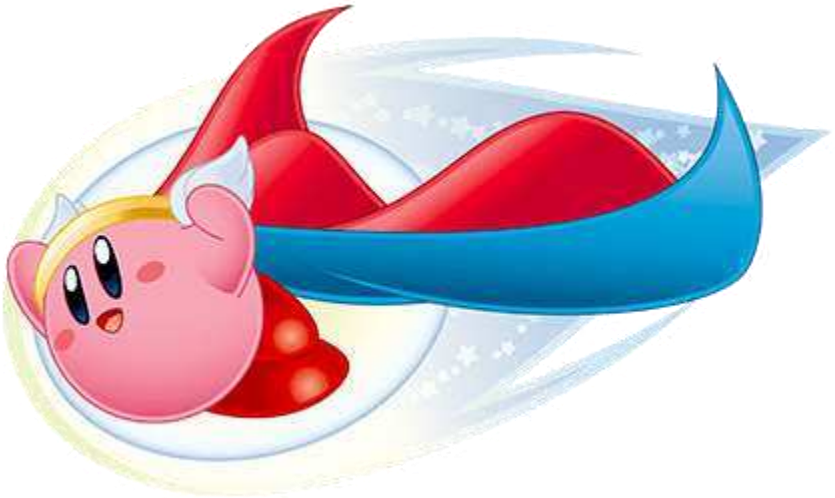
Hi-Jump: Leap into the air with a Hi-Jump! Zoom back down with an unstoppable high-speed Rocket Dive! A hero has made his debut!

Hi-Jump: You jump and can angle your jump to the left or right; You can perform Hi-Jump anywhere, allowing you to continuously gain height with a net gain of 7 tiles per Hi-Jump. You is invincible during this move.

Rocket Hi-Jump: You charges up and creates a small explosion that propels you upward; you can angle your jump to the left or right. You can perform Rocket Hi-Jump anywhere. You are invincible during this move.

Mega Hi-Jump: You charge up and create a large explosion and propels him upward 8 tiles; he can angle his jump to the left or right. If You collides with a ceiling, he will create an explosion, and the Mega Hi-Jump will end. You can perform Mega Hi-Jump anywhere. You is invincible during this move.

Rocket Dive: You rise up a bit and creates an explosion that propels him downward 8 tiles; he can angle his dive to the left or right. This attack rebounds upon making contact with a floor. You is invincible during this move.



Ice: A great way to cool down hot-headed enemies and then send them flying as a block of ice with a kick! You can also turn on a dime with skate dash or freeze your friends' weapons! You can even give a stone a slippery path for a bit of curling! Moves for this ability are:

Ice Skate: You skates around instead of running. While this doesn't do damage, it allows You to skate on Fire Blocks and Lava, as well as solidifying the former

Ice Breath: You exhales wavering icy breath that travel 5 tiles forward and 1 tile upward and downward for as long as the button is held.

Ice Sprinkle: You spins around diagonally while exhaling icy breath for as long as the button is held. Ice Sprinkle travels 3 tiles forward and backward and 1 tile upward and downward, hitting both sides of You, as well as above and below him.

Super Ice Sprinkle: You rapidly spins around diagonally while exhaling icy breath for as long as the button is held. Ice Sprinkle travels 3 tiles forward and backward and 1 tile upward and downward, hitting both sides of You, as well as above and below him.

Ice Storm: You surrounds himself in ice particles that freeze enemies. If using the dash version, You will slide along the ground, but will slide backward if it hits an enemy. If using the idle version, You will stay in place and not slide.

Ice Ball: You encases himself in a ball of ice, then slides forward. You is invincible during this move.

Ice Suction: You sucks a nearby enemy into his mouth. While the enemy is in his mouth, You can turn around

Ice Ejection: You spits out the sucked in enemy as a block of ice.

Ice Kick: You kicks an enemy frozen in a block of ice. The block of ice travels in a straight path in the direction that You kicks the block of ice in and penetrates enemies; it does not ignore terrain, breaking at walls, but if the block of ice is on the ground, or makes contact with a slope, it will slide along the ground

Ice Block: You encases himself in an ice block. All normal types of damage are completely blocked.

Ice Scatter: You breaks the ice block he was in, scattering shards of ice nearby



Iron: Power of iron is imbued in you. The moves for this ability are:

Iron staff bash: Attack and deflect with your serpent staff

Flail blow: Transform your staff into a flail and attack with it

Iron Statue: Turn into a giant iron statue to stomp on enemies

Iron Ball: Transform into a sphere. As a metal ball, you can roll down hills and ram enemies & mini-bosses all the while.



Jet: Strap jet power to your back! The more power you store, the more powerful the attack. The moves for this ability are:

Kick: You kicks while being propelled by his jet. You travels 2.5 tiles forward.

Somersault: You rises upward and performs a backflip while being propelled by his jet. You travels 2 tiles upward on the first use, 1 tile upward on the second use, and none on every use afterward.

Jet Headbutt: You flies headfirst while being propelled forward by his jet. You can influence his trajectory by pressing up or down, although the former is more difficult to execute due to the Somersault move being implemented. If this move makes contact with a wall while charged, You will rebound off the wall; You can influence the direction of his rebound by pressing up or down. Depending on the amount of charge, You travels as little as 4 tiles forward and as much as 9 tiles forward. You will gain less distance with repeated use, traveling 3 tiles on the fourth use, 2 tiles on the fifth use, and 1.5 tiles for every use afterward; this is reset after touching the ground or rebounding off a wall. You is invincible during this move.

Store Power: You charges up jet power. While charging, You's thruster expels flames; the flames from the thruster travel 1 tile backward.

Jet Kick: You kicks while being propelled by his jet. If this move makes contact with a wall, You will rebound off the wall; You can influence the direction of his rebound by pressing up or down. Depending on the amount of charge, You travels as little as 5 tiles forward and as much as 8 tiles forward. You is invincible during this move.

Jet Dash: You dashes headfirst while being propelled forward by his jet, dashing 9 tiles forward. You can influence his trajectory by pressing up or down. You is invincible during this move. This attack has the Sizzle property.

Jet Burst: You crashes into a wall and fires off three energy projectiles that explode in a zigzag pattern. This move travels up to 7 tiles forward and 2 tiles upward and downward. You is invincible during this move.

Jet Cracker: You cancels his dash and fires off three energy projectiles that explode in a zigzag pattern. This move travels up to 7 tiles forward and 2 tiles upward and downward. You is invincible during this move.

Jet Catch: You grabs a nearby enemy. You can turn around while holding an enemy. You is invincible during this move.

Jet Blow: You quickly turns around and blows the enemy away with the jet's thruster. You can influence the thrown enemy's trajectory by pressing up or down. You is invincible during this move.

Rocket Dive: You quickly flies upward in a half arc, then slams downward before kicking the grabbed enemy away. You is invincible during this move.

Charge Stock: You stores a full charge. You will have a white glow when he has a saved charge; Charge Stock will be lost upon taking damage or entering a door.

Hover: You uses his thruster to fly instead of inflating and flapping his arms. Since You cannot inflate himself, he can no longer float upward through water, and cannot perform Air Gun.

Ultra Jet Jump: You uses his charged up power to create an explosive boost that sends You 5 tiles upward. The explosion hits 2 tiles below and 2 tiles to the left and right. You can cancel Ultra Jet Jump into Hover. You is invincible during this move.



Kabuki: Behold the power of the Kabuki! A warrior blessed with magical powers passed on from generations before! The moves for this ability are:

Staff Jab: Use your mystical staff to attack enemies

Blade Slash: Transform one end of your staff into a blade to slash with

Multi-Blade: Transform one end of your staff into a blade to preform multi slash attack.

Magic Beam: Fire a beam from your staff

Devastating Blast: Concentrate for a moment and fire a larger beam.

Monk kick: Kick enemies with mystical energy

Illusion: Conjure a convincing illusion of a large human. This is used to scare or confuse foes.



Knight: FOR CHIVILARY!!! With this ability you don armor and a lance. Protect the princess from danger…if there were any princesses in Dreamland. This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge. Moves for this ability are:

Lance Thrust: You quickly jabs his lance forward with little startup or ending lag, slightly faster than Spear. However, the lance doesn't have the same reach as Spear does.

Shield Raise: The utility of this move is similar to Parasol Shield, however unlike Parasol Shield, this move occurs without an initial attack. When you let go of B, however, You will perform Lance Thrust.

Joust: This move works similarly to the sport it's named after. You will rush forward, lance extended. However, You will continue running as long as you hold B, and you can turn the move around. If You deals enough damage to an enemy that he defeats it, he will continue running; if he hits an enemy without defeating it or runs into a wall, he will bounce backwards after dealing damage and stop. You is only slightly slower than his normal dashing speed during Joust.

Sky Lance: This move is almost identical to Meta Knight's Up Thrust, mostly because of the fact Meta Knight is using his sword more closely to how You uses his lance than normal. However, Sky Lance is slightly longer ranged, albeit also slightly slower.

Chivalric Counter: You raises his shield, waiting for an attack. If one lands on his shield, he immediately counterattacks. However, if no attacks land during his counter stance, he simply puts down his shield and resumes normal You activities, such as combating incarnations of darkness and infinite destruction.

Forward Thrust: This move functions identically to Lance Thrust, however it propels You forwards in midair.

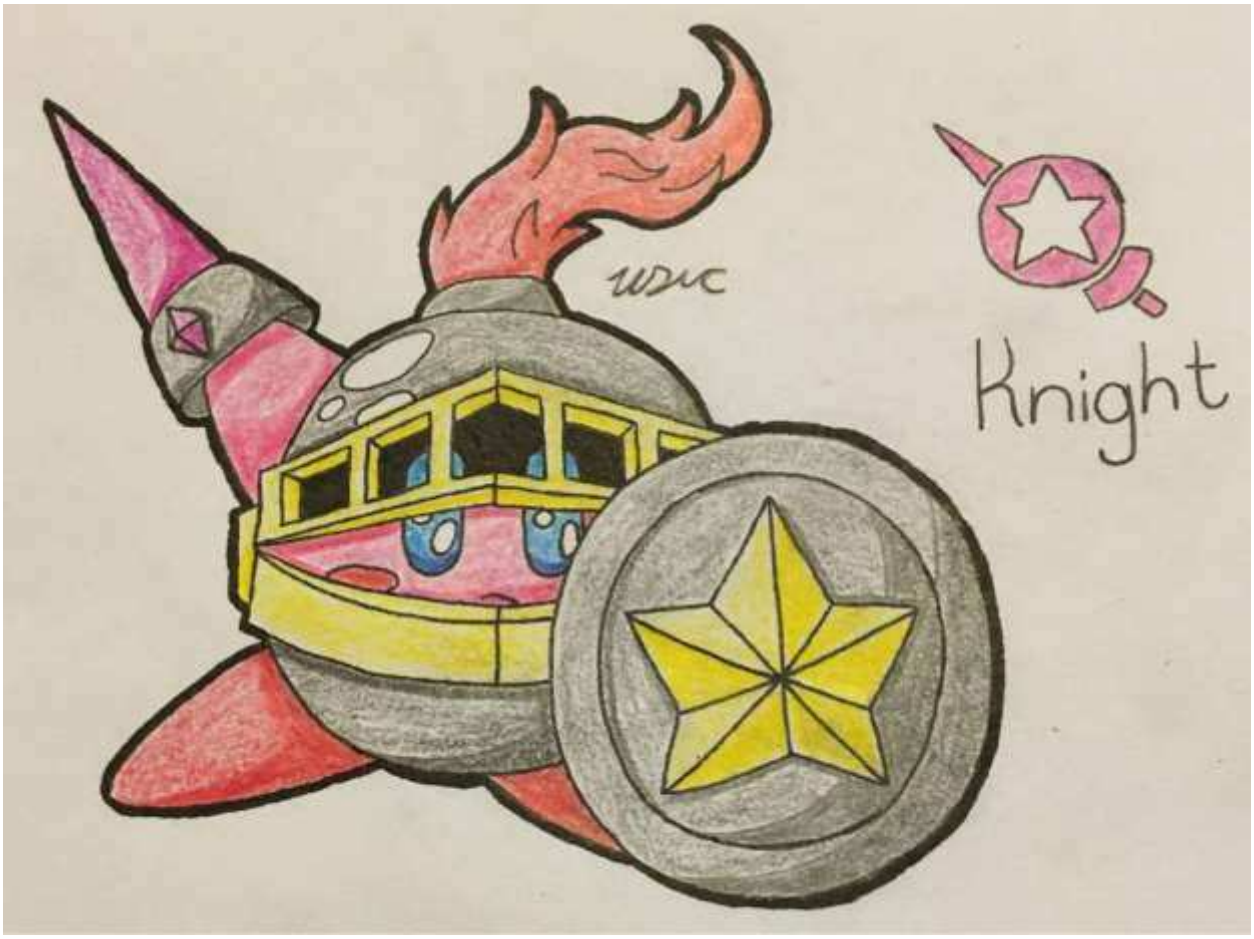
Standing Shield: Like Shield Raise, You uses his shield for the move. Unlike Shield Raise, You doesn't perform a different attack upon releasing B. Standing Shield has You hold the shield beneath his feet, riding it like a snowboard. You will bounce slightly off of enemies unfortunate enough to be below him, and You will automatically slide down slopes like Stone. However, You isn't invulnerable and can still be hurt from above. The move is cancelled once the B button is released or You touches flat ground, whichever occurs first.

Kick and Thrust: You kicks an enemy upwards slightly before jabbing them with the lance. Both parts deal damage. Like Forward Thrust, the thrust part of the move will propel You forwards, ending up preserving his momentum from earlier.

Lance Pogo: You holds the lance down below him and bounces off of it each time it hits the ground. The move lasts as long as You holds B, though he loses a bit of momentum while using it.

Hydro Lance: This move is just Forward Thrust underwater.

Knightly Shield: You raises his shield closer to his body than Shield Raise, blocking all damage from that direction**.**


Knight

Laser: OPTICAL WEAPON ARMED! It's rumored to be a bigger beam than it used to be. Move for this ability are:

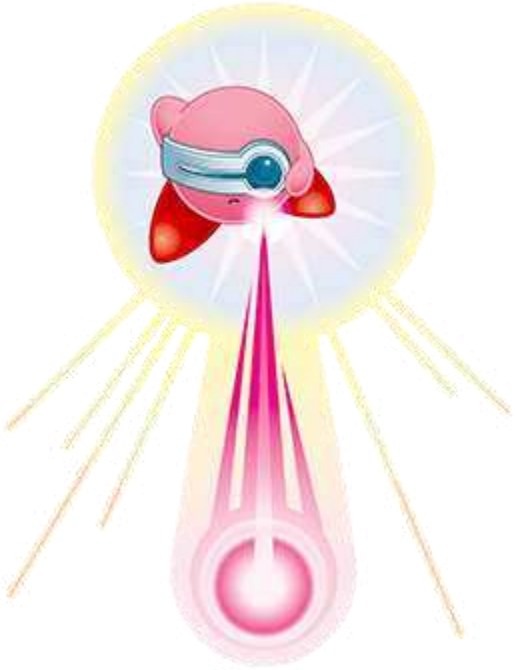
Laser Blast: You shoots a laser. The laser will ricochet off slopes.

Big Laser Blast: You fires a regular laser, then fires a bigger laser.

Aimed Laser: You will aim up or down while charging his laser.

Giant Laser Beam: You fires a giant laser beam. As he is doing a Giant Laser Beam. You can move to the left or right in order to bring certain objects with him. He loses the ability to jump, similar to when he is executing a regular inhale or the Hypernova inhale.

Aimed Laser Beam: You will aim up or down while charging his laser beam, even while the laser beam is active.



Leaf: Be a leaf on the wind with this sharp ability. Spin up a torrent of dancing leaves to slice and dice, or activate your Guard and-- Hey, where'd you go?! The moves for this ability are:

Leaf Attack: You tosses three leaves that swirl three times while traveling upward. This move can hit behind You. Performing this move at the peak of You's jump gives him a slight upward boost.

Leaf Swirl: You spins with leaves swirling around him. You can slowly move left and right and jump upward 2 tiles during this move. The leaves travel 1.5 tiles left and right, and 2 tiles upward.

Leaf Scatter: The leaves swirling around You now scatter outward. The leaves travel 5 tiles left and right, 3 tiles upward, and 1 tile downward. You stalls if this move is performed in midair. You is invincible during this move.

Leaf Dance: You spins forward 5 tiles with leaves swirling surrounding him. The leaves travel 2 tiles to the left and right, 4 tiles upward, and 1 tile downward. You falls more slowly if this move ends in midair. You is invincible during this move.

Leaf Hide: You hides in a pile of green leaves. When releasing, the leaves travel 2 tiles in all directions. You is invincible during this move.

Reveal: You scatters his pile of leaves

Leaf Uppercut: You conjures up a column of large leaves in front of him. The leaves travel 1.5 tiles forward and 4 tiles upward. Performing this move at the peak of You's jump gives him a slight upward boost.

Leaf Rain: You throws five leaves downward and forward while in midair. This move gives You an upward boost, and can be used up to three times from a single jump on level ground. At the peak of his jump on level ground, the leaves cover the ground 5 tiles forward and 1 tile backward



Light: Say cheese! Moves for this ability are:

Bulb Toss: Works like Doctor's pill throw, but higher arc and shatters when it hits something. Can charge for a larger bulb.

Quick Bulb Toss: Same as Bulb Toss, but lower, faster arc. No charge though.

Lamp: Places a bulb that explodes after something touches it. Useful for mobile bosses.

Light Beam: Shoots a beam of light straight upward, can hold the button to leave it out, but lower damage after the initial attack.

Solar Flare: Can illuminate dark areas permanently and damage nearby enemies. Can charge for large hit box.

Ultra Flare: Screen clearing version of Solar Flare, you lose the ability after using that move, Cool Spook must wait for the move to recharge before using it again.

Photon Pillars: Summons Pillar of light while in the air

Hammer of Light: Conjure a hammer of light to attack with while in the air

Photon Cluster: Fire several Star of Light

Gleaming Dragon: Conjure a dragon of light to strike foes

Gleaming Sword: Run and jump attack with a blade of light

Galacta Sword Beam: Summon Multiple of Sword Projectiles to launch at foes

Galacta Revolution Beam:

Light Bowl: Dash Forward and surround yourself in a ball of light and roll over foes

Lantern Guard: Guard while holding a lantern which provides light

UAV Attack: When an enemy attack you time your guard just at the right time to vanish and preform a damaging dazzling attack that blinds them for a short period of time.

Gleam Warp: During Lantern guard concentrate then Teleport a short distance in a flash of light. This move is primarily used to evade attacks





Either design will work here.

Magic: Gather 'round and look closely! Nothing in my hand! Nothing in my sleeve! The moves for this ability are:

Magic Wand: You jab his magic wand forward.

Magic Wand Combo: You execute a powerful combo where he spins his magic wand around him before slamming it into the ground in front of him.

Magic Wand Swing: You swing the magic hand quickly in midair, damaging all enemies that come into contact with it.

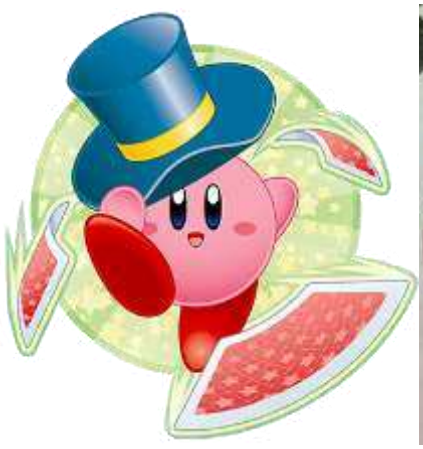
Card Trick: You throw three cards forwards. The cards can cut ropes and grass.

Doves: You lower your hat and three doves fly out in different directions, and then vanish when they hit something.

Clown Spring: You lowers his hat and an oversized clown head on a spring pops out. After bouncing around for a few times, it goes back into your hat. This can also push down stakes like the Hammer ability.

Hat Cannon: Use your hat as a cannon and launches apples, Waddle Dees, rocks and junks, to destroy enemies.

Aimed Hat Cannon: You will tip and allow things shotted by the hat to hit enemies that could not be normally hit.





Magnet: Magnets…How do they work. Well you can find out with this ability. Moves for this ability are:

Protective Field: Shock your enemies with a positive charge of electricity

Negative Field: Shock your enemies with a negative charge of electricity

Magnetize: Use your magnets to draw enemies and metallic Items towards your

Magnet Release: Use your magnets to push enemies away from you

Magnetic Wave: Unleash a large magnetic wave to damage all enemies that gets close

Magnetic Field: Use your power of magnetism to increase your defensive.



Metal: Metal You's heavy and oh-so slow, but he's VERY TOUGH, too. The moves for this ability are:

Ground Pound: ground pound and create a shockwave.

Ball: Transform into a sphere. As a metal ball, you can roll down hills and ram enemies & mini-bosses all the while.

Dashing Ball: Transform into a sphere while dashing, spinning around for a while before stopping. As a metal ball, you can roll down hills and ram enemies & mini-bosses all the while.

Metal Uppercut: Form a metal fist and attacks diagonally upwards.

Super Metal Uppercut: Charge up your Metal Uppercut before attacking and make a bigger fist.



Mike: Yeah! Yeah! Whooooa-oh-oh-oh! Store up power to pump up the volume. Sing with friends for explosive harmony. Gather multiple singers for a glorious chorus. The move for this ability are:

Megaphone: You sings into a megaphone.

Desk Mike: You sings into a desk microphone.

Stand Mike: You sings into a stand microphone.

Encore: You sings into a stand microphone, performing his low-pitched "Chesuto!" exclamation. You loses the ability after using that move, Walky must wait for the move to recharge before using it again.

Tune Playing: Fire some notes that float upwards.

Electric Guitar Swing: Ready... aim... ROCK ON!

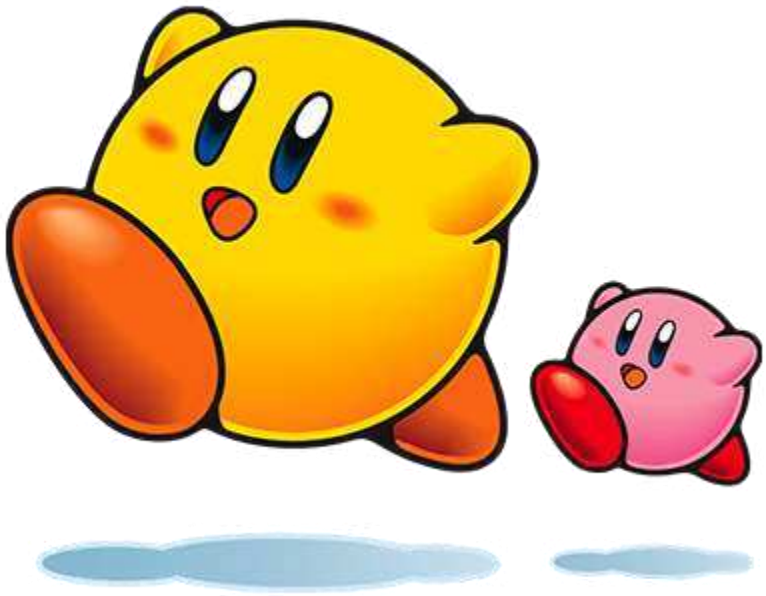
Sliding Wail: Slide word while emitting a sweet tune.

Strum: Fire a wave of musical energy!



Mini: You are so tiny! Its funny to me. Shrink down to tiny size so you can fit through tight passageways. The moves for this ability are…well actually this ability only has one and it is:

Cling and Pummel: Grab onto and repeatedly smack a foe. Attack rapidly for more damage!



Mining: Hi-Ho! Hi-Ho! It's off to work we go! Yes mining is a copy ability you can purchase here. Before you ask, no this ability won't help you find diamonds. This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge. The moves for this ability are:

Pick Slam: Hit the ground (Or enemy) with your pickaxe.

Pick Toss: Toss your pickaxe at your enemy

Struck Gold: Hit the ground hard enough with your Pick Slam to cause an eruption. With no element (default) it will be oil. With Spalsh, it will be a Waterspout. With Bluster, it will be a Twister (yes a Twister erupting from the ground.) With Sizzle, it will be a Fire Pillar. With Blizzard, it will be a Stalagtite. With Bright, it will Blinding Flash (Must have been some strange ore you hit). With Sludge, it will be a Toxic Waste.

Drill Run: A dash attack that when activated, a drill grows from your arm. Allowing to rocket forward, massacring all enemies in your path. After a moment the drill is released and it continues on even through walls, plowing through enemies until it disappears.

Drill Drop: An aerial dropping attack that when activated, a drill form from your legs. Propelling you downward. After a moment the drill is released and it continues on even through walls, plowing through enemies until it disappears.

Dig: Take out a shovel and start digging. As you dig you release rubble that hurts enemies and sometime you can dig up some healing items. (Don't ask how they got there.)

Dynamite: Chuck a bundle of dynamite sticks to destroy enemies, Star Blocks or barriers. You can kick the dynamite around by walking into it, but it will ricochet off walls and such, making it difficult to aim precisely at enemies. Move quickly, because you only has a few seconds before the dynamite explodes which will damage you. You can also duck for cover under your hardhat to prevent being damaged during the explosion

Headlight: When you enter a dark area turn on the headlight on your hardhat to light the way

Friend Ability Super Star Trolley: Summon a trolley for you and three others to ride. The trolley damages anyone it runs into. It only stop when it hits wall, in which case it disappears.



Mirror: This mysterious multiplying ability uses a magical technique. It responds to attacks received while guarding with automatic counterattacks. The moves for this ability are:

Mirror Cut: You swings his wand downward, hitting 3 tiles forward, two tiles upward, and one tile downward.

Reflect Force: You creates a wall of mirrors in front of him that reflect projectiles. It travels 4 tiles forward and up to 2 tiles upward and 1 tile downward.

Mirror Body: You splits into two Yous that move tangent to his movement and travel 4 tiles in opposite directions before merging back into one. You is invincible during this move.

Mirror Body - Sky: You splits into five, forming a vertical line upwards, damaging enemies who come into contact with any of the Yous.

Mirror Body - Ring: You splits into seven, with the original in the center and six around him. This move damages enemies which come into contact with any of the Yous.

Reflect Guard: You surrounds himself with a rainbow-colored force field, reflecting any projectiles that touch it. Reflected projectiles turn into stars and fly in the direction of the attacking enemy, instead of being truly reflected.



Missile: Transform into a missile and fly through the sky. Watch out: you'll blow up if you hit an enemy or a wall. KAPOW! Moves for this ability are:

Missile Transform: You transforms into a missile. Upon transforming, the missile will be aimed diagonally upward

Rocketing Takeoff: Same as Missile Transform, but defaults to forward instead of up-right and travels faster temporarily.

Missile Torpedo: Same as missile transform but underwater and you.

Change direction: You changes which direction he is flying while in missile form.

Explode: You explodes and returns back to normal. If the missile was traveling horizontally or diagonally, You will be knocked backward 3 tiles.

Missile Fire: You fires a missile out of his mouth. it will steer itself, and home in on enemies. On contact, the missile explodes.

Tri-Missile: You fires up to three missiles out of his mouth. They will steer themselves, and home in on enemies. On contact, the missiles explode. The amount depends on how long the Button is held.





Moth: Use the powers of silk and poison dust to defeat and mess with enemies. Moves for this ability are:

Pollen Breeze: You sends a breeze of orange pollen forward to damage enemies. No additional effects.

Pollen Gust: You sends a large gust of orange pollen forward to damage enemies. No additional effects.

Pollen Colony: You sends out members of the Petaflora line to attack.

Colony Infestation: You sends out members of the Petaflora line again, and also pollen to go along with it. If an enemy gets attacked/bitten by the larval stage, then they take residual damage over time. The residual damage stops until the enemy gets KO'd, or if You/Petaflora gets KO'd.

Sleeping Dust: You uses the ground to send out a blue dust around him, causing enemies to fall asleep. Does not work one bosses, however.

Paralyze Spray: You sends a yellow dust up and around him, causing enemies to be paralyzed and have their movements slowed down. This also works on bosses.

Silk Spin Dash: You dashes forward while creating silk in the process. If nothing is caught in the silk, he simply releases it forward.

Silk Spin Dash- Silk Spinout: If something gets caught, then whatever gets caught will be incased in a silky cocoon. You then takes the cocoon and tosses it whatever direction he pleases.

Ring O Pollen: You releases 2 ring like waves of pollen around him, similar to the attack Morpho Knight does in his battle.

Big Ring O Pollen: You releases bigger ring like waves of pollen around, that last longer then the smaller ones.

Butter-float: You flies upward like a butterfly. The wings do not cause damage.

Cocoon Shield: You sets up a cocoon like shield around him, defending him from enemy attack.

Cocoon Shield- Cocoon Slam: You slams his cocoon in the direction he was attacked him, leaving him unable to move until he lets go of L or R.

Healing Powder: You heal a small bit of HP one whoever he his currently piggybacking on with an green fragrant powder. Can only be used once in a while.

Adrenaline Dust: You sends a wave of a spicy powder to whoever he's piggybacking on, raising their attack and speed for little while. Can only be used once in a while.

Friend Ability- Flower Garden: You summons a small garden of flowers around him that give off healing properties, restoring his party's health by a bit. The amount of HP given depends on the # of party members, and the types of flowers seen in the garden depend on the element used during flower garden.



Mummy: All the old paintings on the tombs. They do the sand dance don't you know? If they move too quick (oh whey oh). They're falling down like a domino. Foreign types with the hookah pipes say. (Whey oh whey oh, ay oh whey oh) Walk like an Egyptian. You get the point use the power of mummy to send your enemies to their dooms. Moves for this ability are:

Wrap Slap: Use one of your bandages to whip an enemy

Double Slap: Follow up the Wrap Slap with another one.

Double Whip: Concentrate and whip two bandages to the left and right of you

Wrap Up: Twirl the bandages around yourelf.

Blocophagus: Encase yourelf in a sarcophagus to protect yourelf

Sand Pillar: Strike with a pillar of sand

Mumbie Call: Use a flute to call Mumbies (a floating disembodied mummy-like head that has white cloth wrapped around itself) to attack enemies

Horus Flight: Transform your arms into wings to fly

Mummification: Encase yourelf in bandages and transform into one of three. Horus: A bird with flight abilities. Anubis: A large dog head to ram into your enemies. Sobek: A reptile to chomp enemies

Sand Storm: Summon a typhoon of sand



Musical: Ja-ja-ja-ja~n! Ja-ja-ja-ja~n! MUSIC! MUSIC! The power of songs at your commander. All you have to do is wave your conductor's baton. This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge. The moves for this ability are:

Conductor Melody: Wave your baton to conjure some musical note shaped projectiles.

Harmonic Spin: Twirl in the air causing a melody to play around damaging those who get close

Musical Adventure: Music plays while you rune

Deftone Chorus: Charge up this attack to summon a mini microphone to perform a screech attack. The longer your charge to more show up and the more damage is done. At max charge there will be 4 of them.

Friend Ability- Star Ally Concert: Call in your allies to perform a concern attack.

Elemental Melodies: A joint attack combining an attack with another elemental one. With Sizzle Sonata for Sizzle, Blizzard Ballad for Blizzard, Splash Sonnet for Splash, Zap Rhapsody for Zap, Bluster Chorus for Bluster, Bright Aria for Bright, and Sludge Crescendo for Sludge.



Needle: This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge. Moves for this ability are:

Needle Attack: You surrounds himself in spines for as long as the button is held. You sticks to walls and ceilings he makes contact with during this move.

Needle Burst: You's spines shrink down before being fired as projectiles. You fires six needle projectiles simultaneously at 36° intervals; if You is not on the ground, he fires ten needle projectiles, with the additional four being fired below You, mirroring the ones fired above him. If You's spines are short enough when performing this move, You will stop sticking to the wall or ceiling he's attached to.

Rolling Needle: You hops up .5 tiles and begins spinning, rolling along the ground 9.5 tiles after landing. If You makes contact with a wall during this move, he will rebound off it; You will not rebound off a wall during the ending portion of the move when You is reverting to normal. You's forward movement stops if this move goes into the air, although it does slow You's descent while active. You can turn around at any time during the move; this move can also be canceled into Needle Attack. You is invincible during this move.

Mega Needle: You's needles converge into one large, screw-like spike above You that reaches 4 tiles upward.

Falling Spine: You jumps and flips upside-down and creates a screw-like spike on top of his head in addition to other spines. You jumps upward 2.5 tiles if on the ground or accelerating upward, it stalls his descent when falling, and the screw-like spike reaches 2.5 tiles downward, although it sticks 1 tile deep into the ground upon landing.



Nimbus: The power of cloud and the weather is at your command. Moves for this ability are:

Nimbus Breath (Button B): You breathes a cloud that damages foes. It can be ridden by jumping on it, can even be moved by fans, but cannot destroy blocks.

Wind Blow (Hold Button B): You blows a wind out of his mouth to blow away his enemies to a crisp.

Cloudy float (while is riding a cloud+ ←,↑,→,↓): You float without falls, and hovers exactly in place.

Cloudy Beam (while is riding a cloud + Button B): It is identical to Beam's signature attack, although You can move freely through the attack.

Twirling Star Beams (while is riding a cloud + Hold button B, and then release): You's cloud become grey while he emitting a blast of twinkling stars from his body, as Kracko dose.

Rainy Cloud (while is riding a cloud + ↓, Hold Button B): You's cloud become gray blue while he make raining under his cloud, as Kracko dose.

Thunder Cloud (while is riding a cloud + ↓, Button B): You's cloud become grey while he projects a vertical thunderbolt downwards. Like Thunderbolt, but this attack has infinite range.

Cloudy Camouflage (while is riding a cloud + Button R): You duck in his cloud. It defends against all attacks**.**



Ninja: Some battle backup from the village of ninjas! Slide into the shadows, and vanish in the darkness. When the time is right, unleash the Blossom Storm technique! Science cannot explain this ability. This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge. Move for this ability are:

Knife Throw: You throws a small kunai straight forward. This can be done many times to deal constant and heavy damage. Kunai have infinite range and can even hit an enemy from off-screen.

Shock: You swings his knife/katana in front of him. This move also works in midair.

Stealth Slash: You unholsters his katana and dashes through his target at high speed with a quick-draw-and-re-sheathing strike.

Ninja Kick: You dives diagonally-forward with his foot outstretched to kick his target. He can repeatedly kick the enemy if the player can maintain You's midair altitude.

Smoke Screen: You creates a puff of smoke around him, slightly damaging nearby enemies. You cannot be damaged while he is hidden by his distraction.

Blossom Storm: You jumps up and, with a fan in hand, swings downwards to conjure a plantation of cherry blossoms. Both his fan and the blossoms abruptly damage enemies before fading.

Quad Shock: If Shock collides with an enemy, You will slash upward to create a rising serial shock wave that does lots of damage to foes. This move also works in midair.

Air Drop: You grabs the enemy or defeated mini-boss, and he will then jumps up high into the sky and slam the enemy down into the ground with massive force, doing massive damage to anyone in the way. The diving hit can't combo with the thrown object's damage.

Wall Cling: You clings onto a wall. for as long as the directional button is held.

Wall Strike: You throws a knife/shuriken while clinging to a wall.

Wall Jump: You jumps off the wall. You can scale a wall by repeatedly Wall Jumping up it.

Clone Technique: You becomes invisible. By pressing B/Y/1, You reappears in an explosion, damaging nearby enemies and bosses

Pyrotechnics: You starts building up power around himself. You to slam his fist into the ground, creating multiple fireballs that heavily damages foes. Because this attack is terrain based, if the powerful technique is used near water, the fireballs evaporate on the water, creating steam.

Stealth Water Gun: You uses a bamboo stick to shoot water upward instead of forward.



Paint: Splatter paint on invisible foes to make them appear!

Paintbrush Swing = Kirby swings his paintbrush around, its a pretty basic move

Paint Out = Paint's standard move. Every regular enemy on-screen is defeated, and bosses take high damage. Cotta must wait for the move to recharge before using it again.

Art Gallery = Paint's version of the classic "stronger final charge". Art Gallery deals even more damage to bosses, able to one-shot the weaker mid-bosses.

Clay Sculpture = Kirby pulls out a ball of clay from their body, molding said ball into what they need and paint some color to bring it to life.

Clay Bomb = Kirby creates a big bomb of clay which would effect enemies in the surrounding area, if he paints said clay bomb then it would cause twice the damage plus blind any enemies that weren't instantly defeated by the color blobs from the explosion.



Paper: Paper beats rock! And this ability shows how! Moves for this ability are:

Shurigami: Create a shuriken out of paper to throw ate your foes.

Paper Flight: Summon a big paper airplane to perform an aerial dive attack

Forward/Backward Chain: “Unfold” yourelf into a chain duplicates of yourelves forward/backward, to damage foes in front of you/behind you.

Upward Chain: “Unfold” yourelf into a chain duplicates of yourelves upward, to damage foes directly above you.

Arts ‘n’ Crafts: take out some paper and do some arts and crafts.

Origami: One of the results of Arts ‘n’ Crafts. Create a swan origami then throw it as a projectile.

Snowflake: Another of the results of Arts ‘n’ Crafts. Use some scissors to craft a snowflake. After the snowflake is made throw it as a projectile. This attack does more damage than the Origami

Portrait Pals: Pull out a cut out of your friends. You-His basic attack,inhale and shoot, Meta Knight-Jump and slashes, Bandana Dee-Walks and uses his spear, King Dedede-Heavy hit with his hammer, Taranza-Traps foes with his web(except undefeated Minibosses and Bosses), Daroach-Teleports and throws bombs, Adeleine-Makes paint replicas of enemies, Ribbon-Flies and sometimes uses the Crystal Shard, Paper Mario-nothing but walk(which would hurt the enemy)

Paper Claws: Create a pair of claws out of paper to attack with.

Set Sail: Create a large Paper boat for your and one other to ride on the waters

Picture Protector: Take out a drawing of King Dedede to defend yourelf. Makes immune to any attacks that are not Fire, Water, Sword/Cutter based.



Parasol: Shake the water off it to attack with a splash or enjoy a floaty flight through the sky. Open it to protect you and your friends from deluges and waterfalls. Is there anything chummier than sharing an umbrella? Move for this ability are:

Parasol Swing: You swings his Parasol in front of him, damaging enemies.

Drift: You's descent is slowed down when he falls.

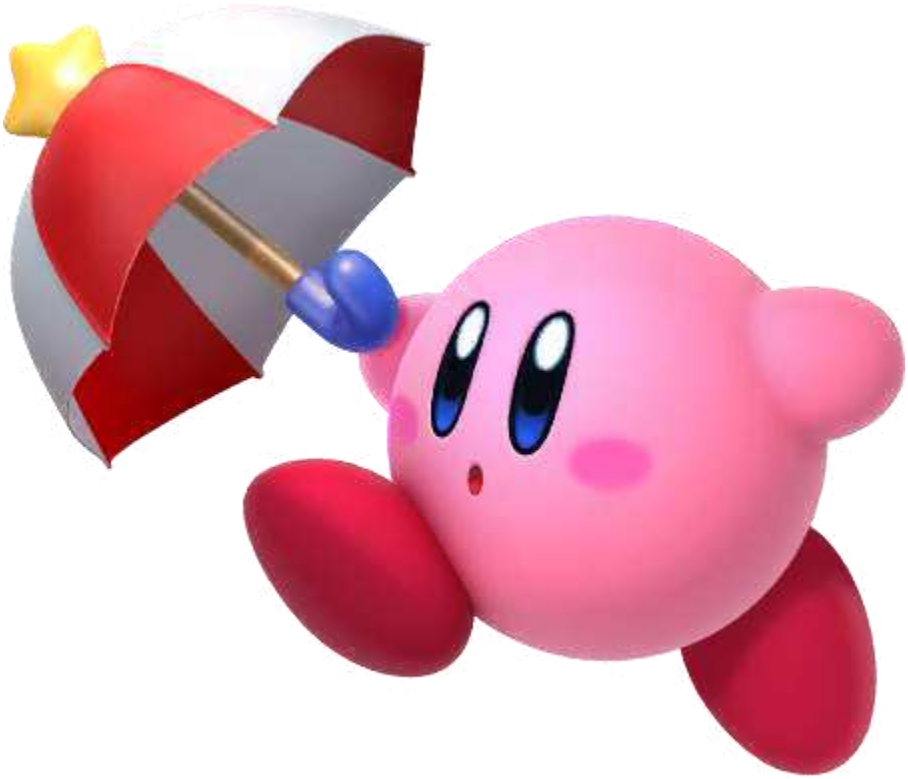
Parasol Shield: You holds and twirls his parasol out in front of him, continuously hitting and blocking anything in front of him. You's parasol also passively damages enemies and blocks projectiles that touch it.

Parasol Dive: You dives diagonally down, smashing through enemies below him. This move also works underwater

Circus Throw: You will grab the enemy or defeated mini-boss, bounce it on his Parasol, and toss it up, forward or backward, depending on if the player tapped forward on the controls or not.

Parasol Drill: You dashes forward at a high speed while twirling the parasol in front of him. Depending on the game, this move may or may not give You invincibility frames. This move also works underwater.

Parasol Twirl: You twirls the parasol underneath him, gaining invincibility from attacks and repeatedly. This can be used underwater.



Pirate: AVAST YE MATEY!!! Tis the ability about using the know-how of scurvy dogs of the sea. I be talking about PIRATES! Okay I'll stop with Pirate talk. This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge. Moves for this ability are:

Canon Ready: Summon a cannon and fire it.

Swinging Buckaneer: Swing from some rope to perform an swinging attack.

Treasure Search: Conjure a Treasure chest to look through. As you look throw out random items that will damage foes. You can also pull-out certain items to heal yourelf The rarities are: Common- Normal healing items, Uncommon-Boosted healing items, Rare-Full heal item, Very Rare-Invincibility power-up.

Hook Claw: Attack with your pirate hook.

Bombs Away: Throw a bomb at your enemies while in the air.

Saber Toss: Toss a cutlass.

Anchors Aweigh: Focus on an area and drop an anchor

Parrot Call: Call forth a bird (Tokkori) to unleash a screech attack.

Pirate Ship: While swimming on the surface of water ride on a pirate ship floaty

Salvage: Drop a hook to catch healing items, power ups, or fish.

Deapsea Claw: attack underwater with your pirate hook.



Plasma: The supercharged Plasma Ability returns! Waggle the control stick to build up energy, then fire it off. You can even shoot upwards! You can also zap your friends' weapons with a mighty jolt to grant them extra shocking powers! Moves for this ability are:

Charge Power: Gather electrical energy while moving or by concentrating for a while

Plasma Needle: With very no charge or very little charge. Fire off one weak electric needle which travels a short distance. It does little damage, but can be used in rapid succession. Great for picking off enemies at short-range

Plasma Arrow: You fires off one arrow-shaped electric charge with double the range of Plasma Needle and slightly more damage

Plasma Spark: You discharges a small spark that flies ahead. Heavy damage, but slow-moving and has shorter range than Plasma Arrow

Plasma Laser: You fires off a large, powerful arrow. Slightly more damage than Plasma Spark and projectile travels full screen width.

Plasma Wave: You fires his Plasma Barrier. Projectile is fast and large, travels past screen border, and deals heavy damage. You also emits a small discharge behind him.

Light-Speed Dash: Move a short distance in the direction you are facing. Removes charge with each use.

Up Plasma Needle: With very no charge or very little charge. Fires a plasma needle upwards.

Up Plasma Arrow: Fires 2 plasma arrows upward in a V shape.

Plasma Scatter: Fires 2 circular plasma shots upwards in a V shape. After travelling a certain distance, they linger in place for a brief period before dissipating.

Sparking Plasma Bullet: At Maximum Charge. Fires a single large plasma bolt upward that explodes upon travelling a certain distance.



Poison: This dangerous ability can be used to attack enemies with a corrosive liquid that damages organic and inorganic forms alike. All moves from the copy ability have the Sludge property. Moves for this ability are:

Sticky Toxin: You shoots a poison ball from his mouth that leaves a toxic puddle that can damage enemies. This attack falls straight down in water.

Toxic Tower: You projects a column of poison up in the air. You can aim this attack in different directions (Tilted Toxic Tower).

Toxic Slide: You surfs on a wave of poison. You can surf on water while doing this attack. This attack also leaves a trail of poison behind it that can damage enemies.

Toxic Smog: You breathes poison breath that damages foes. It can be moved by fans and can destroy blocks.

Poison Pummel-Toxic Swamp: You go into a flurry of poison jabs and then end it by leaping into the air and slamming down. The slam produces a large splash of poison that can hit other targets.

Sticky Strike: You fires two poison balls towards the ground, leaving damaging puddles when they hit the ground.

Toxic Ball: You throws a ball of poison which rolls around before bursting.

Poison Surf: it works similarly to the water ability's surf dash move



Pumpkin: HAPPY HOLLOWEEN!!!! From the Pumpkin Patch. Moves for this ability are:

Vine Growth: Cause a thorny vine to sprout from the ground

Vine Slap: Command the vine you summoned from Vine Growth to attack.

Vine Wave: Cause a bunch thorny vines to sprout from the ground in line in front of you. Creating
Incognito: Hide in your pumpkin costume and increase your defenses.

Jack ‘o’ Wisp: During Incognito fire a green ethereal flame from the pumpkin head mask

Lets Hug Forever: If an enemy gets to close to you while you are in Incognito mode, attack with a scary green face.

Pumpkinteer: While hovering enemy posses them using vines. Then Control them like a puppet.



Reptile: Hiss! Enemies better get closssssssse to you. Otherwisssse they'll regret it. Movesssssss for thissss ability are:

Tail Whip: Attack with your tail

Lick: Use your tongue to grab an enemy and have them in your mouth.

Star Spit: Spit the enemy that you had grab with your Lick attack

Chameleo Roll: Perform a roll attack

Wall Climbing: Latch on to a wall

Wall Blend: Turn invisible while clung to the wall

Chameleo Claw: While clung to the wall, stretch your legs and attack with your talons

Paint Spit: While clung to the wall, spit out a blob of paint

Egg Surprise: Conjure an egg. There are different types of eggs, some eggs might drop items when broken. The items can be healing item, ability stars, and invincibility candy

Egg Toss: Throw the egg that you conjured with Egg Surprise.

Reptile Glide: Glide using the wing membranes connected to your arms

Ground Pound: Slam your rear end on the ground

Blending In: Turn Invisible while guarding.



Ribbondance: Twirling, twirling round we go. Twirling high and twirling low. See the colors skip and flow. Twirling round we go. These ribbons are as powerful as they are colorful. Show your enemies that this is a fact. Moves for this ability are:

Ribbon Slap: Attack an enemy with your blue ribbon

Ribbon Twirl (Blue): Follow up your Ribbon Slap by twirling the blue ribbon. Damaging any foe that gets close.

Surprise Slap: Follow up your Ribbon Slap by attack with the red ribbon in your other hand.

Ribbon Twirl (Red): Follow up your Surprise Slap by twirling the red ribbon. Damaging any foe that gets close.

Double Slap: Follow up your Surprise Slap by attack to the left and right of you with both ribbons

Double Twirl: Follow up your Double Slap by twirling both ribbons. Damaging any foe that gets close.

Ribbon Lariat: Do a Pirouette to perform a spin attack with your ribbons.

Double Helix: Spin your ribbons around yourself. Doing this move for too long will get you entangled by the ribbons, leaving stuck and unable to move for a few seconds. Your defenses have been increased while in this state, but stronger enemies will be able by pass the added defenses thus leaving you vulnerable.

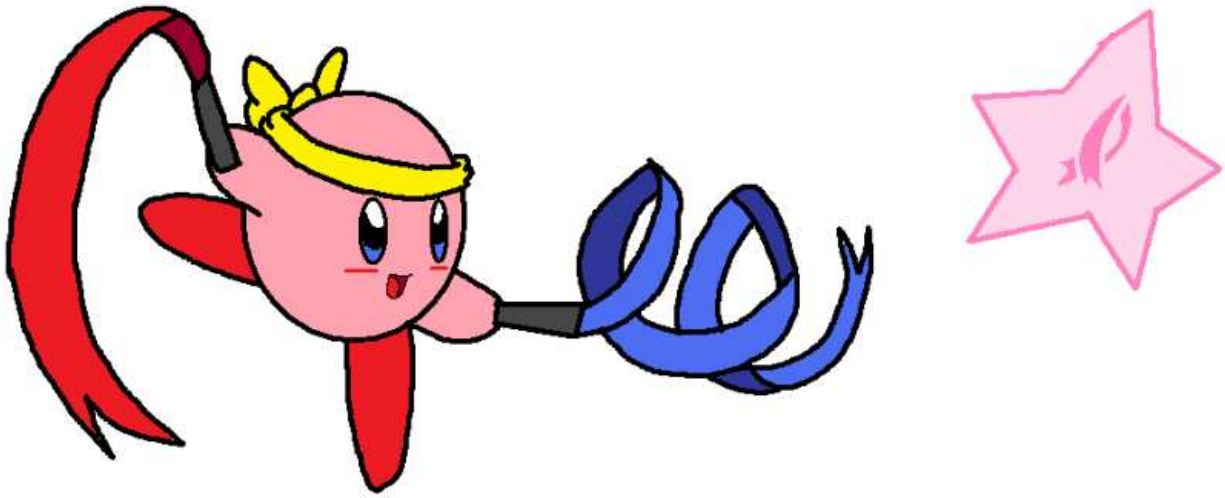
Jump Rope: Connect the two ribbons together and jump rope with them

Ribbon Grab: Grab an enemy with your ribbons

Ribbon Slam: Slam the enemy that you grabbed with Ribbon Grab.

Ribbon Spin: Spin the enemy that you grabbed with Ribbon Grab.

Ribbon Rise: Toss the enemy in the air that you grabbed with Ribbon Grab



Ring: Look at this ability! Hoops, Rings, even portals. This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge. Moves for this ability are:

Ring Spin: Spin a ring on your stick

Ring Toss: Toss the ring from your Ring Spin.

Hoop Roller: Roll a large ring on the ground while running

Ring Ride: Ride in a large ring in manner similar to Wheel's Dash move.

Chakram: Toss bladed rings. At your enemies

Hula Hoop: Spin a Hula Hoop around your body

Double Loop: Conjure another ring during Hula Hoop to double the hula.

Ring Support: Create a protective ring around an ally

Hoop Field: While guarding conjure to hoops to increase your defenses

Ring Warp: Throw two rings. Jump into one and come out the other. Like Hoopa from Pokémon



Shadow: Shadow a rather devious ability. Almost down right Evil looking Use the powers of Shadow and darkness to defeat your foes. Mwahahahahaha! Wait…your not evil are you? Moves for this ability are:

Replica Matter: Take a form similar to Dark matter

Shadow Devour: Chomp on enemies while in Replica Matter Form

Eye Shadow: Become a giant eyeball while in Replica Matter form and shoot dark Projectiles

Dark Bomb: Become a dark sphere that fires bombs that detonates when it comes in contact with an enemy

Dark Stars: Fire stars at enemies

Shadow Blend: Jump down into the ground and becomes an invulnerable shadow for up to four seconds. Then blasts upwards in a Shadow Uppercut.

Shadow Two: while in the air replace your arms with wings of crystals

Dark Blast: During Shadow Trio fire out explosive projectiles from your mouth.

Shadow Thorn Slam into the ground with cactus looking thorn created by your feet

Dark Mirror Spin: While in the air Conjure two mirrors to spin around you, slamming into any nearby foes

Nightmare Shield: Surround yourelf in a barrier of dark energy

Shadow Void: Burst out of the Nightmare shield creating a shock wave.

Soul Replica: Conjure a soul attack. The type of attack depends on the soul that is conjured: Marx does his death scream. Sectonia Dashes at blinding speeds. Star Dream OS creates Pillars from Nova. Void Soul does a random attack. Magalor does a super copy ability attack but is random



Shield: When Kirby throws his mighty shield! All those who chose to oppose his shield must yield! If he's lead to a fight and a duel is due! Then the red and the white and the blue will come through! Wait Kirby isn't American. Eh whatever. When Kirby throws his mighty shield! This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge. Moves for this ability are:

Turtle In: Conjure a turtle shell in to hide in

Prickly Shell: While in the Turtle In state create spikes on the turtle shell.

Shell Spin: While in the Turtle In State perform a spin attack. This attack changes based on what element is currently mixed with this ability. For Sizzle, Sizzling Shell. For Splash, Splash Shell. For Zap, Zap Shell. For Blizzard, Blizzard Shell. For Bluster, Bluster Shell. For Bright, Bright Shell. For Sludge, Sludge Shell

Barrier Dash: Perform a rush attack with your shields

Guardian Light: Create a star shaped beam from your shields

Shield Support: Give an ally one of your shileds.

Chain Defense: Increase all neaby allies defenses for a short time.

Prism Shield: Conjure a tuba shaped device that creates a shield above your while you hold it. This effect last for a couple of minutes before the device breaks.

Boomerang: Toss one of your shields like a boomerang



Sleepwalk: ZZZZZZZZZZZZZZ….Huh? Oh hey this power can be deceiving. You appear to sleeping…well you kind of are but not. This ability is about using the power of sleep to you advantage. The moves for this ability are:

Pillow Attack: Swat enemies with your pillow.

Pillow Uppercut: Strike enemies upward with your pillow. Comes after Pillow Attack

Pillow Takedown: Slam your pillow into the ground. Comes after Pillow Takedown

Spinning Pillow Dive: Spin around in the air with your pillow held out, when you land slam the pillow on the ground.

Bubble Burst: Build up a large snot bubble that travels slowly across a long distance, popping upon impact.

Floaty Bubble: builds up a large snot bubble but instead of using it as a projectile use to lift you off the ground.

Nighty Nightcap: Take out green nightcap and drop it on an opponent's head, putting them to sleep and leaving them vulnerable to attack.



Spark: You know plasma? Meet its melee focused sibling. Spark is more close range and defensive. Still the power of electricity is at your fingertips. This time maybe literally. The moves for this ability are:

Spark Attack: Projects an electric field around yourelf. This will block most projectiles. You can move slowly while projecting the shield but it will reduce in size.

Charge Power: Gather electrical energy while moving or by concentrating for a while

Spark Arcs: Can only be used at short charge. You can charge up and then send arcs of lightning that spread among enemies and shock them, with the bolts increasing in potency as they jump from foe to foe.

Sparking PUNCH: Can only be used at Medium Charge. Use the energy you collected to deal devastating punch attack. The electric discharge can chain from foe to foe.

Electric saber: Can only be used at Max Charge, conjure a dual sided energy blade and preform a wide arc twirl attack with it. The Saber disappears after the attack is done. The electric discharge can chain from foe to foe

Thunderbolt Slam: Dash forward and envelope yourelf in a ball of electrical to slam into your enemies. This attack will flies farther depending on your charge amount if not interrupted. The electric discharge can chain from foe to foe

Spark guard: Create a barrier of lighting around yourelf. Increases defense

Shocking counter: During your Spark guard if an enemy attacks you can counter with a shock wave electricity

Thunder bolt: Projects a vertical thunderbolt upwards.

Lightning Strike: Projects a vertical thunderbolt downwards.



Spear: The spear is a true warrior's weapon. Raise your spear and lead the charge! Bust out Spear Barrages and Moon Drops! Use it underwater! Spin it around and take flight! Thrust it! Throw it! Twist it! This ability is imbued with the spirits of the old masters. This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge. The moves of this ability are:

Spear Thrust: You thrusts the spear forward; this has slightly longer range than sword's basic attack.

Back Thrust: You thrusts the spear the other way, which has the same effect as Spear Thrust.

Skyward Thrust: You thrusts the spear upwards; this has the same range as Spear Thrust.

Ground Thrust: You rushes his spear forward along the ground, then flicks it upward. Pressing A before the flick will cause him to pole-vault instead, dropping his spear.

Moon Drop: You flashes the spear and twirls it downwards towards the ground.

Spear Throw: You throws one spear in a short distance.

Spear Barrage: You throws two spears in succession, each having varying distances.

Triple Throw: You throws three spears at once in a spread.

Multispear Attack: You unleashes a flurry of forward jabs with the spear before finishing with a powerful thrust, the Pinpoint Thrust. Similar to sword's Multisword Slash. Comboed from Spear Thrust.

Spear Copter: You twirls the spear above his head and hovers like a helicopter. Anything touching the spinning spear takes damage. The hover ends after six seconds, and You slows the twirling and lands.

Underwater Thrust: Same as Thrust, but executed underwater.

Surface Thrust: Same as Skyward Thrust, but executed underwater.

Underwater Downward Thrust: Same as Moon Drop, but executed underwater.



Spider: What predator is more impressive? None shall escape such a hunter! You can spin threads with skill to execute the Friend Bounce, which will get your friends up high. Ready, set...jump. Move for this ability are:

String Shot: You shoots a string at a downwards trajectory that encases enemies in pods upon contact.

Net Work: You charges and creates a large web around himself, encasing enemies in pods upon contact.

Skyward Web: You shoots a web needle above himself.

Web Sling: You shoots a web in front of him, encasing enemies in pods upon contact.

Web Scatter: You shoots three small webs in front of him, encasing enemies in pods upon contact.

Downward Web: You shoots a large web below himself.

Pod Kick: You kicks the pod, defeating the trapped enemy, and also damaging any enemies in the way.

Pod Snatch: You grabs the pod.

Pod Slam: You slams the pod in front of himself, damaging any enemies in contact, then throws the pod forward.

Pod Slamabam: You slams the pod in front and behind himself repeatedly, damaging any enemies on contact, then throws the pod forward.

Pod Guard: You encases himself in a pod. The pod juts out spikes on contact with an enemy, damaging them. Releasing the guard also damages any nearby enemies. You cannot dodge using this guard.



Sport: Sports. Sports. Play Ball! Football, Basketball, Soccer, Baseball. Get out there and win one for the team. This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge. Moves for this ability are:

Bean Bag Toss: Throw a small bean bag.

Pigskin Toss: Throw a football

Superbowl Charge: Ram an enemy while wearing a football helmet.

Strike!: Bowl enemies with a bowling ball

Tennis: Hit a tennis ball at the enemy

Badminton: Hit a badminton birdie at the enemy

Football: Kick a soccer ball at the enemy

Batta Swing: Swing a baseball bat at the enemy

Homerun: concentrate while holding your baseball bat to perform a homerun hit.



Staff: Become a staff-wielding martial artist and mow down your enemies! The product of a strange land, this staff is the ultimate telescoping weapon that extends to let you pole-vault over obstacles. This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge. Moves for this ability are:

Jab: You jab his staff forward.

Back Jab: You pivot around to jab behind him, then faces forward again.

Up Jab: You thrusts his staff directly upwards.

L-R Jab: You crouches, holds his staff parallel to the ground. At this point, the staff elongates, reaching to either side of You.

Raging Staff: You executes a powerful combo where he spins his staff around him before slamming it into the ground in front of him.

Pole Vault: You thrusts the staff below him. If the staff connects with the ground, you brace himself against it, building up energy to do a pole vault. The longer the player holds B while You is building up energy, the farther You will leap.

Unrelenting Staff: You repeatedly stabs his staff diagonally down, so fast that his movement blurs. If the player presses B enough, you will end the move with one final, powerful thrust.

Long Jab: You jabs his staff forward. This attack has a longer reach than Jab.

Super Long Jab: You charges up before executing a jab with a very long reach. You can walk around slowly while charging up.

Spinning Staff: You releases his staff, allowing it to spin upwards. After a short distance, the staff stops ascending, and soon after that, it disappears.

Staff Counter: You spins his staff around his head, damaging enemies around him and avoiding damage.

Wet Jab: You jabs his staff in front of him while underwater.

Wet Up Jab: You thrusts his staff above him while underwater.

Wet Down Jab: You thrusts his staff below him while underwater.



Star: Shoot stars at enemies, and it can be a homing signal but it's downgrade is that you can't get on the Warp Star...the real one I mean. This ability can create replica for you to ride on. Moves for this ability are:

Star Doomer: Cover yourelf in stars and stellar energy. Giving you the appearance of a sphere doomer. This transformation only lasts for a few seconds. All enemies that come in contact of you while in this state are damaged

Star Rod: Take out the star rod and fire a start projectile.

Star Surf: Create a replica of the Warp Star to ride on. Yes, you can fly while on this Warp Star Replica

Star Bomb: During Star Surf perform a dive bomb attack. This move destroys the replica Warp Star you created.

Star Blaster: During Star Surf fire star projectiles while flying on your Warp Star Replica

Astral Body: Create an astral projection that will return to your body after 10 seconds of if the astral projection gets too far (about a meter).

Wormhole: Create a mini worm hole from your crown drawing enemies in. if an ally jumps into the Wormhole you can perform Meteor Storm.

Bright Sunblast: Summon Mr. Bright and perform a solar beam attack: firing a beam from Mr. Bright

Shine Starcutter: Summon Mr. Shine and perform a lunar cutter attack: using Mr. Shine as a cutter projectile.

Comet: Perform a diving attack while enveloped in stars and stellar energy. Giving you the appearance of a comet.

Orbital Barrier: Form to rings around you to shield yourelf. The rings themselves look more like Saturn’s Rings

Friend Ability- Meteor Storm: if one or more allies jumped in to your wormhole (From the move Wormhole) You can cause them to rain down on your enemies causing explosions. The explosions don’t harm your allies but they might be a bit disoriented.



Stone: Look cool, be invincible, and slide down slopes! You can turn into various things and pound down pegs. You can even do some curling with water or ice or float above your friends and then drop on them! Who knows what sort of stone sculptures you'll see? Time to get hard…. that didn't come out right. Move for this ability are:

Stone Change: You turn into a stone or other heavy object. He becomes invincible and, if in the air, falls with great speed. He deals damage whenever he passively moves in stone form.

Change Back: You burst out of stone form with a small explosion.

Turbo Stone: You transform into stone form while dashing, spinning around for a while before stopping.

Heavy Smash: You spin around in midair, then smashes on the ground, creating a shockwave. The statue that you turn into is bigger than Stone Change.

Stone Uppercut: You form a stone fist and attacks diagonally upwards.

Mighty Uppercut: You charge up Stone Uppercut before attacking.

Spin: You spin a little in your stone form.



Suplex/Backdrop: GOTCHA! A fighter with an indomitable spirit! Use a Pinpoint Kick or Dash to attack. You can also grab enemies and stars and then hurl them away. Hyah! Moves for this ability are:

Dash Grab: You dashes forward and grabs any inhalable enemy/projectile/block. This then allows him to initiate one of six throws on the ground or three in the air. You are invincible while lifting, but if the player waits too long without performing a throw, Torrent Lariat will activate automatically.

Turbo Dash Grab: Same as Dash Grab, but You moves faster and travels farther.

Pinpoint Kick: You kicks straight downwards, bouncing off a foe after kicking it. It is the only attack in Suplex Your arsenal that is not a grab. This move can be used to dent bosses and is usually used to stall until the boss throws out a projectile.

The following moves can only be performed if an enemy has been grabbed with the Dash Grab or Turbo Dash Grab:

Torrent Lariat/Water Gun Lariat: You holds the target in front of him, then punches it while moving forward slightly. This sends the grabbed object in a backwards arc.

Body Slam: You throws his enemy onto the ground directly on the ground, bouncing them upwards.

Pile Driver: You leaps forward and slams the enemy into the ground.

Jumping Body Slam/Rock Drop: You makes a huge jump, holding the enemy over his head, then dives downwards and slams the enemy into the ground. If whatever You is holding collides with a wall or ceiling, it is destroyed and the throw ends.

German Suplex/Big Suplex: You flips backwards and slams the grabbed object/foe against the ground, sending them backward.

Back Breaker: You makes a small hop in place, breaking the enemy over his shoulders, then throwing the target far off to the side.

Air Body Slam: You throws the target in an upward arc.

Air Down Body Slam/Plunge Body Slam: You throws the target into the ground, where it bounces at a higher angle.

Quick Stamping/Fury Stomp: You stomps on top of the enemy several times in quick succession. This is Suplex's only throw that can be performed on the ground and in the air. You remain in the same location throughout the throw, ignoring gravity when used in the air.



Surreal: Uhh…umm. How do I even…This is an odd ability. You know what I am not even gonna try. Move for this odd, ODD ability are:

Fish Laser: Your hat pops up…revealing it to be a spider robot that takes out fish gun that shoots lasers. What?

Youwheel/Salavawheel: The most off-putting dash attack as you suddenly grow arms and legs to rush the enemy

Pop Goes…Whatever: While guarding in an enemy gets to close or lands an attack a large gloved fist pops out of your mask and…face? To punch the enemy.

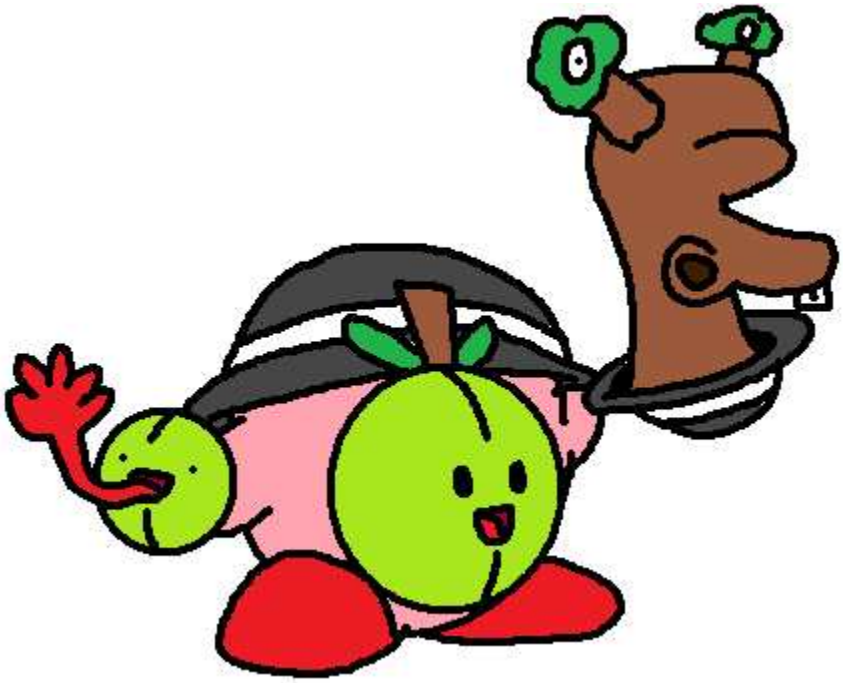
Surprise: Your mask and face open up allowing a giant nose to ram the enemy.

Tea Blob: Fire a inky blob out of a tea cup.

Leg Jaw: Do a split upside down and form a giant bear trap, then snap your leg together ensnaring any who get caught in it.

Feather: Drop a feather that hits with the force of the Hammer Copy Ability.

Line Toss: Toss your outline at your enemies, it will return back to you after a short time.



Sword: The undisputed king of melee weapons. Drill Stab, Down Thrust, Spin Slash--the list goes on. Finish with a Sword Dive, and then raise your blade to the heavens and let out a war cry! Raise your noble blade, and then work with a friend to add Sizzle, Zap, Blizzard, and other effects to it! If you've got an icy blade, create ice and smash it with a Sword Dive. Got a windy blade? Use its wild updraft. This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge. Moves for this ability are:

Overhead Slash: You slashes forwards with his sword.

Sword Beam: You slashes and a blade of energy comes out to damage enemies.

Uppercut: You makes a quick slash motion up. It is less accurate than the Sword Slash, but it is more powerful and can hit slightly airborne enemies

Multisword Attack: You attacks with lightning-fast sword slashes that are nearly impossible to see.

Cleave: You ends his rapid slashing with one final swing.

Drill Stab: You dashes forwards with his sword extended.

Sword Spin: You rolls with his sword extended.

Chop and Thrust: You thrusts the sword at the enemy, doing damage and pushing You back

Hat Thrust: You holds his sword downwards and can bounce off the enemy this way.

Down Thrust: You thrusts his sword downwards and inflicts damage on any enemy unfortunate enough to be below him.

Upward Slash: You slashes with his sword upwards, damaging enemies above him.

Sword Dive: You slams down on top of foes

Final Cutter: You jumps in the air and does a flip, then he falls, sword outstretched throughout the move; landing produces a projectile that moves along the ground

Spin Slash: You spins many times with his sword extended

Twister Slash: You jumps while spinning many times with his sword extended.

Sky Energy Sword: You raises his sword over his head to charge it with energy. He then performs a Crescent Shot upon using Overhead Slash or Chop and Thrust



Throw: Here it comes! The moves for this ability are:

Inhale: Suck up an enemy, block, star, or defeated mini-boss. You are invincible until you throw the projectile, and any enemies who come into contact with You during this time will take amounts of damage

Dashing Grab: dash forward, the enemy hit will be automatic grab.

Air Grab: Jump forward. If he collides with an enemy, he will grab the enemy.

Throw (While you have grabbed an enemy): You throws the enemy he has just grabbed.

Aimed Throw: The throw can be aimed.

Super Throw: Concentrate and then throw the enemy you have just grabbed, but the radius of damage expands, making it easier to hit enemies.

Bowl Throw (While you have grabbed an enemy + dash + throw): Throws the enemy You have just grabbed along the ground making it roll. Any enemy or weak ground blocks they hit will get destroyed.

Volleyball Throw (While you have grabbed an enemy + ↑ + Button B): Jump up, then slap the grabbed enemy, throwing him to downward.

Sky Uppercut: You will perform an uppercut that makes him rise off of the ground slightly, but he won't gain height over time spamming the move. This move allows Throw You to deal damage when there are no enemies to throw.



Time: Tick Tock Tick Tock Tick Tock. The Sounds of the clock. With this copy ability….well not so much the power of time is on your side. But more like the power of clocks are on your side. Moves for this ability are:

Hour Beam: Fire clock hand shaped projectiles

Time Cast: Use time magic. On allies it grants them haste. For enemies it can slows them down, reverse their movements and actions, or freeze them in place (ZA WARUDO!)

Time Travel: Summon a past version of yourself to attack and then send them back.

Shadow Dial: Summon a shadow dial to deal damage to enemies at a distance using a shadow.

Loud Ring: Use your staff to emit the ringing of an alarm clock to deal damage to nearby enemies.



Toon: Ehh...What's up jumper? WOO-HOO! WOO-HOO! WOO-HOO! WOO-HOO! Toon Physics are with you with one. Moves for this ability are:

Fan Strike: You strikes forward with his paper fan. Gives Bluster properties.

Newspaper Knockout: You strikes forward once again, this time with a newspaper.

Baseball Bash: You strikes forward for a third time, with a You themed baseball bat. Can be used to pound down stakes.

Off Stage Grab: Grab an enemy with a cartoon hole like portal and pull them towards you.

Dash near an enemy attack: Projectile Chase: When you get near an incoming attack, he is given an opportunity to dash in the opposite direction. This allows you to move faster then you normally move, until you are out of the attacks range, or if you stop moving.

Air Jog: If You dash off a ledge and don't stop running, then you will continue to run happily, even though you are not on the ground anymore. If you stop running and look down, you will realize that you are not on land anymore, and start his descent to the ground.

Pie Dash: You dash forward with pies in your hand. If it hits an enemy, then they will take residual damage over time. However, if an ally gets hit by it, they get a bit of health back.

Squeaky Smash: You attack forward with a Squeaky Hammer. Despite it being a SQUEAKY hammer, it can pound down stakes.

Mallet Mash: You attacks forward with a wooden mallet. Can be used to pound down stakes.

Iron Bash: You attacks forward with a large iron hammer, creating a big shockwave. Can be used to pound stakes.

Stick Slam: If you held the attack for too long, then the iron will fall off, only leaving a stick for You to attack with. Surprisingly, it can pound down stakes...sort of.

Cannon Jump: You jump into a cannon, ready to be launched into the air. If you concentrate, the shot will be more powerful and you will go higher.

Cannon Burst: Because the cannon was charged too long, it exploded, leaving you in a cloud of dust. However, it does damage to those caught in the explosion.

Anvil Fall: You fall down rapidly with the anvil in your hands, leaving a small shockwave when it lands. Can be used to pound down stakes.

Mega Anvil Smash: You smash the ground with a comically large and heavy anvil, causing a large shockwave. Can be used to pound down stakes.

Cuckoo Squawk: You bring out a bunch of cuckoo clocks in order to create a bunch of noise around him. Can be used to wake up sleeping enemies.

BowCopter: Attach your bowtie to your cane and propel yourself in the air to fly

Shuffle: Do a little tap dance while moving becomes a more frantic cartoony dance the longer you do it. Damages enemies that get too close.

Friend Rocket: You and friends ride on a comically large rocket across the screen, destroying any enemies, rocks, or projectiles along the way. It can be moved freely until it hits a wall or goes too far and explodes.

Note: You'll react very differently to being damage then you would normally. If you are knocked out your hat will pull out a sign that reads "That's all folks"





Either look will work so just pick one you like more

Top: Let it rip!!! Don’t give me that look you were thinking it to. Moves for this ability are:

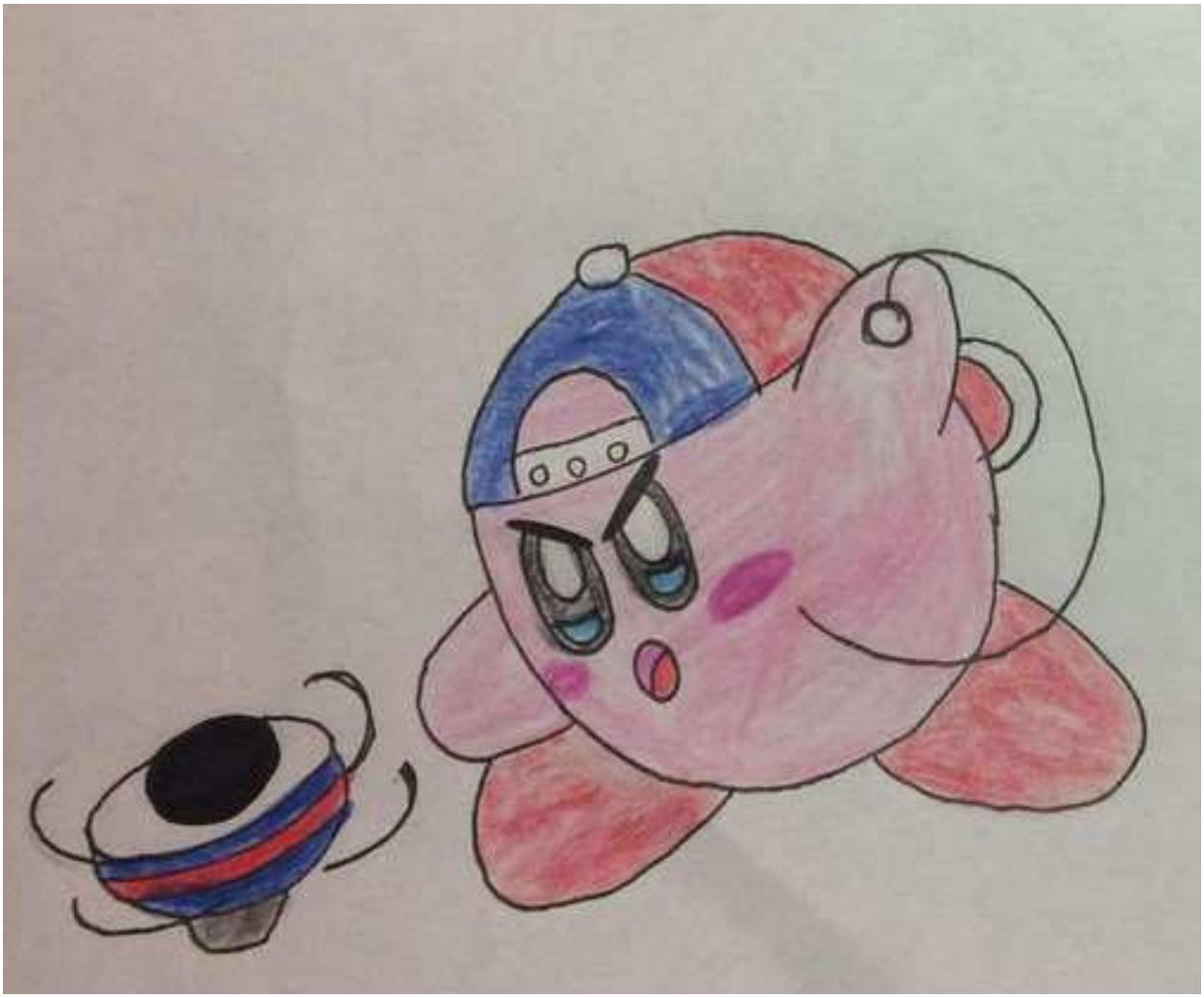
Top Launch: Launch the top by using the wind-up string.

Top Typhoon: Charge up the wind-up to completely and launch the top with a mini tornado enveloping it.

Riplash: Use the wind up string as a whip.

Bomb Top: Launch a top that explodes a contact.

Shredding Spiral: Launch a top that mimics the properties of a cutter boomerang.



Tornado: Round and round you go! Scatter your rivals with a whirlwind. It takes practice to get the hang of it. Spin spin spin spin spin Spinspinspinspin Spinspinspin AAAAAUGGHH! The moves for this ability for you:

Tornado Attack: You turn into a cyclone. Enemies near you are brought along with you as he moves.

Rising Gust: You launch a mini-cyclone from his crown, striking airborne enemies.

Falling Gust: You whip up a mini-cyclone and launches it downward, striking enemies below you or underground.

Tornado Dash: You dash forward while being engulfed in a sideways-tornado. You are invincible for the duration of this attack. Can be slightly steered.

Hyper Tornado: After you're Tornado Attack, a bigger tornado envelops you for a few seconds, heavily damaging enemies. (Comboed from tornado attack)



Trident: Trident the weapon of the waters. Also a weapon that was used by gladiators. With it the sea seem to work with you. Also while using this copy ability, you swim faster. Moves for this ability are:

Trident Toss: Throw you trident at an enemy. Don't worry you will pull out a new

Trident Pierce: Stab with your trident

Waterspout: A follow up of Trident Pierce. Summon sprouts of water forward.

Trident Drop: Fall rapidly from the air to stab directly beneath you

Maelstrom: A follow up of Trident drop. Summon typhoons made of water.

Upward Pierce: Stab upwards with your trident.

Water Bomb: a follow up of Upward Pierce. Conjure up a ball of water and launch it at enemies.

Vortex: While underwater, conjure a whirlpool attack.

Wave: While swimming on the surface of water create a water wave attack.

Water Pierce: An underwater version of Trident Pierce.

School of Blippers: Summon a school of Blippers (Fish) to attack. Some time an Acro (giant killer whale) will show up to attack dealing more damage.



UFO: Unidentified flying object detected! You are very lucky to have managed to copy this ability! Moves for this ability are:

Chain Beam: UFO Your basic feature. It is identical to beam's signature attack, although You can move freely through the attack.

Smart Beam: You fires a ricocheting laser beam. It is identical to laser's attack.

Heat Beam: You calls upon the power of his spaceship to strengthen his laser. It slightly stronger than his first laser attack, about equal in power to an inhaled and ejected enemy. However, this Laser cannot ricochet off walls

Piercing Heat Beam: When You conjures up enough power, he unleashes an electrifying energy beam. It is the strongest of his laser attacks. It also goes through walls.

Heat Cannon: You uses most of the ship's power to fire three beams in front and one beam behind him. The large beam is a larger Piercing Heat Beam, while the three smaller ones are that of the Heat Beam.

Star Guard: A small ball of electricity orbits the UFO, and causes minor damage to anything it comes into contact with.

Unidentified Flight: You disappears and reappears many times in a zig-zag shape forward.

Mystery Catch: You creates a tractor beam, sucking in any enemy that can normally be inhaled while normal.



Vampire: BLAH! Creature of the night. Bats. Blood. All this points to a vampire. Which you are with this copy ability. Moves for this ability are:

Vampire Strike: Dash forward to strike with a dark aura

Vampiric Saturation: Grab an enemy after a Vampire strike to drain them of their blood.

Bat-Ro-Mancer: Summon a swarm of bats

Swarm Attack: Command the bats you summoned to attack

Bat Barrier: Command the bats you summoned increase you defenses as you guard.

Mini Bat: Transform into a small bat.

Bat Flight: Use the cape as a pair of wings to fly with.

Bat Sonar: A sound attack that will damage non-bat enemies. Bat enemies and enemies with bat like wings will become allies.

Vampire Grasp: Grab an enemy with your feet while you fly.

Hypnotic Gaze: Use hypnosis on enemy to command them.



Water: A positively refreshing ability with many applications! Harness the waves and surf along the ground. Enjoy a powered-up version of the Water Gun and carry heavy stones with ease! And make sure you find out what happens if you freeze a fountain... Moves for this ability are:

Wave Attack: You shoots a pulse of water. It follows the terrain surface regardless of whether it goes uphill or not until it moves off-screen. The water moves at the same speed as Your Surf.

Surf: A special dash move. You surf on a wave. This move allows You to travel over the surface of a body of water or a fiery platform.

Wave Surf: Raises Your surf wave and deals damage for several seconds. You are invulnerable during the attack.

Geyser: Projects a column of water straight up, but You cannot move while doing so. Pressing button 1 repeatedly maintains the column. If executed in mid-air, you carry on moving in his original direction.

Fountain Hover: You hovers by spitting water towards the ground. Hovers as long as Button 1 is depressed. After the hover starts, directional keys control Your movement and hover distance.

Water Crown: Splashes water at Your feet, dealing damage to anything close to him. Has short range.

Rainbow Rain: You crouches, then projects a sphere of water around him and ends with a rainbow flourish. Has longer range than Water Crown.

Enhanced Water Gun: Passively enhances Your underwater-only Water Gun attack. Doubles its range and damage area.



Wheel: You turns into a wheel and can move at super speed! Roll over your enemies! Call a helper and ride the Wheel. Put pedal to the metal, and surge ahead with a Dash! As long as you've got speed, you're invincible, baby! I ride like the Wind! Just watch out for potholes! The moves for this ability are:

Dash: You rolls forward rapidly as a Wheel, and can even drive on water. When his path is obstructed by a wall or dangerous obstacles like spikes, he crashes and his roll ends.

Stop Dash: You stops rolling

Jump: You jumps while rolling, allowing him to go up steps or over gaps.

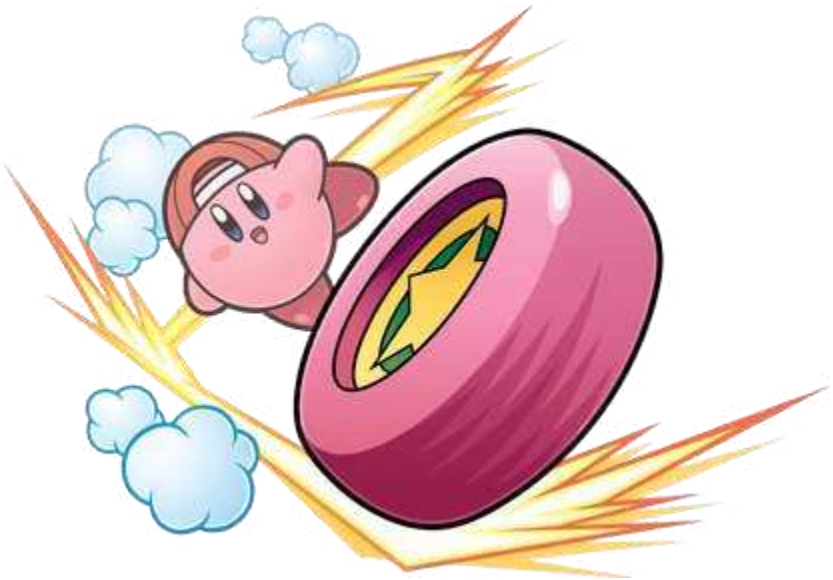
Downshift: You drills straight downwards before continuing to dash.

Rocket Start: You charges up, then dashes forward at a high speed.

Sky Wheel: You sends himself soaring through the air, flying farther and higher than a normal jump, all the while doing flips.

Turn: You turns around to roll the other way. Your speed goes up after a turn.

Turn Jump: You jumps a little when rolling.



Whip: Flick! Snap! It's the classic whip-cracking Copy Ability. Grab and throw items and enemies! If there's fire on your whip, unleash a blazing lash. With ice, create a pile of frost, or use Whip Tornado to make a thunderstorm! This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge. Moves for this ability are:

Whip Strike: You cracks his whip forward. Has slightly longer range than Sword's basic attack.

100-Whip Slap: You cracks his whip forward in a flurry of strikes. Hits a wide area in front.

Ceiling Strike: You cracks the whip upwards. Has same range as Whip Strike.

Jump Strike: While in midair, you crack the whip at a 45-degree angle front and below. This is the only diagonal-whipping move.

100-Whip Dash:Ends Your dash in a flurry of whip cracks. Has the same effect as 100-Whip Slap but lasts shorter and grants You invulnerability during the attack?

Whip Tornado: You whips up a short-lived vortex with the whip around him, and he flies upward with it. This move makes You go as high as his jump and grabs everything within the whip's reach around You.

Whip Grab: Whip's grab moves. Grabs any enemy in front of You. You are invulnerable as long as the enemy is held. After the foe is grabbed, this move leads up to the four Lash moves.

Front Lash: You throws a grabbed enemy forcefully down onto the ground in front with the whip.

Double Lash: You throws a grabbed enemy twice onto the ground in front of him. Has less reach than Front Lash.

Back Lash: You turns around throws a grabbed enemy in the opposite direction he was facing. Has the same effect as Front Lash.

High Lash: You throws a grabbed enemy high up, bouncing them off the ceiling or throwing them really far away.



Wing: There's no better feeling than taking your friends soaring through the skies on your back, controlling the winds at will. Charge up weapons with gusts of wind to create a great air current and shoot up to the heavens! Moves for this ability are:

Feather Gun: You shoots out multiple (but weak) feathers. The first feather he shoots always flies straight.

Condor Head: You dashes forward and headbutts enemies that get in his way.

Combo Bomb: You cancels his dash into a downwards head-bomb, dealing additional damage.

Combo Dive: You cancels his dash into a diagonal head-bomb, dealing additional damage.

Bomber Heading / Dive Bomb You dives straight down, hurting enemies in midair. He lands headfirst and creates shock waves that deal even more damage to grounded enemies. In You Super Star and its remake, this attack can be rapidly canceled and re-initiated by jumping, which allows You to gain vertical distance extremely quickly if done correctly. In You Super Star Ultra, this move is impervious to wind effects.

Condor Dive: Same as Bomber Heading, except this move propels You diagonally down instead of straight down.

Toss: You tosses the enemy or defeated mini-boss upwards. It does not do damage but rather sets up the enemy & mini-boss for an attack.

Shuttle Loop: You loops around the enemy & mini-bosses right after tossing, hitting any enemies & mini-bosses that collide with him and defeating the enemy thrown.

Hover Flap: You flies. His wings do a tiny amount of damage to airborne enemies.

Gust Roll: You does a barrel roll, spinning obstacles and enemies out of control.



Witchcraft: Double, Double, Toil and Trouble. Evoke the power of witches to curse your enemies to their doom. Moves for this ability are:

Spooky Cooky: Take out a cauldron add random items inside and cause a geyser attack

Star Stacker: Summon star blocks to attack with. Some star block have unique properties. Bomb: creates a medium explosion wave, Ability Block: Random ability will appear, Health Block(only work when with an ally): Heals an ally, Easter Egg Block: attacks as a normal Star Block, but random pics will be printed on it

Spell Zap: Zap enemies a lighting spell

Sweeper Flight: Get on your broomstick and fly

Toad Spell: While flying cast a spell that will turn enemies into frogs.

Cursed Flames: Place your broomstick on the ground conjure green flames around you.

Rune Summon: Using a spell book, conjure a rune to summons mini-bosses to attack, these entity are dismissed after they do their attack.

Spell Book Wallop: Hit an enemy with your spell book. (This can be used when an enemy gets to close while you are using the Rune summon move)

Plasma Spell: Send sparks of electricity from your hands



Wrestler: LET ME TELL YOU SOMETHING JUMPER! INTERDIMENSIONAL TRAVELER! THE RING CALLS FOR YA AND YOU ANSWERED! BY TAKING THIS GREAT ABILITY! WRESTLE IT OUT WITH YOUR FOES AND REMAIN ON TOP AS CHAMPION! Moves for this ability are:

Chop: You swings his arm horizontally in front of him.

Chop Barrage - Final Chop: You performs two additional chops before performing a spin ending with a strong backhanded swipe.

Launcher Lariat: You charges up and then performs an upward-swinging lariat. You can hold the move indefinitely and can turn around while charging. You slide forward while performing the attack. This attack sends opponents upward.

Rolling Sobat: You spins and performs a kick in front of him.

Headbutt: You pulls his head back and then swings it forward.

Flying Dropkick: You performs a spinning dropkick.

Wrestler Pinpoint Kick: You drops down with both feet extended underneath him.

Wrestler Fury Stomp: If You lands on an opponent with Wrestler Pinpoint Kick, he will instead Fury Stomp.

Meteor Plancha: You jumps upward while performing a backflip, then dives diagonally downward.

Bouncing Meteor Plancha: You jumps off the wall while performing a backflip, then dives diagonally downward.

Tackle Grab: You dashes forward and grabs a foe if one is within his reach.

Lift: You grabs and lifts a foe if one is directly in front of him.

Blazing Back Breaker: You jumps upward and slams the grabbed foe against his back, punctuated with flames.

Megaton Slam: You spins around before slamming the grabbed foe into the ground, punctuated with flames.

Air Suplex: You jumps high upward before quickly falling backward upside-down before slamming the grabbed foe into the ground, punctuated by a lightning bolt. Pressing A upon landing will initiate Rolling Breaker.

Giant Swing: You rapidly spins around before throwing the grabbed foe.

Rolling Breaker: You jumps in the air and rapidly flips before slamming the grabbed foe.

Flying Grab: You jumps upward and grabs a foe if one is within his reach.

Ultra Back Breaker: You twirls around and slams the grabbed foe against his back, punctuated with flames.

Air Corkscrew: You spins and throws the grabbed foe diagonally downward.



Yarn: Well, here's an ability that requires some creativity to use. Yarn utilizes the material used in knitting to sew the destruction for your foes. These moves are inspired of Kirby's Epic Yarn by the way. Also you are made of yarn now. This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge. The moves for this ability are:

Yarn Grab: Grab an enemy with yarn

Yarn Top: Ensnare the enemy you grabbed in yarn

Yarn Throw: Throw the ensnared enemy.

Yarn Swing: Attach some yarn to the ceiling and swing

Yarn Coil: Jump higher with this ability by turning feet into springs

Woolichute: Parachute one the way down from your Yarn Coil move.

Weight Drop: Slam down during Woolichute to squash enemies beneath you.

UFO (Zap Only): Instead of turning into a parachute create a ufo and fly around. You can't attack like you would with the UFO ability.

Yarnmarine: When you are underwater turn, you'll turn into a submarine.

Yarn Stuff (Spalsh Only): Instead of a submarine you'll turn into a dolphine

Yarn Mobile: Your sprint is now replaced by you turning into a car.

Yarn Truck: A dash attack that turns you into a moonstruck to ram into enemies.



Yo-Yo: There it is, the mischievous yo-yo! Yo-Yo Up, Yo-Yo Orbit, Break Spin, Walk the Dog—it's all child's play! Add an attribute to make it even more powerful. With a variety of moves at your disposal, looking cool has never been easier. This ability can mix with the elements of Zap, Blaze, Blizzard, Bluster, Splash, Bright and Sludge

Yo-yo Throw: You throws his yo-yo out which damages any enemy who comes into contact.

Break Spin/Jump Spin: You does a breakdancing spin on his yoyo. If done in the air, you have more momentum and does slightly more damage.

Up throw attack/Yo-yo Up: You throws his yo-yo above him, damaging any enemy who comes into contact with it.

Down throw attack/Yo-yo Down: You throws his yo-yo in a small arch downwards, damaging any enemy who comes into contact with it.

Yo-Yo Orbit: You throws his yo-yo in a circle around him.

Hammer Drop: You grabs enemies or mini-bosses (the latter only when defeated), and slams them against the ground.

Gazer Spiral: You spins around in the air, using his yo-yo as a weapon, and damages any enemies that come in contact with him. After the move, he is left vulnerable. At the highest point of his attack, the two stars that spin with him go opposite directions, and have the range to hit both Twin Woods if used in the center.

Walk the Dog: You holds his yo-yo in place on the area directly in front of You. The yo-yo will stay in place, even if (without moving) You raises up or falls down, although the yo-yo will come back to You if it strays too far away from You.

Dog Walker: After performing Walk the Dog, you can move both left and right while still holding B. If You is somehow separated from his yo-yo, as long as the yo-yo is within the vicinity of You, you can still move both yourself and the yo-yo.



Kirby's Copy Ability (400): NOW WE'RE TALKING! This is Kirby's signature ability, inhale. By taking a deep breath you are able to suck objects into your mouth like a vacuum, which stretches to fit large objects. you can then swallow the object or enemy that is in his mouth to absorb it, or spit it out as a star to attack. However there a unique part to this. If the object or enemy you swallowed has special properties to them, you will gain a copy power. Unlike the Copy Power "Copy" above which will only keep the transformed obtained power for about a few minutes; you can keep the ability indefinitely until you discard yourelf or suffer too much damage. For example, inhaling an ignited torch will grant you the Fire Copy ability, inhaling a broom will grant you the Cleaning Copy ability, etc. for the list of abilities that are available to you check the list above.



Darkness awakened (400 CP): You are very different from the beings in this setting. You are more akin to Dark Matter and Void. You gain an altform that can be something monstrous or humanoid (something that is a rarity in this setting.). You possess a mysterious void magic that lets you evoke the emptiness of space. You can summon lasers, shoot projectiles made of nothing, shoot dark energy star projectiles, shoot lightning from your eyes and create a rift in reality that sucks foes into a pocket dimension full of pain. You can create and wield a sword made of darkness. Now normally those with this power would be considered evil. But you can be the exception look at gooey. It just that the origins of this power can be considered evil. You decide whether to use this power for good or evil. Hell, You don't have to be all that different from your chosen origin and just happen to have this power.



Puffball

Shape like the Friend to Everyone (100 CP, Free for Puffball): You has the potential to be friends with everyone. Now you gain that same potential. Also, you are very cute.

Balloon Flight (200 CP, Discount for Puffball): You can inflate your puffy dream land body by sucking in air. This doubles your size and lets you float around by flapping your arms. This is a rather slow means of locomotion, but it does the job. In your other forms, this doesn't work for obvious reasons- But it does quadruple your lung capacity, letting you hold your breath for incredible amounts of time and impress people by holding really, really long notes. Your powerful lungs also let you literally inhale food, making eating quick and easy.

Revenge from Cake (400 CP, Discount for Puffball): Mess with the food, mess with the Pink Ball of Destruction. Anyone who messes with anything important to you now will lose something of equivalent value.

Super Tuff Pink Puff (600 CP, Discount for Puffball): You know people underestimate You. Well, that used to be the case until he punched Popstar so hard that there was a crack down the middle like a fault line. As time went on, he just got stronger. The same can be said about you. AS time goes on your power goes like crazy. After one adventure you may discover new powers to add to your arsenal



Resident

Friends by Air, Sea and Land (100 CP, Free for Resident): If there is one thing you are good at, it is mobility! For each purchase of this perk (first free for Resident, additional purchases discounted), you can choose one of the following boons:

- You have a method of flight, as fast as you can run. Perhaps you have wings, are able to double jump infinitely, or turn into a flying mini–Dark Matter among other options. You have no problem handling the low pressures of high atmosphere.

- You can are an excellent swimmer and can never drown. Maybe you are naturally aquatic or amphibious, or you can summon a set of magical goggles and snorkel that let you breath underwater. You feel perfectly fine in the high pressures of the deep sea.

- You can climb up steep walls no problem, and have perfect traction that lets you walk normally on even the most slippery surfaces.

- You have a long, prehensile tongue, strong enough to grab, lift and throw sizeable objects and opponents, and dexterous enough to do fine actions like handling tools. You can use the tongue to swing from place to place.

Dreamlanders Are Friends, Not Food (200 CP, Discount for Resident): Despite being so idyllic, Dreamland has an alarming amount of scary denizens that are more than eager to gobble you up whole. It would be quite unfortunate if your chain ended because you ended up on the wrong end of You's Inhale, so you are now completely protected from any attempt to eat or absorb you, or any part of you for that matter. This extends to every form of consumption: beasts can't manage to swallow you, vampires will retch from the first taste of your blood, soul eaters can't draw out your soul no matter how much they try, and any opponent that tries to nullify your attacks by absorbing them will end up just taking the full brunt of them. You can choose to toggle this on and off in case you need to give someone a blood transfusion or something.

The One With The Bandana (400 CP, Discount for Resident): The cute Waddle Dees are unfortunately the smallest of the small fry in Dream Land. Yet there is one among them that is a true champion of their kind. Where a normal Waddle Dee is practically harmless and goes down in a single hit, this bandana-wearing Waddle Dee can punch hard enough to create fissures in the earth and is able to keep up with the heaviest hitters on Popstar. You now benefit from this same blessing, making you a paragon of any race or species you belong to, to the same proportion as Bandana Waddle Dee is to a normal Waddle Dee. This applies to all properties of a species, from strength to speed to stamina and most especially durability.

Helper to Hero (600 CP, Discount for Resident): In a universe filled with planet destroying knights, incarnations of pure evil, mad tyrants with infinite cosmic power and gods of destruction, how are you even meant to compete with just your mundane wooden spear? But a true hero never gives up, even in the face of such adversity! Whenever you go to fight an opponent that should be way out of your league, you and all your allies gain a proverbial rubber band effect in your favor. Even though your opponent should be able to vaporize you instantly, you will be able to endure the hit and fight on. Even if the villain can move faster than the eye can see, you can perceive and dodge their attacks. And even when your enemy should be invincible or immortal, you can still make them hurt and potentially bring

them down for good. These battles will be far from easy, but at least you get a fighting chance in what would otherwise be a hopeless endeavor. With your courage and determination, you can prove that anyone can be a hero!



Dream Warrior

Training through trials (100 CP, Free for Dream Warrior): By setting up obstacles and challenges for someone(s), you can initiate a process that will cause them to rapidly rise to the occasion to overcome these difficulties. It can be something as simple as baiting them into conflict with another person, or a long and elaborate gauntlet you designed specifically to improve their skills. It'll also cause fate to lend a hand in their journey. They'll awaken hidden talents, gain powers no one knew they were capable of, and obtain legendary artifacts of power all in pursuit of their goal. But the challenges you give them are what determines how strong they can become from this perk, as their gains are based on what they had to overcome. You can set this effect to work for you, but you'll only see gains if you're able to legitimately create difficulty for yourself. You can even impose personal handicaps on yourself to strengthen this effect, but it only works if not using something or whatever you did to make it more challenging made this process legitimately harder for you without it. The handicap method also works for others. If they willingly or unwillingly are operating at less than 100% when doing one of your trials, they'll find themselves improving much faster.

Meta Advancement (200 CP, Discounted for Dream Warrior): Training, combat, and life experiences now enable you to learn new abilities and invent new powers for yourself based on things you can already do. You can teach yourself how to perform a multitude of supernatural feats as long as it's somewhat similar to something you're already able to do, or it's an offshoot of one of your current abilities. For example, simply being very fast would enable you to create afterimages while moving and also conjure tornadoes. Being good at swords would let you deflect energy balls that are thrown at you as if they're baseballs. This extends to any perks, powers, or skills you have, anything you're able to do or use, letting you create more powers from them. You can also specifically have this perk work to improve any of your physical and mental attributes instead of refining or growing your abilities. Lastly, you also have the ability to train off the weaknesses of your perks, powers, skills, items, or whatever it is and lessen their downsides, while also improving their strengths.

Only Swords Can Defeat You (400 CP, Discounted for Dream Warrior): Select a weapon type, a kind of magic, or a specific type of attack. Your resistance to everything but that type of attack MASSIVELY scales up, to the point where the only viable way to harm you by someone close to or below your level of power is using that sort of method. Any other type of attack simply does chip damage to you or nothing at all. It doesn't have to be swords.

Miraculous Survival (600 CP, Discounted for Dream Warrior): You're a survivor in every sense of the word. If there's a plausible or coincidental way for your life to continue when it would otherwise end, you'll somehow live. Help will arrive, you'll somehow escape, your injuries won't be especially severe, you'll break out of mind control, and so on. It's only when there's no way out at all that you'll actually be at risk of being killed. And in that event, once per jump, you simply won't be, the universe itself intervening to keep you alive and restoring you to perfect health.



Ruler

Strength of the Monarch (100 CP, Free for Ruler): What this does is it links your strength to your durability. You're now always tough enough to shrug off any attack that inflicts less than half the damage you're capable of putting out. You're strong enough to create shockwaves when you strike the ground that can send people flying into the air and can shatter stone walls with one blow. You could throw yourself off the top of your castle and be okay, even if you landed on your head.

Comedic Durability (200 CP, Discounted for Ruler): Your wounds and injuries rapidly disappear and you show little signs of injury until you're near death. You'll always survive an attack that should have killed you with the metaphorical 1 hit point. While you can be stunned, you're now incapable of losing consciousness, though you're still capable of sleeping. Your durability functions on slapstick humor. As long as something is funny and you can find a way to make your injury hilarious, you'll simply take no real damage from it.

Monarch's Abilities (400 CP, Discounted for Ruler): You can use a variety of magical powers. You control electricity and can use it in various attacks, you can create energy shockwaves, you can greatly increase your own size, and you can use your magic to conjure up constructs. You start off knowing how to create pinball bumpers, which you can use to fling yourself great distances. Your other powers are based on inhaling things. You can suck your targets up and fire them back out to harm them. You have a variety of tricks involving inhaling air, which enables you to fly by inflating your own body. You can also fire air bullets after inhaling enough air. You can conjure weapons such as hammers, bombs, rocket launchers, a gun with a boxing glove in it, time bombs, and a cannon capable of blasting stars into pieces. The stars of this universe, mind you. All of this equipment is magically stored on your person, and you can freely pull out another after you've used one up. Your hammer enables you to do a variety of special attacks, which includes conjuring star projectiles, throwing it like a boomerang, conjuring energy waves from it, causing the weapon to burst into flames, and many more. With time you can learn to adapt these tricks to other weapons.

Miraculous Convenience (600 CP, Discounted for Ruler): As long as you live, you'll find it as easy as breathing to work your way back to what you had before. The "status quo" so to speak. You could lose all of your minions, have your plans completely foiled, get your home base destroyed, be beaten soundly and even thrown in prison, but you could be back out and have all the things you lost again within a week. The universe simply provides you with constant resources in the form of coincidences and opportunities to ensure you're always a major player. It would take death to stop you from achieving your ambitions. And to help with that, your enemies now significantly hesitate to do lethal harm to you, even if they normally would. They'll frequently find excuses and contrived reasons to spare you. You won't find yourself dying in accidents or from the environment, either. If a space station exploded with you on it, you'd somehow get to the last working escape pod, even if there shouldn't have been one left for you. Yes, it's the law of the universe that the only way you can be killed is through deliberate and intentional attack from an opponent who wants you, specifically, dead.



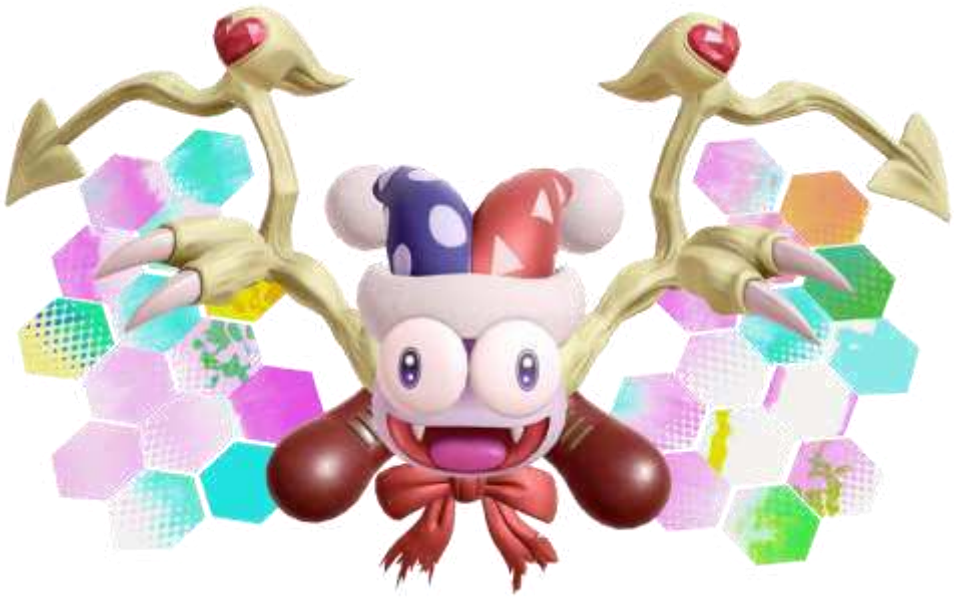
Jester

Discord (100 CP, Free for Jester): By looking at a person or group of people, you can tell precisely what ways to drive a wedge between them and get them to fight each other. You know the best ways to break up relationships and sow discord. You're also very good at getting people to agree to your requests, and gain a bonus to your persuasion when trying to get people to solve parts of problems you personally created or situations you helped make worse. When you choose to be, you can look completely harmless and very forgettable.

In your Shadow (200 CP, Discount Jester): You're very good at stealth and sneaking around. You're so sneaky that you can follow people around and find places to hide while you watch them from the shadows, and you're insanely difficult to detect. You're also very, very fast, at least twice as fast as you were before. You can place an invisible mark on someone or something that'll enable you to track their location and enable you to see what they're doing, regardless of where they are. You can use this mark to teleport to their location, including in places that are out of sight of your target, enabling you to ambush them.

Evil Planning (400 CP, Discount Jester): You can understand what steps you'd need to take and what you can take advantage of to achieve a goal. You'll know the most likely ways to achieve your aims, and who you can use to help you do that. You'll also know what methods you need to use to ensure that the people you want to manipulate will do what you need them to do for your plans to work. You know how to keep your plans on track, no matter the number of outside factors that could ruin them. In each world you visit, you'll gain information on various power sources and artifacts of power that can help you in some way. You'll know what they are, how they work, and how to get them. If you set out to do research on more items or beings such as these, you'll quickly get the information you need.

Integration (600 CP, Discount Jester): If you're killed, the remains of your corpse can fuse with other objects nearby to resurrect you in a new form, integrating those objects and building you a new body with the powers of whatever you merged with added on to yours. This functions as a 1-up. Your body, regardless of if you're dead or alive, can now withstand a planetary explosion. You can also initiate this process while you're still alive to merge yourself with things. You'll know what you should and shouldn't fuse yourself with, and you can undo this process.



Fairy

Cute and Pure (100 CP, Free for Fairy): You're a fairy. As a result you look like a cute innocent child. Not many people want to actually harm a kid. With this in mind this perk will cause others to be more hesitant in attacking. But it won't work on everybody. This effect can be toggled on and off at your leisure

Fairy Wings (200 CP, Discount for Fairy): You have a pair of fairy wings on your back that allows you to fly. These wings are unbreakable. AS for your flight speed. You can keep up with a warp star which can exist the atmosphere of popstar in seconds.

Surprisingly Strong (400 CP, Discount for Fairy): You know despite being the size of roughly a child you are pretty strong. You can lift an adult and carry them around with relative ease. Hey just because you are a fairy doesn't mean you can't pull your wait around.

Fairy Magic and Mix Copy Abilities (600 CP, Discount for Fairy): The Fairies of this setting seem to have a special type of magic that helps purify things. You can in theory shoot out purifying crystal projectiles at foes. They also have a unique type of magic known as the Mix Copy Ability. Now hold on! This is not the same as Kirby's copy ability. You can only turn enemies into crystals and merge them with other crystal transformed enemies. The Copy abilities granted from these crystals are very limited. Each Does only one thing. To check out the combos for these abilities check here.



Squeak

Squeak Thief (100 CP, Free for Squeak): You're incredibly good at stealing to the point where you can snatch something from someone from right in front of them and they wouldn't even see it. You're very good at sneaking around and can make your footsteps silent. You're also a great pick pocket. You can carry things multiple times your weight without losing any speed, and anything you're carrying is protected so you don't damage it. Your running speed is very quick. You have the ability to break into anything and can easily acquire artifacts of power. But not just get your hands on them, but use them safely. If the artifact would hurt you and you're not aware of the danger, you'd just know not to touch it. You'd sense that it's bad for you. You have the skills of a spymaster and can quickly establish an information network wherever you go, filled with people who will pass on tips and any information you'd find useful. You can make a great escape when running away, with pre-planned routes and lots of false trails, making you home free if you break line of sight long enough.

Squeak Technology (200 CP, Discounted for Squeak): You can build robots and have the ability to analyze technology you've found and learn how to integrate these principals into your new technology, or enhance what you already have. Can build UFOs and killer robots. Even if you can't get your hands on something, if you've observed it long enough, you can create a passable mimicry of it. You have the skills of an engineer and have a grounding in all of the physical sciences. You're able to make anything that the Squeaks have been shown to use. You're also twice as intelligent as you were before, and your mind is capable of great bursts of inspiration. You make mental connections far faster than usual.

Squeak Skills (400 CP, Discounted for Squeak): You've been trained in a multitude of weapons and are skilled in using anything you pick up. You can jump many times your height. You're significantly stronger and can take twice as much of a beating as you could without this perk. You can inhale your food and drink, creating a suction effect that allows you to safely consume it and still taste it perfectly. You can eat as much as you want and still maintain your ideal body weight. You can perform a short ranged teleport at no cost. You can summon your allies from wherever they are to your side instantly. They'll be made aware of the situation you've brought them into and can immediately attack. You have all the skills of a ninja. You know a trick to create reusable bombs, letting you toss your explosives and have them return to you for further use. You can apply this effect and then throw a bomb, and then after it explodes, the bomb will be back in your hand again, unexploded. This also works to let you retrieve anything you drop or throw.

Squeak Leader (600 CP, Discounted for Squeak): You can form a team of comrades who quickly become like family, and even closer. You can experience the most intense depth of closeness that's possible in any of your relationships, and if the person is willing to reciprocate, they'll experience this with you as well. Your bonds are unbreakable and as long as you're not willing to sell out or betray your allies, they won't betray you either. You can spot people with useful skills and know the best ways to convince them to join your gang or enter a deal with you for anything. This power works based on someone having a desire of some sort that aligns with whatever you're offering, and helps you to persuade them by convincing them that you're the best way to get whatever it is they're after. To help you apply this, you've also been given the ability to sense people's needs and desires. Just observing someone will enable you to learn precisely what buttons you can press. Also works when selling your goods, stolen or otherwise. You can instantly appraise the value of anything or anyone, and know generally how risky or dangerous a heist will be to you and your team.



Magician

Charismatic (100 CP, Free for Magician): You are very adept speaker and know how to be very polite. You seem to be quite approachable and people tend lean towards your side just because of your mannerism and politeness.

Forgivable (200 CP, discount for Magician): When you mess or seem to betray others you can always apologize for actions and they let you off the hook. But this won't all the time. This operates similarly to the three strikes rule. So on a fourth time this perk won't aide you in getting forgiveness. Also this won't help if you are guilty of something more severe. For example, intentionally murdering someone dear to the one you betrayed will be outside this perk's protection. Hopefully you meant your apology.

Spaceship Expert (400 CP, Discount for Magician): Technically you have magic on your side but that doesn't mean you are against using technology. You are a master at crafting, repairing and piloting ships to the stars and machinery of the sky. Fly with the expertise that a fighter pilot would look with respect and awe. Repair the machinery of air and space crafts. To the extent that it is just like new. Create impressive ships that can enter warp speed using very little fuel. Science after all can be seene as a form of magic.

Star Magic (600 CP, Discount for Magician): Utilize the power of the stars and space to aide your perilous journey here. Fire Star Projectiles, Flaming orbs. Cause cosmic spikes to burst from the ground. Dash forward with enveloped in energy, summon lasers, and create a rift in reality that sucks foes into a pocket dimension full of pain. You can also fly. May the power of the stars be with you



Sky Dwellers

Glowing eyes (100 CP, Free for Sky Dwellers): You have a pair of glowing eyes. This doesn't do much except increase your intimidation and gives night vision while you are in a dark area. But hey it's a neat trick. You can toggle this effect on and off at your leisure.

Multi-handed and capable (200 CP, Discount for Sky Dwellers): You have 6 arm and hands. Now normally this would be a hinderance considering its no longer a case of just left or right. But not for you. You have full control over your hands. So that way you don't use the wrong hand.

Web expert (400 CP, Discount for Sky Dwellers): You can create webs using energy. You can use them for whatever a spider does…I didn't mean for that reference to come out. Anyways let it be swing, Giving allies a boost, using it as a trampoline, capturing foes, or puppeteering their bodies. As long as you can create a webbing of some kind you can do it.

Royal Magic (600 CP, Discount for Sky Dwellers): You possess a particular magic that has been passed down through your family's bloodline for generations. This magic lets you teleport short distances at will, as well as teleport minions or objects to you, with an upper size limit of a large frigate. Your personal teleportation abilities in particular are so powerful, you can spam it fast enough to confuse enemies and make it look like there are multiple copies of yourself. Your armory gains a diverse series of weapons of all types and magical scepters that let you evoke different elements - Balls of fire, gusts of freezing wind, bolts of lightning, and spheres of energy are all possible.



Haltmann Employee

Requisition (100 CP, Free for Hartman Employee): Any equipment you're allowed to use or have access to can be delivered to you instantly precisely when you need to use it. You'll also find that experimental devices and equipment can often be rushed to a usable state when it's stuff you'd have access to, enabling you to use all of the fancy new toys your people and allies develop. You quickly adapt to any new equipment you get, seconds being treated as days as far as your learning curve goes, until you become proficient. You'd be able to use a suit of powered armor that you just obtained with no problems. Naturally, you're also first in line to receive any new toys or upgrades that your friends or organizations you're apart of create, even if there's other people who are more deserving or are better candidates.

No Resume, No Problem (200 CP, Discount Hartman Employee): In any organization you join, you'll always get promoted upwards, even to very high positions, despite not having the skills or the history to qualify for these jobs. You'll also gain the trust of management and the people around you. Even if you fail repeatedly, you'll be disciplined but you won't actually get fired or demoted unless you're found to be intentionally betraying the organization. Luckily for you, your skill and talent rises when expectations are placed upon you, and it increases even faster when you're under pressure, so in a short amount of time you could very well be worthy of whatever positions you happen to obtain.

Hartman Technological Marvels (400 CP, Discount Hartman Employee): Your mind has expanded to make you the equal of the President of Hartman! Not only do you have all of their technological blueprints downloaded into your brain, but you can innovate and expand upon them. Turning people into robots and creating perfect clones is the least of your talents now, as you're able to always get much better results with new projects and experiments than you should. Difficult and dangerous research will have constant lucky breaks and yield usable results in a quite frankly outrageous fashion. You also have the skills to build and run your own company, making you a perfect CEO. You can spot people who are talented and will help you succeed, and also know if someone's really on your side or not and if they have ill intentions.

Obsession (600 CP, Discount Hartman Employee): Your willpower is unlimited and your determination unbreakable. When you set a goal for yourself, you'll be able to see it through, no matter what. More important than mere willpower, your determination forces opportunities to achieve your goals to line up for you. You'll still have to take these chances, but following these leads will always get you closer to what you want. Lastly, you'll often have lucky breaks that'll prevent your ambitions from being foiled. This luck also extends to misfortunes in your life. Coincidences will protect both you and those close to you to guide you to safety. Though this protection is not absolute.



Jambastion Cult

Gate Guardian (100 CP, Free for Jambastion Cult): You can enchant gates, doors, and other things with an effect that requires you to personally unlock it, sealing it very tightly with magic. You have the ability to conjure bombs which rain from the sky. You can make ones that have various elemental powers, and control when they explode and how they're triggered. By default, your bombs are spiked ones that explode after a few seconds. You can spawn miniature versions of yourself who can act autonomously or be controlled by you. You have a rush attack that enables you to slam into targets and inflict serious damage by moving at high speeds, enabling you to move twice as fast as you usually can. Armor you wear is now significantly more protective than it otherwise would be and your opponents attacks that would hit you are redirected so that they impact the most protected parts of your body. Your last ability is the power to reorganize the battlefield. At the start, this is simply the ability to summon platforms that can support your weight and corral your enemies into places where you can attack them, but you'll be able to find more uses for this.

Elementals Unleashed (200 CP, Discounted for Jambastion Cult): Instead of making you choose between fire, ice, or lightning magic, you simply have been given all three powers. You're massively resistant, if not outright immune to whatever elements you possess. You're capable of flight, you can create weapons out of your element that you can summon out of nowhere, and you're adept at combining your powers with others. Not only does this help in coordinating your attacks, but it also extends to forming combo attacks between you and your allies. You have been given the same potential and can do all of the things the three mage sisters can do. To better make use of your new powers, you now have a knack for fusing various elemental abilities you possess to form new elements with special properties. If instead you don't want those elements, you can buy any three elements of your choice, such as wind, earth, and darkness, for the same amount of CP instead. This can be purchased multiple times to obtain whatever elements you want. They'll all come at the same level of power as the originally offered ones did, with you knowing similar tricks to them and being able to learn more.

Mystical Cult Building (400 CP, Discounted for Jambastion Cult): You can unlock people's latent potential and cause them to awaken special abilities. Hyness used this to unlock people's magic, but you can go further. Any secret powers, talents, skills, anything. If they've got any hidden potential at all, you'll be able to fully bring it out of them in seconds. You can sense potential in general and locate people by going towards the largest sources of it. You also have an innate sense for when people are in danger or are dying, so you can swoop in and save them. Anyone that you rescue or help will feel greatly thankful to you. You have an effect where if you've shown someone kindness and the parts of your personality or behavior they like, they'll generally overlook your bad behaviors and justify them, still wanting to follow you because they know you're good inside.

Hyness' powers (600 CP, Discounted for Jambastion Cult): Hyness possesses a large number of powers, and now you can do everything he can.You can shoot dark orbs and fire religious symbols at people. You can communicate with gods and receive instructions from them, as their premier follower. You can open up dimensional rifts. You have telekinesis that lets you move objects. You can drain people of their life force to empower yourself, and if you choose, use their bodies as weapons. While doing this, you can force them to activate and use any powers they possess. You know a variety of rituals and means that'll enable you to resurrect long dead gods or other beings. You can also conceal yourself under a cloak or

other article of clothing, leaving only darkness and a pair of glowing eyes visible. You're very resistant to being unmasked, to the point where only being physically struck would do it.



ITEMS



Vehicles

Warp Star (Free): The standard form of transportation around here. Grab on to this star and you will fly quickly through the sky, and can be steered by thought alone, often expelling stardust behind them as they go and making a whirring noise.

Star Chariot (400 CP, Discount for Puffball): A small chariot made of clouds that can shoot star-shaped projectiles. Deft and agile, the Star Chariot is much easier to control than the Warp Star, and takes a lot more punishment before crashing. Runs on star power, which runs out after about 12 consecutive hours of use and recharges over 8 hours of inactivity.

Air Ride Machines (400 CP, Discount for Resident): Oh you feeling for something a bit more fancy huh? How about this collection of Air Ride Machines? Air Ride Machines are hoverboard-like flying vehicles. They respond to their rider's mental commands and have varying abilities; some can fly very well, while others can only hover off the ground. For complete list of the Air Ride Machines look here. But it seems to be a bit expensive even for a whole selection doesn't it. Well that's because this purchase with the two legendary Air Ride Machines: Dragoon and Hydra. The Dragoon can fly at over five times the speed of sound and manifests a shield around it that protects its pilot from the forces of wind. It can tear through sheets of solid metal with ease. The Dragoon could blast through an enemy battleship just by steering into it- though, steering it is quite difficult. The Hydra is more grounded than the Dragoon and has more focus being combative. The Hydra can easily blast through rivals and obstacles, leaving a swath of ruin. Enjoy the air Jumper.

Robobot (400 CP, Discount Haltmann Employee): The Robobot armor is a technological marvel- a heavy-duty combat mech, the Robobot armor uses technology that even the Haltmannn Works Company itself has yet to fully explore. Equipped with two powerful arms, jet boosters, shoulder-mounted giant screwdrivers, a giant wrench clamp to turn bolts, and a rudimentary AI capable of performing basic tasks independently, the Robobot is an impressive vehicle all on its own- But that's not even mentioning its most useful power. When piloted by a user with a Copy Ability, the Robobot Armor will copy the attributes of its pilot, allowing the user to exercise their strengths with the might of a mech suit! Also if you have Kirby's Copy Ability the Robobot can do something similar to it. And it kind of looks like Gurren and has a drill to attack with so you can "WHO THE DO YOU THINK I AM?!" if you want.

Lor Starcutter (400 CP, Discount for Magician): A sentient, flying ship that can travel through space. Futuristic and possessed of advanced technology, The Starcutter can create a portal to its own pocket dimension, where it can create a second portal in order to travel just about anywhere in your current universe. The Starcutter's interior possesses numerous facilities, such as housing for up to ten people, a VR training room, a game room, an automatic kitchen that is always fully-stocked, and a computerized library full of data on copy abilities- Those with the Copy ability can use this room to access any Copy Ability at will. You can access your Cosmic Warehouse from within The Starcutter's Pocket Dimension, and you can manipulate the dimension through The Starcutter - It's fairly hospitable, though quite alien and host to strange and hostile creatures called Doomers. You could theoretically store things in the pocket dimension, but it tends to shift around whenever you're not looking at it which makes storage impractical at best, and you can't keep living beings in there while you're not present - At least, not if you want to keep them alive. The pocket dimension will collapse, destroying everything inside it if The Starcutter is ever destroyed. The Starcutter also possesses a multitude of powers of its own, such as manifesting a shield that protects the ship's occupants, shooting energy spheres from the crest on its prow, a wind attack from the ship's sails, and physical attacks from the ship's wings and oars. The ship possesses and intelligent AI that is loyal to you exclusively, and will do whatever you ask it to, within reason - It does possess a conscience and will voice its concerns if you do things it finds questionable, and will refuse to assist you in harming innocents. Attempting to tamper with The Starcutter's AI or attempting to destroy it will immediately cause it to turn on you, and it will attempt to strand you in its pocket dimension. It can talk to you through the central computer screen, and offer analysis and advice. This AI after this jump will count as a companion.

General

Magic Snorkel (Free): Whenever you enter water put this on. Somehow it will supply you with air. It Also comes with a special gun attached that fires a short-range blast of water that may be aimed in one of four directions; up, down, left or right.

Rainbow Sword (600 CP): This beautiful sword forged from duplicates of the Rainbow Drops operates the same way as the original Rainbow Sword. It deals greater damage than the normal sword from the Sword Copy Ability and has a longer reach. It can also reflect projectiles. Like the Star Rod Item below this blade is effective against evil beings. As an added bonus just for this jump, just like the Meta Knight Galaxia, this Sword grants the Master Copy Ability. The Moves for the Master Copy Ability are:

Overhead Slash: Slash the enemy.

Multisword Attack: Attack with lightning-fast sword slashes.

Up Thrust: Your sword up briefly before thrusting above him.

Sword Spin: Swing the sword quickly in midair, damaging all enemies that come into contact with it.

Drill Rush: Drill forwards blade-first.

Crescent Shot: Concentrate and then slash with the sword to fire a huge sword beam to damage enemies. The Sword Beam for the Rainbow Sword is rainbow colored obviously

Down Thrust: Thrust your sword down to the floor to inflict massive damage.

Sword Stab: Slide forward with the sword outstretched.

Final Cutter: Jump in the air and do a flip, then fall with sword outstretched.



Miracle Fruit (600 CP): A wonderous of a great power. Consuming this fruit will grant you the power of Hypernova. Hypernova grant the power of Kirby's inhale but on steroids! In this state you can inhale larger objects and enemies that cannot be inhaled otherwise. Like a tree this size of Whispy Woods, mini-boss level of enemies. You can even inhale an energy attack and fire it back out. (This could work on Sephiroth's Supernova attack) While in Hypernova you don not gain a special hat instead you glow an assortment of colors in the rainbow spectrum; these colors are shown to constantly move around your body, even when you are standing still.



Puffball

Infinite Supply of Food (100 CP, Free for Puffball): Food! Glorious Food! From Kirby's favorite fruit watermelon to maximum tomato to burger to fries to chicken. ALL SORTS OF FOOD! But what makes this food so special not only that it is restocked regularly but they have healing properties

Cozy Home (400 CP, Discount for Puffball): A nice comfy household that looks like a dome with a chimney on it.

Star Rod (600 CP, Discount for Puffball): Well this may seem to be the real Star Rod but this is only a duplicate. But it is just as capable as the original. We made a duplicate because we don't want mess with the Fountain of Dreams. It is said that this weapon is effective against evil beings. It shoots out Star Projectiles and while in your possession ensure that you won't have any nightmares. This means that any creature that tampers with your dream will repelled. Any creature that attacks in your dreams will suddenly see you wielding a weapon that is doing damage to them.



Resident

Iconic piece of clothing (100 CP, Free for Resident): An accessory or piece of clothing that makes you more identifiable. Let it be a baseball cap, a bandana, anything really.

Magic Paintbrush (200 CP, Discount for Resident): This paint brush has been mystically enchanted to be used as a melee weapon. But more importantly any object that was painted with this can come to life.

Love-Love Stick (600 CP, Discount for Resident): Essentially the Star Rod but made of the power of love not the power of dreams. It fires heart shaped projectiles. It is said that this weapon is effective against evil beings. What makes this one different is the fact is that while wielding you can fly.



Dream Warrior

Masked Armor (100 CP, Free for Dream Warrior): Armor that came with a mask to hide your identity. It also has a cape that can become a pair of wings

Halberd (200 CP, Discount for Dream Warrior): Metaknight's Personal ship or rather a copy of it. It comes with living quarters, kitchen, and various of other commodities for your leisure. In addition, it has several on boards weapons that can be use for combat.

Jumpxia (600 CP, Discount for Dream Warrior): While Metaknight has the Galaxia you have your own galactic weapon. This is the Jumpxia. It can be any weapon you can think of. It can cut nearly anything. Also, this Sword grants the Master Copy Ability. The Moves for the Master Copy Ability are:

Overhead Slash: Slash the enemy.

Multisword Attack: Attack with lightning-fast sword slashes.

Up Thrust: Your sword up briefly before thrusting above him.

Sword Spin: Swing the sword quickly in midair, damaging all enemies that come into contact with it.

Drill Rush: Drill forwards blade-first.

Crescent Shot: Concentrate and then slash with the sword to fire a huge sword beam to damage enemies.

Down Thrust: Thrust your sword down to the floor to inflict massive damage.

Sword Stab: Slide forward with the sword outstretched.

Final Cutter: Jump in the air and do a flip, then fall with sword outstretched.

But waits there's more! It also grants these four abilities for you to use:

Meta Quick: Your movement speed temporarily increases.

Heal: You and your allies will have all of your health restored.

Galaxia Darkness: Engulf the area in darkness for a few seconds before unleashing a full force slash.

Mach Tornado: Create a few tornadoes that spread across the area, thus damaging all foes in the area.



Ruler

Royal Weapon and attire (100 CP, Free for Ruler): This hammer is unbreakable. And the clothes you have been given from this gives you royal air to you

Castle (200 CP, Discount for Ruler): A nice castle that contains three bedrooms, an arena, a living room and so much more. You feel right at home!

Power up Gear (600 CP, Discount Ruler): Enough is enough. You've had it!!! This mask and hammer some how makes you stronger. The hammer has been engineered to electrocute those that get hit by it. It has a built-in rocket launcher, and a rocket booster to enhance the force of your strikes with your hammer. Got a foe that you really, REALLY need to clobber. Look no further sire.



Jester

Jester Hat (100 CP, Free for Jester): A nice colorful hat. Nothing else to say about it.

Assortment of Circus stuff (200 CP, Discount for Jester): Circus balls, Loops, tents, even some pins. Everything you need to start a circus

Personal Battlefield (600 CP, Discount for Jester): When you want to have an edge in battle. Why choose a place to fight when you can just summon the one you have? This is item is a pocket dimension that is used to battle your foe. The aesthetic is up to you. Another benefit to this item is that while in your battlefield all your combat abilities are improved by 50%.



Fairy

Cute Clothing (100 CP, Free for Fairy): Nice, cute clothing. Unable to be stained.

Nice Palace (200 CP, Discount for Fairy): Wonderous building this is. Multiple of rooms. Several Floors. Most of all this place has been mystically enchanted. For some reason. This palace is more resistant to evil corruption and terraforming. So it's a nice place to hide as well.

Fairy Crystal (600 CP, Discount for Fairy): Here it is. The object that Ribbon risked her life to proect. This crystal has the power to harm evil (Notice a pattern here?). But it does so by shoot crystalized fairy magic. Similar to effects of the Fairy Magic perk. But the projectiles fired from this thin is on par with the Star Rod in terms of damage potential. It will also enhance you flight capabilities: Maneuverability, Speed, and stopping speeds. Keep it safe though jumper.



Squeak

Dabber Hat (100 CP, Free for Squeak): A nice stylish hat for you to wear giving you the appearance of dashing rogue.

Thieving Gear (200 CP, Discount for Squeak): Bombs, UFO, Shuriken, and a Metal Claw. The things that Squeaks use for thieving

Three Star Cane (600 CP, Discount for Squeak): This is an interesting cane. Looking more like cube headed mallet. This cane has three stars rotating around it. Each of these stars contains the power of one three elements: Ice, Fire, and Thunder. Using it you can imbued you attacks with the elemental properties. You can also fire a beam of ice, drop giant bombs that burst out flames and shoot one of those star as projectiles that bounce of walls, floor and ceiling before returning to you.



Magician

Pilot Hat and Goggles (100 CP, Free for Magician): A neat hat and pair of goggles. Gives a nice stylish pilot look.

Prank Gem Apples (200 CP, Discount for Magician): These gem apples are actually bombs. They grow in size after seven second with out being detonated. Good for harmless pranks…or too create a trap for an enemy. Just giggle when you want to detonate them and watch the stupefied looks on the victim's face.

Safe Crown (600 CP, Discount for Magician): DON'T WORRY! This is not the same Master Crown. This Crown is not as dangerous as the original. It will enhance you magic casting abilities to astronomical levels. Wearing will allow you fly, teleport. Conjure a portal to a dimension of pain to cast your foes. You can even duplicate yourself with it. And can mimic the Super Copy Powers to an extent. Granted this crown is only half as powerful as the Master Crown but it still pretty dang powerful.



Sky Dweller

Neat cloak (100 CP, Free for Sky Dweller): A nice cloak to keep you warm and cozy. It will always work with whatever look you are for.

Mystic Staffs (200 CP, Discount for Sky Dweller): These two staffs can be used cast a devastating lighting attack or conjure a lage gem to be used as a platform or projectile

Dreamstalk (600 CP, Discount for Sky Dweller): How did this get here? Okay this plant is known as the Dreamstalk. It can grow to terrifying heights and somehow can act has gateway to the sky kingdom. It can also protect any property you own by surrounding it and acting as a shield. Just be careful with it okay? It could cover the entire planet if you are too reckless on how much you let it grow.





Haltmann Employee

Professional clothes (100 CP, Free for Haltmann Employee): A suit and Tie. Or a dress. Or any piece of clothing that makes you look like a person business and professionalism

Ray gun (200 CP, Discount for Haltmann Employee): A Haltmann standard issue side arm for employees self-defense and security purposes. The laser fired from the gun can take down Waddle Dees with normal shot. A charged shot can deal more damage enough to take down a giant Waddle Dee

Planetary Factory (600 CP, Discount for Haltmann Employee): Waning. Haltmann Works Company is not responsible for any damages done as result of purchasing this item. Please use factory responsibly. Congratulations Jumper on your purchase of your very own version of the Access Ark. This factory is capable of disposing any pesky natives that may consider attack you with its laser. Its primary feature is terraforming the planet by mechanizing and creating cities on its surface. This mean that those areas are your to keep. The Factory can also be used as a space ship and a headquarters. Enjoy. Haltmann Works Company is not liable for any damages that product may receive when under siege by Kirby.



Jambastion Cult

Hooded Robe (100 CP, Free for Jambastion Cult): A majestic robe that comes with a hood that obscures your face so much that only your eyes are seen.

Elemental Weapon (200 CP, Discount for Jambastion Cult): Fire, Ice/Water, Thunder. Sword, Axe, Spear. Pick one of the three element then pick a weapon. Each element comes with its own unique additional weapon. Fire is a large cannon that shoots flames. Ice/Water is super soaker that shoots high pressurized water. Thunder is a drum that acts as rain gun to launch you weapon forward which followed by a large electric beam.

Jumper Heart (600 CP, Discount for Jambastion Cult): Your very own Jamba heart…or something similar. Okay this one is a bit special. See the Jamba heart is mostly made up of negative energy to call forth Void Termina. But for you, you can decide what energies this heart is made up of. And Instead of summoning Void Termina it can be used to either corrupt and taint others (Bad Energy) or Purify and Heal others (Good Energy). One more thing you can absorb a part of its power to give yourself a temporary boon based on which energy this heart has been born from. If it is good energy your attacks deal more damage to bad people and you purify corrupt and mind controlled people. If it is bad energy your attacks deal more damage to good nature individuals and can corrupt and subjugate people to your will. HAPPY BIRTHDAY GREAT LORD JUMPER!!!



COMPANIONS:



Import(50-200 CP): Kirby didn't make it though his journey alone. So why not bring in some help? Pay 50 CP to import or create a companion or pay 200 CP to import or create 8 companions. They get a background of their choice and 800 CP to spend on perks, powers and items. You can pay more to give your companions more CP.

Everyone's Here (100 CP): Each of the character below are worth 100 cp. Considering that this is Kirby I am pretty sure they would be pretty cool with being worth only 100 CP. They are listed below



Kirby: The super tuff pink puff himself.



Bandana Dee: King Dedede’s Right hand Dee



King Dedede: The Great King of Dreamland himself



Meta Knight: The Master Swordsman and rival to Kirby



Rick, Coo, and Kine: Kirby's first three animal friends



Marx: The devious cosmic jester



Gooey: The renegade piece of Dark Matter.



Adeleine and Ribbon: The mystical artist and alien fairy



Dark Meta Knight: Meta Knight's dark counter part.



Daroach: Leader of the Squeeks



Magolor: The interstellar Mage



Taranza : Royal Sky Dweller of the Dream Stalk



Susie: Former sectary and current owner of Haltmann Works Company



Three Mage Sisters: Former Followers of the Jambastion Cult.

SCENARIOS:



Each of these scenarios offers an additional 500 cp for you to use, should you wish to take part of the challenge.



Milky Way Wishes (Copy Power): You are aware of the abilities that Kirby has when he uses his copy ability. But you want a way to simply switch between abilities at your own leisure without having to rely

and an outside source. Meta Knight spoke of other planet that contain these things called Copy Essences Deluxe. The Copy Essences Deluxe once obtained will grant a copy ability that you can call forth at will. You must travel to other planets to get them. In addition, you must defeat that planets champion (Boss) in order to keep them. The planets are as follows:

Floria: Floria is the flower star. From a distance it looks like a great big garden. There is one catch this world. The 4 seasons are in a state of constant change. In other words what would normally take a few months to go from winter to spring, on Floria it can change in a matter of minutes. The Copy Abilities you are gonna find here are: Ice, Fighter, Leaf, Flower, Cutter, Candy, Pumpkin, Cat, Butterfly, Freeze, Bee, Artist, Nimbus, Gamer, Bell, and Archer. Its champion is Floral Woods. A female variant of Whispy Woods. She'll weaponize the flowers on her branches to throw at you like knives. To make matters worse she can change the effects of her attacks by manipulating the Seasons in her arena. Spring being her default state, Summer adds fire, Autumn add stone and winter adds Ice.

Aquarius: Aquarius is the water star. From a distance the entire planet seems to be made of entirely of water. This is not true. It does have little bits of land. Those bits land have tropical and features vegetation. But Aquarius real impressive feature is that its civilization is actually under water. So this is the Atlantis planet in a nutshell. The Copy Abilities found here are: Parasol, Sword, Beam, Water, Trident, Pirate, Bubble, Fan, Musical, Axe, Sport, Whip, and Witchcraft. The champion is Leviathan a large sea serpent that uses water to his advantage.

Skyhigh: Skyhigh is the cloudy star. The star itself look like a big cloud. And the surface reflects this as the ground is made entirely of clouds. The Copy Abilities found here are: Jet, Wing, Wheel, Cloud, Hi-Jump, Cupid, Sleep, Beetle, Throw, Top, Cleaning, Circus, Ribbondance, Baton, Paint and Moth. The champion is actually not a Cloud like enemy. But a large bird enemy made of clouds called Nimbus Wing. Nimbus Wing is like a hybrid between Dynablade and Krakco. Being able shoot lighting, cause acidic rain, spit lightning spheres, stretch its neck to try to peck you.

Hotbeat: Hotbeat is the scorching star and looks more like a sun instead of a planet. A very precarious planet to navigate with most of the planet's surface being lava. Before you ask yes there are Copy Abilities here to find. Those Copy Abilities are: Fire, Suplex, Dragon, Reptile, Spear, Ring, Flail, Cook, Mini, Mummy, Shield, Light, Burning, Backdrop and Wrestler. The Champion for this star is Shining Chameleo. A fiery lizard that can go invisible, spit fire balls, can envelope his body in flames to tackle you, can even stretch its limbs.

Cavius: Cavius is the cavern star. The surface of Cavius is mountainous, but it also has many craters. The surface is not the important area here though, the system of caves that are in the mountains are. The Copy Abilities for this planet are: Stone, Bomb, Hammer, Drake, Cowboy, Mining, Iron, Needle, Animal, Spider, Knight, Vampire, Ghost, Metal, and Ball. The Champion for this planet is Wham Bam Jewel. A stronger and tougher version of Wham Bam Rock. Wearing jewels instead of stone tribal wear and seems more organic. His attacks seem to mimic the attacks of Master Hand and Crazy Hand of Smash Brothers. The only way to damage him is to hit his hands.

Mekkai: Mekkai is the mechanical star. The entire star looks handmade. In fact, it might not be a planet but a VERY large space station. Mekkai seems to have some serious security measure that features numerous hazards and traps for you to get past. The Copy Abilities found here are Yo-yo, Plasma, Spark, Laser, UFO, Engineer, Missile, Casino, Poison, ESP, Mike, Magnet and Doctor. The champion here is

Heavy Scorpion. If you thought Heavy Lobster was bad, add a poisonous stringer and some machine guns. Heavy Scorpion is faster then Heavy Lobster and uses guns and missiles to take out intruders. Most scary of all if you damage it enough it will shed a layer of armor to reveal much slimmer and faster body ready to fight. Losing its guns but replacing them with sharper claws to cut you with.

Halfmoon: Halfmoon is the star of eternal night. From a distance it looks like a moon with clouds. Halfmoon has two parts: One half having strong winds and chaos, and the other half being covered in stars. Better be prepared to fight against harsh winds and wade through the chaos. The Copy Abilities found here are: Mirror, Ninja, Star, Toon, Shadow, Dark, Time, Surreal, Crash, Elemental, Gravity, Magic, Festival, and Paper. The champion of Halfmoon is called Anti-Virus Program. Similar to the Computer Virus enemy, Anti-Virus Program has three enemies for you to fight RPG Style. The catch is that you actually enter a battle screen and have to choose attacks and action to fight these enemies. The enemies are: Thunder Bird (An Electricity focused avian, that can zap you), Hydra (A multiheaded snake, that can use fire, ice, and water attacks.) and finally for a shocker…Dark Kirby. For the final enemy you exit the Battle screen and fight this foe normally. What makes this one so hard is that he can switch between Copy Abilities during the fight.

???*: This is a strange planet, hidden from prying eyes. HOW DID YOU FIND IT?! This is the home world for TAC. There is no champion here but there is only one Copy Essence Deluxe you can find here. It is the "Copy" Copy Power. After finding it take a Warp Star and leave.

With that last one you have found all the Copy Essences Deluxe. Now you can now freely switch between ALL the Copy abilities found in this jump. Awesome, isn't it? Time for your reward. Enjoy.

Reward -SMASH BROS Ability: Your reward for finding all the Copy Essences Deluxe. Is an additional Copy Essence Deluxe. Contain the Copy Power Smash Bros. With it you have access to Kirby's moves from the Smash Brothers games. The moves are:

Vulcan Jab: Jab at the enemy multiple times. This move comes from Fighter.

Final Cutter: Swings a Cutter up and lands, emitting a shock wave. This move comes from the last slash of Cutter's Final Cutter.

Stone: Turn into a stone, pounding into the ground. This move comes from Stone.

Hammer: Swing your hammer horizontally in front of him. The Hammer can be charged by concentrating. You can move and jump while charging, albeit less effectively than normal.

Giant Swing: Spin around in midair, hammer outstretched. This move comes from Hammer.

Ultra Giant Swing: Spin around in midair, twirling the hammer around your body twice. This attack comes from Hammer.

Twinkle Star: Do a powerful somersault in midair. This move is based on one of Kirby's aerial attacks in the Super Smash Bros. series (up midair attack in Super Smash Bros., standard midair attack in all subsequent games).

Smash Kick: Charge up and yourself forward, damaging any enemy you kick. This move is based on the Fighter ability's Spin Kick move. This move can be charged up an additional stage for even more power.

Air Drop: Grab the enemy or defeated mini-boss, and then jump into the sky and slam the enemy down into the ground with massive force, doing massive damage to anyone in the way. This move is based on Kirby's up throw in Super Smash Bros. Melee onwards, which is based off the Ninja ability's Air Drop move.

Shield: Changes your Guard into the red Bubble Shield from the Super Smash Bros. series. Unlike its appearance in the Super Smash Bros. series, however, it will not break.



Special Star Ally – Frayfox : Frayfox has heard of exploits and wants to join you on your journey.



Star Allies Unite!: Strange thing ab out the copy abilities is that they are represented by a specific creature. It would be nice to have all these beings to take with you but can't. You don't have an option for that in the companion section. But maybe you can still get all those helpers. See there is a reason why this setting is called Star ALLIES after all. Throughout the plot of Star Allies; Kirby can befriend enemies and turn them into friends that will help him on his journey with the power of the Friend Heart. For you though there are specific people that have these copy powers that you can bring as companions. But they have been captured by the Jambastion Cult and they were corrupted by the Jamba Heart. You have to free them in order recruit them. You have been given a limited version of the Friend Heart. Find these individuals, weaken them in combat, then throw the friend heart at them to liberate them from there corruption from the Jamba Heart and recruit them as a friend…or Waifu/Husbando I won't judge. Throughout your journeys here keep an eye out for these people. They will be as powerful as midbosses and use the entire move set of that copy power. There also some special people that you can free and companion if you are willing to put in the extra work. When you'll encounter these people will depend on where you are in your journey. In order to complete this scenario properly you are going to take part of the plot in the Kirby Games. This includes the "Milky Way Wishes" Scenario above meaning that if take this scenario in tangent with the Milky Way Wishes scenario, you'll have to fight both the canonical bosses from the game and the champions from the scenario. Below is the order of the games and the allies that you can find during the plot of those games. Also, if you have Purchased Kirby and his friends as a Companions, not all of them are gonna join you immediately. Kirby will join from the start, while the others will join you at certain points of your adventure. In addition, at the end of this jump those purchased companions are guaranteed to join you if you complete this scenario. A note of warning: The bosses will be much harder if you take this Scenario. This is to balance the amount of Star Allies you are going to get. However, the following Adventures you will not be accompanied by an of the Star Allies you liberated: Kirby's Pinball Land, Kirby's Block Ball, Kirby's Dream Course, Great Cave Offensive, Meta Knight's Revenge, Milky Way Wishes, Kirby Star Stacker, Kirby Tilt n' Tumble, Canvas Curse, Metaknightmare, Epic Yarn, and Kirby and the Rainbow Curse. So, you can imagine the look on your foes faces as you arrive with a legion of allies working with you.

Kirby's Dream Land / Spring Breeze: King Dedede and his goons has stolen all of the food in dream land. It is up to you and Kirby to get it back. The first Star Ally you can recruit can be found very early. He's the first enemy in fact. Waddle Doo an expert of the power of beam, but being the first star ally he isn't too hard. With him down use your friend heart to liberate him. Sir Kibble is next he's hidden himself not too far from where you recruited Waddle Doo. Be ready because when you find him, he'll ambush you with one of his blades. He's a bit quick with more ranged options than Waddle Doo. Close quarters combat can give him some trouble but don't stay close for too long otherwise he'll counter with a final cutter. Once he's liberated, head to the woods to find Poppy Bros Sr. defeat him and throw friend heart to liberate him and turn him into his original form Poppy Bros Jr. With that done keep an eye an out while traversing the forest, because the next Ally hid herself well. Look closely amongst the trees and you'll find Twirlia here. Once she has been spotted, she'll panic begin attacking with her ribbons. After Liberating her. Go ahead and defeat Whispy Woods and progress as normal. Up Next is Floaty Islands, and Lololo's Castle! Continue along the area but when you get close the castle you are going to be cut off by Knuckle Joe. This Martial artist is not to be taken lightly, but you can handle this. Persevere and liberate him. After him continue though the tropical location until you will reach a castle. Here you'll

encounter Burning Leo. This one is actually one of the easiest because nearby is an invincibility power up. Use the power up and completely trounce Leo before using the Friend Heart to liberate him. Defeat the mini boss that stands in your way in the next corridor, then take the Warp Star to fly to the next location. Here you'll find Blade Knight and Bomber, both are Star Allies. Liberate both of them and go into the final area of this location to face against Lololo and Lalala. After defeating the two block pushers you have a choice to make either leave em them alone or befriend them and take the with you. Regardless of your choice your next destination is Bubbly Clouds. Navigate amongst the cloud and try not to fall. But look at the clouds as you go not just because they're nice to look at, but also two of those clouds aren't clouds. If one of those clouds seems to have eyes attack it! Because that's Clummulod one of Star Allies that you are looking for. Once he's liberated keep looking at the clouds. If one of them begins to bark…no really if one of the clouds barks, toss a Friend Heart at it quick because that's Nimbon. The cloud dog will not appreciate that and will attack. You know what to do from here. Weaken and then liberate him. With the two cloud allies freed from the corruption Jambastion, proceed to the castle in the sky. Inside the castle you'll find a magician like foe. This is your next Star Ally Simirror. Be careful he uses the power of the Mirror copy ability, meaning he can reflect projectiles. After liberating him continue onwards and Kracko Jr. Ride on the Warp Star to enter next area where you'll find a walking microphone. Toss a friend heart at it to nap your next Star Ally for that is Walky he is an expert with the Mike Ability. Nearby you'll see a walkying Paint can toss a friend to Liberate them. His name is Cotta, another star ally. Keep going until you arrive at top area of the palace before you enter the next corridor try enter that moon you see in the sky. From within you'll encounter a Hammer based miniboss. Defeat him and throw a Friend Heart at him to get the Star Ally Bonkers. Afterward enter the doorway that appeared after you defeated Bonkers to return the previous area. Now enter the final corridor to fight the boss of this area Kracko, but with the amount of allies you have obtained this shouldn't be too hard. With Kracko Defeated all that's left is King Dedede himself. Time to go to Mt. Dedede! As you land on MT Dedede, a Parasol Waddle Dee will stand in your way. But unlike the other Waddle Dee servants this one seems rather aggressive. Well, that's because he's one of the Star Allies you are trying to liberate and the last one for this adventure. Liberate the Parasol Waddle Dee and confront King Dedede.

Reward- Lololo and Lalala (Push comes to shove): For choosing to take Lololo and Lalala, your reward for completing this adventure is to keep them with you as companions. A note on Lololo and Lalala. They are actually a couple and they are named after the legendary couple of Eggerland: Lolo and Princess Lala. The two have the ability to conjure up blocks to throw at their enemies and even have hammers to use. *"Let's do this Lalala! You got It Lololo!"*



Kirby's Adventure / Kirby Nightmare in Dream Land: After that previous adventure you and Kirby decide to catch some rest. You relax for a bit until one day you lost the ability to dream. It is then revealed to you that the reason for this is that King Dedede was bathing in the Fountain of Dream. Not only that be he had stolen the Star Rod – the source of the Fountain of Dreams power- and broken it into pieces that he gave to his underlings. Now, you and Kirby must embark on an adventure... to restore peaceful naptimes to all residents of Dream Land. First up Vegetable Valley. As you enter the first area you will encounter your next Star Ally: Sparky. He is a small tear shaped creature that can control electricity. Fight and liberate him. Near him you should see what can only be described as a dinosaur's head. This is another star ally. His name is Galbo Continue along and you should arrive in a cave area and encounter a warrior clad in purple this is Sword Knight. Liberate the sword wielder and continue forward in Vegetable Valley. Soon enough you'll arrive in a forest area. Here you will see a spikey caterpillar, this is Needlous another Star Ally. Liberate him, Defeat Whispy Woods, obtain a piece of the Star Rod and go to the next location: Ice Cream Islands. Despite the name Ice Cream Islands is not a group of islands made of ice cream, but a group of tropical islands. Travel along the beach until you come across an area with tree. There you'll encounter the tornado Star Ally: Twister. Liberate him and move on. Eventually you'll arrive at a very sandy area. Here you'll find what appears to be a sentient wheel with an eye. This is Wheelie and he's your next Star Ally, liberate him and move on. Now for the next one, keep your eyes peeled and listen carefully for strange sounds. For UFO is hidden pretty well. Find the secret room that holds him and liberate him. In the third to last area (Before you face the boss of Ice Cream Island) you will find yourself in room of clouds, as well as a caped starshaped creature. This is Starman another one of the Star Allies Liberate him and proceed to take on the boss Pain Roller to obtain the second piece of the Star Rod. On to the next Destination: Butter Building. Butter Building is unsurprisingly are large building and surprisingly only has one Star Ally to recruit. The boss, or should I say bosses, that have the next Star Rod piece are at the top of this structure. Star Climbing. About a fifth of the way to the top you'll be in a room with a large stag beetle. This is Butter Building's only Star Ally for you to liberate. The suplex master, Buggzy. He's a bit of a challenge but persevere and you can liberate him. From here just climb the tower and get to the tag team boss. Mr. Shine and Mr. Bright. After they are defeated, head to the next location: Grape Garden. You know you would think with a name like Grape Garden the place would be a wonderous location of plains and fields. Well, it isn't. Grape Gardens is more like Bubbly Cloulds; a land made of clouds that you can stand on. Make sense seeing you got here from a giant building. Anyways while traversing the lands, you'll find yourself in a spacey looking area and will encounter 2 strange types of enemies. The first seems to be a sentient ball and a face. This is Bubble, the bouncing ball Star Ally. Liberate him and turn your attention to the other enemy. He's pinky waddling head wearing a night cap and he's…sleeping? Congrats you found the sleepy Star Ally, Noddy. No need to fight him just toss your friend heart at him to liberate him and wake him up. Continue on and it will seem like you are slowly making your way down to the ground again, because you will end up in a forest area. Don't be distracted by this for too long though. Soon you'll be facing an elephant that seems to be throwing stuff at you. This is strong arm elephant is Phan-Phan your next Star Ally. Liberate him and continue. Just as you leave the forest you'll be back in the clouds and be given a invincibility power-up. Grab it and charge forward laying waste to enemies in the immediate area but don't rush! Because nearby you'll find a green snow man. This is the icy Star Ally: Chilly. Liberate him to change him back to his normal colors. After liberating Chilly the Invincibility will wear off. And Near him should be a penguin that breathing chilly air. He's Pengy, liberate him to have him join you. Journey onward and you'll end

up inside a building; Once again giving you the feeling that you are going down from the cloud to ground. Fight your way through then…you'll be in a dark room. It's hard to see but you can make out a light, that is coming towards you. As you get closer to it you see that it's a shining ghost. This glowing ghost is the shiny Star Ally, Cool Spook. From here there are no more Star Allies to liberate from this adventure. Press on through Grape Garden and fight Kracko. After beating Kracko proceed to Yogurt Yard and make your way through this rocky mountainous location and get to the boss of Yogurt Yard: Heavy Mole a mechanical digging robot. Beat him to get his piece of the Star rod and head on to Orange Ocean. Orange Ocean does live up its name as it is an ocean location that seems to be colored orange. Get through this watery area to face against the next boss: Meta Knight. After defeating Meta Knight he'll teleport away. You'll see him again in future adventures in this scenario. Anyways with his piece of the Star Rod secured head to Rainbow Resort to confront King Dedede. Dedede made it hard for you to get to him because he put his best guards and minions between you and him. Get though them and other obstacles to face the king for a second time. He seems tougher this time, as if his durability has been improved since the last you faced him. But stay firm and you'll overcome him and take the piece of the Star fully repairing it. Well time to return it to the Fountain of Dreams. What's this? Dedede is telling you not to? You and Kirby proceed, ignoring his pleas as he tries drag you away from the fountain. Well, there is a reasoning for this. When you returned the star rod back to its rightful place. A dark entity called Nightmare emerges. It flies away to wreak havoc on Dream land. King Dedede inhales and spits out Kirby to confront Nightmare. You having no Star Rod cannot help. Unless you have purchased the Star Rod item in the Items section, wherein which case you'll be tossed up to fight alongside Kirby Against Nightmare. This will lead to a climatic showdown on the moon. Defeat Nightmare and return the Star Rod to the Dream Fountain. With that done head back room fluff up your pillow for a good night's rest.

Reward- Paint Roller (Colorful Adventurer): Well after losing to you and Kirby this former goon of Dedede wants to come with you. He's really good at rolling around with his roller skate. He can throw globs of paint with most of his attacks. He might not seem like much but he can hold his own. *"Let me paint you a lovely portrait."*

Boxing Ring Title:
Art Master



Kirby's Pinball Land: King Dedede is up to something. Better go investigate. If its bad put a stop to it by using your skills in pinball.

Kirby's Dream Course: Go play some golf with Kirby! Using yourself and Kirby as the balls…Wait WHAT?!

Kirby's Avalanche: In Dream Land the local pastime is a puzzle game called "Avalanche." Kirby decided that since every Dream Lander plays the game, it would be a great idea to have a country-wide competition to determine who is the best player of all. And you decided to join the competition.

Kirby's Dream Land 2: With the Fountain of Dream restored you are able to get some rest. All seems to be peaceful again. Until you noticed that something is wrong. Then you realized that the bridges that connect to other lands in Dream Land are gone. You and Kirby suspect that King Dedede is at it again. Time to get to work. Strangely enough this adventure will only yield two Star Allies. Still, you should head out with Kirby and fix things. The land you have to go to is Grass Land. Almost Immediately you'll encounter a strange witch hatted being. This is the tidy enemy is your next Star Ally, Broom Hatter. Liberate him and his hat will be replaced with a white bandana decorated with green stars. While there is only one Star Ally in this location, there is someone else you should look out for in Grass Land. Eventually you'll be in a room with a mini-boss and a sack overhead. Defeat the mini-boss and the sack will fall. From it Rick the Hamster will crawl out. Turns out that King Dedede has captured him and two other buddies. You decide to take him with you on your journey and keep an eye for his two pals. Continue on forward. However, you can't rush through this adventure. See there are these pill shaped items with a star on it. These are Rainbow Drops and each area has one of these. You need to collect them to restore the bridges. So, keep an eye out. But if you are having trouble finding one, Kirby seems to be drawn to them. So, if you are stuck on how to find one let Kirby take point. Anyways journey through Grasslands and face your first boss of this venture: Whispy Woods…again. Except for some strange reason he's wearing glasses and a cough mask. The next location you are heading to is Big Forest. Here you will one of Rick's friends Coo the Owl. You compromise with Rick he goes on a head while you and Kirby take Coo with you. Continue through this forest to find the Rainbow Drop and defeat the forest's boss: Nruff. Up next Ripple Field. This area has a lot of water and in a room nearby you'll Rick's final friend, Kine the fish. And that would be all the Animal Friends from this adventure. From here just find the Rainbow Drop for this area, defeat the boss: Sweet Stuff. Next is Iceberg. As the name suggest this place is covered in ice, expect it to be very slippery. Find the Rainbow Drop in this icy tundra, take on the boss Ice Dragon, and move on. Continue the process of finding the Rainbow Drop and beating the boss of the area; for the next two areas Red Canyon (Mr. Shine and Mr. Bright…again) and Cloudy Park (Kracko…again). Now we reach the final area: Dark Castle. Here is where Dedede has been holed up in. Make your way to Dedede by climbing this castle. Keep an eye out because there is a Star Ally here. After going through a room with water you'll enter a room with trapped enemies, but one isn't in their cell. Strangely enough this one looks like a My Little Pony character. This is your next Star

Ally. The Midnight Pony, Noxicorn. With the last Star Ally of this adventure liberated continue forward to fight King Dedede. When You face King Dedede something feels off about him. His eyes are closed like he's asleep but seems to be looking at you and wake at the same time. Before you can ponder about it any further King Dedede attacks. He's noticeably more durable this time around. Press on! After trouncing King Dedede again, the Rainbow Drops you have been collecting begin converge together and forms a sword. Out of King Dedede comes a shadowy figure. Kirby grabs the sword and follows after him. You can go a help if you have purchased the Star Rod or purchased the Rainbow Sword from the Items section. Whether you join him or not doesn't matter. The shadowy figure known as Dark Matter is defeated and Dream Land can go back to its lazy lifestyle again. If you have purchased Rick, Coo, and Kine, they will join you from this point on.

Kirby's Block Ball: In this adventure, Kirby takes center stage in a frenzied, block-clearing free for all! And seeing that it is mostly just for fun and to see who is the best you decided to sit out. Kirby urges for you to come with. You decide it would be good distraction and no one is going to get seriously hurt right? Well then you hear King Dedede is competing. Better go to ensure that Dedede doesn't do anything underhanded. As you and Kirby make your way to face King Dedede a robot stands in your way "TARGET: KIRBY AND JUMPER. MISSION: DESTROY KIRBY!" Well time to face a robot. But as you weaken him you get the Idea to reprogram him. If want to go through with that plan better weaken him first and get in close to him hack his systems.

Reward- Brobo (Back in Order): As things calm down the robot looks at you with unreadable look "UNIT DESIGNATION: BROBO. MISSION: UNKNOWN." You look to Kirby for an idea. The pink puffball smiles at the robot signifying he wants to be friends with it. You shrug and tell him he's coming with you. Maybe you can teach him how have emotions *"OPERATION: SAVE POPSTAR!"*



Kirby's Toy Box: Not so much an adventure and more of an optional winding down free time to play sports with Kirby. This sort of activity can be done in between adventures while you wait for the next one to occur. Get the Star Allies and any companions you have involve. Just don't end up making

unnecessary rivalries. Kirby is shaped like a friend not a foe. So, keep it clean. This can also be used as an opportunity to practice your Sport Copy Power. Enjoy!

Gourmet Race: King Dedede Challenged you and Kirby to a Gourmet Race. Which can be summed up as being an eating competition and a race at the same time. Show Dedede that your appetite shoult not be underestimated neither should your speed!

Dyna Blade: You are relaxing and are close to joining Kirby on sleeping until there was sudden gust of wind and hill was sliced cleanly in half. Now you haven't seen this happen before. You ask one the Star Allies about this. One of them states it must be the monstrous bird Dyna Blade. They are unsure why Dyna Blade would suddenly attack like this but it must stop now, Otherwise Dreamland will be destroyed. You agree and set off to Dyna Blade's Nest. First you are going to have to get through some locations before you can get to the nest. First up is Peanut Plains. First make you away through a grassy area and getting across some rivers. Eventually you'll enter a more forest like area. Follow the path until you have to make a big drop. At the bottom of the drop, you'll encounter the first Star Ally for this adventure: Chef Kawasaki. The cook is actual on a mini-boss level as an enemy. Just like Buggzy, he might take a bit hits than the others to be weaken enough to be liberated. After that's done head to the stage…I mean location Mallow Castle. Now right off the bat you are going to encounter your next ally. And it's funny I said 'Bat' Because Sluggr uses a bat to fight. Liberate the Sporty combatant and head inside the castle. When you enter you hear voices coming from the room nearby. enter that room and YOU ARE AMBUSHED!!! But surprisingly a mysterious figure comes to your rescue. He helps defeat the threats and leaves. By the looks of your rescuer, he was definitely a Star Ally. Follow the unknow savior to catch up with him and liberate him. However, as you follow, he pressed a button to erect a wall between you and him. There's a switch nearby to open. Find it, flip it and chase after the elusive ally. When you finally caught up with him his speed makes sense now. He's the Ninja Star Ally, Bio Spark. However, he doesn't fight you. He seems to be in a kneeling position, his expression makes seem like he's fighting against Jambastion Cult's corruption. Toss a Friend heart at him and he'll be free to join your side. Continue forward through the castle until you reach the outer wall. Here you'll find an axe wielding warrior doing patrols nearby. He's Choppie your next Star Ally. After liberating him leave the castle and go to Cocoa Cave. This cavernous area has troubles lying in wait. But near the entrance there seems to be a sentient lollipop just standing there once he sees you; he WILL attack you. He's is NOT food so prevent Kirby from eating him. What he is though, is a Star Ally. Candy Pop is his name. Liberate him and he'll give Kirby and actual lollipop as a gift. Make your way through the caverns and end up on Candy Mountain. Ironic that Candy Pop wasn't found here. Oh well. You last Star Ally for this adventure is found here. As you climb the mountain, you'll hear flapping noises. You definitely are getting closer to Dyna Blade's Nest. You enter an area that has water nearby. Near you will be a bird wearing a pilot cap flapping around. The bird is the next Star Ally, Birdon. Once you liberate him his headwear will be replaced by a Native American Chief hat. From here keep ascending the mountain. As you climb the flapping sounds get louder. You are definitely getting closer. Soon as you near the peak the flapping sounds seem to stop. But you have the feeling that something is watching with anger. As you get closer to your destination, the feeling gets more and more intense. Clearly walking to the top is no longer an option. Luckily there is a Warp Star nearby for you to ride to the summit. When you arrive, something

seemed to zoom by. And in front of you lands Dyna Blade. Fight her and take her down. After defeating her, you'll hear chirping? You walk to the source and see baby birds. DYNA BLADE'S BABIES! Now it makes sense. Dyna Blade was trying to get food for her children. Considering Dyna Blade is out of commission right now it's up to you and Kirby to raise the chicks. After a few weeks the chicks should have developed enough to fly. Dyna Blade now healed from her fight against you leads her chicks to find a new home for them. You can't help but shed a tear. You are going to miss those baby chicks. But you're pretty sure that their mother would not approve of them staying with you and Kirby. You wave goodbye as they fly off into the sunset. As you, Kirby and the Star Allies you liberated all head home to rest, relax, and recover from this adventure.

Reward-Dyna Chick (Making Mother Proud): As the Dyna Blade and her chicks leave. You return home to rest. The next day one of the chicks return rubbing her head against you. With her is her mother giving you a look. Clearly her child wants to come with you and she's okay with it. But you have to promise her to keep the chick safe. The chick might not be as strong as his mother but she can do all the things Dyna Blade can do: She can shoot fireballs out of her mouth, similar to the Fire ability, grab them with her talons, outstretched her neck and can do a devastating fly by attack that damages enemies with her razor-sharp wings. These attacks are not as powerful as her mother's. *"Chirp! Chirp!"*



Great Cave Offensive: You and Kirby decide to go out for nice stroll. Only for the both of you to fall into a pit and to lose consciousness. When you come to you found yourself in a big cave. The only way back is going to be searching this place for an exit. The first area you are in is …an underground forest, called Sub-Tree. Anyways as continue on, you'll find a treasure chest. Inside it is a Gold Medal. AND IT'S WORTH 10,000G! Okay so there's treasure here. But they're optional. Your main focus should be finding a way out. But somehow you get the feeling that there are other things besides treasure down here.

Turns out you were right! In an area with pits, you will see what appears to be a cat in a thief outfit. This is TAC one of the Star Allies. How did he get down here? Anyways liberate him and move on. Along the way you will encounter the boss Fatty Whale. Beat him and head to the next area: Crystal. This area is flooded with water and seemingly is made entirely of crystals. Make your way to the water to proceed and to come across real live mermaid. This mermaid is actually one the Star Allies, Maiden. Liberating her will be hard seeing that some copy abilities don't work underwater but if you keep at it, you'll succeed. Go through the nearby door to get out of the water and into another room, this room has 4 doors including the one you just came out of. Maiden will tell you to go to the bottom center door. Following her instructions, you'll end up in water again. Maiden will gesture for you to follow her. This would be a good idea since this room is a watery maze. Follow her to get out of the water and to encounter a mechanical blue creature with white gloves and red feet. This the Star Ally Capsule J. Liberate him and navigate your way out of this room, where you'll encounter another one similar to Capsule j but he has the appearance of jet plane. He's Capsule J2, Liberate him. When you are done collecting treasures in the other rooms or ready to move on; head back to the room with the four doors and go through the bottom right door and proceed to fight this area's boss Computer Virus. Computer Virus is an…interesting opponent. This boss is a satirical parody of typical, turn-based, RPG (role playing game) battles. It has three foes for you: Slime, Dancing Puppet, and Witch. After defeat it will display some silly messages before saying "You have Liberated Fanmurai" and out pops Fanmurai; another Star Ally. With Fanmurai freed and computer virus beaten move onward. As you head to the next area you seem to end up falling again except this time it's not a big drop as the one that got you into this cave. However as fall you notice a large castle. This the Old Tower, your next destination. The exit this area is in there it seems, so head on in. As you Navigate you notice something moving on the walls it looks a bit warbly. Whatever it is it keeps following you eventually, you, Kirby or one of the Star Allies you have recruited during this journey will attack warbling shape. The shape now revealing itself to be a pink lizard. The Lizard is Geck the reptilian Star Ally. With Geck joining keep exploring the Old Tower. Eventually you will find yourself in a room decorate in such a way that it makes you think you got outside. Here you'll find a stone like creature with a headband on. This is Rocky, the rock-hard Star Ally. And with Rocky that is the last Star Ally for this adventure. Navigate your way through this Castle. Just as you get closer to next area, you'll find yourself facing against a camouflaging reptile enemy name Chameleo Arm. Defeat and leave the castle through a secret exit. Now go to the left to find the way out of this area and into the next one. The Final Area: Garden Area. Now this area actually looks like the surface. But you are not here to enjoy the scenery you're nearly there now. If you wish search the place for remaining treasure. Otherwise, head for the exit of this place. WAIT there is one piece of treasure you will want to find navigate the Garden area to find a room with loads of springs. Find a way down without touching the springs, because the springs will launch you back to the top of the room forcing you to start over. Make you way down to find a treasure chest but…this one is glowing for some reason. Open it and find…THE TRIFORCE?! Okay this is NOT supposed to be here!!! How did it get here?! Once you get out of here you find a way to get this precious artifact back to Hyrule. After that make your way to the exit and to fight the final boss of this adventure. The guardian of the great caves Wham Bam Rock. Wham Bam Rock is a tough boss. For starters he's just a floating face. So, you can't really harm by him by attack his face. But you can damage him by attacking his hands. Secondly the closer he is to death the more tricks he'll through at you. Defeat him make your way out of the garden area. Only to find yourself back at the start, but there is a Warp Star. You, Kirby, and the liberated Star Allies must

board the Warp Star in order to get out of this place and put an end to this adventure. Fly up and break through the rubble that stands in your way of sweet, sweet freedom and fresh air.

Reward- Treasure Room: You've actually collected all the treasures in that cave? Well how about a nice room to keep it all in. Make everything look nice and shiny. But not the Triforce! You need to give that back to Hyrule. Don't worry you'll be given a duplicate that looks like the real thing but without the powers of the goddesses.



Revenge of Meta Knight: You could help but get a grim feeling that something is wrong. You walk out of your home and take a moment to enjoy the fresh air to calm yourself until you noticed a structure that wasn't there before. Kirby is looking at it with a determine but concern look on his face. You nod at each other board a Warp Star and make your way towards the structure. As you get closer it becomes clear what that structure is and who it belongs to. The structure is the battleship Halberd and it is own by Meta Knight. It seems like he's preparing to attack Dreamland. The ship seems to be powering up to take flight. You and Kirby MUST put a stop to Meta Knight's Plans. Fly your way on to the Ship and prepare to fight. To ensure that this mission is a success, Star Allies: Noxicorn, Geck and Chopie, decided to infiltrate the Halberd their own way. As you arrive you can hear through the intercom some chatter. It seems like the moment you and Kirby arrive the crew is in a panic. Meta Knight still Calm tells all troops on deck to prepare for combat. You make a crash landing taking out as many foes as you land. Recover from your landing make your way to get into the ship. Almost immediately you are greeted by two Star Allies. One looks completely mechanical, wears a baseball cap and is using a Yo-Yo to fight. This is Gim. The other looks like a pulsating orange ball with eyes. This one is Laser ball. Liberate both Gim and Laser Ball to get the run down on what Meta Knight is doing and why. They tell you that Meta Knight wants to attack dream land and end its lazy lifestyle. This cannot stand. You come across Geck

who is currently sneaking his way into the ship. Before he leaves, he tells you that you'll meet again and to hurry the ship is about to launch, with that he turns invisible and leaves. Thinking about the information you follow Kirby to the Rocket Valve. With the engine in sight, you make your way to attack it only to be stopped by giant golden robotic lobster. Which distracted you long enough for Halberd to take off. Blowing you away into the ocean. But you can't give up now. If you hurry you and Kirby can find a Warp Star to try board the Halberd again. Quickly now make your way out of the ocean on to one of the islands. Which just so happens to be near Whispy Woods. He doesn't look too happy to see you again after you use him and his apples without his consent to feed some birds. You don't have time explain why you did that to him right now! Defeat him quick! He goes down pretty quickly, make sense seeing that there are four of you and one him. Just as you thought it was over suddenly the ground beneath collapsed and you are now face to face to face with two Whispy Woods, Twin Woods. Be careful because you have to worry back as well as your front. After defeat the Twin Woods you board a Warp Star to try and catch up with the Halberd. This doesn't work as you are shot down by the Halberd's cannons. Now you are in a forest. This was getting you nowhere. You need help. There is someone who can help. DYNA BLADE! Make your way through the forest and into the mountains. You'll know you're close because you'll hear a familiar flapping sound. Soon enough you'll meet up with the large bird. She looks at you and seems to understand what you want; she lets you ride her. As you, Kirby, and Dyna Blade get closer to the Halberd the ships cannons begin firing at you before firing its laser, finally hitting the bird. However, before Dyna Blade goes down, she launches you on to the ships deck. On the intercom Meta Knight's crew panics, while the knight in question remains calm. Soldiers on board are ordered to take you down. Note the intercom is still on. But enough about that. When you land there is a robot nearby doing maintenance on one of the cannons. This robot is Gad and as you guessed it, he's a Star Ally. Liberate and he'll see what is going on. He tells you before you can try to take down the ship, you'll need to take down its main defense: its laser cannon. He'll guide you to the cannon. But as you go ahead you are suddenly stopped by some of Meta Knight more elite troopers. Luckily Chopie will join in the fight. Defeat them and move on only to be ambushed again now long after. After those guards are handled, Chopie will tell you that there is another Star Ally here: Plasma Wisp. He doesn't know where but he has heard that Geck saw him. You thank him before he runs off presumably to regroup with his team. In the very next room as if it was fate, you see a green flamed being, this is Plasma Wisp. Liberate him and he'll tell you that the best way to take down the ship is destroying the reactor, which is near the bottom of the ship. Gad confirms this but points out that you'll have to get through tons of troopers and defenses to get there. Kirby nods understanding what needs to be done but first there is a cannon to handle. Make your way to the deck and you'll be greeted by a large cannon; dubbed Main Cannon #2 by the crew. Fight the cannon and destroy it. After destroying the cannon, board a Warp Star and head to the left wing. Seeing that you cannot fly to the direct area you need to go to in order to destroy the wing land on the deck closest to the wing. Now Meta Knight's crew is getting more worried about your interference, as you can hear their chatter on the intercom. As you begin to make your way to the wing on foot the crew panicking increases. As you continue some more troopers will try to fight. Your progress to the wing seems to be doing damage to the ship as you fight Meta Knight's forces. Once you made your way to the underside of the left wing keep going until you faced with a mini-boss. Defeating the mini-boss will cause a chain reaction. Board the Warp Star before your caught up in it. As you ride the wing explodes destroying it. Well actually 74% of the wing is destroyed. Fly back into the area you left to see a hole. Gad explains that you must go through the hole in order to make your way to the reactor. Enter the hole and now you'll be in the ducts make your way through. Once again, you'll

encounter Geck he gives you some bad news. Wheelie was captured and he is being used to power the ship alongside others of his species. This had just turned into a rescue mission as well. Gad states that Wheelie must be in the same area as the reactor. Geck nods before leaving again. You over hear that the captain has an idea. Understandably you don't like the way that sounds. AS continue Through the ducts you encounter a robotic dog like enemy. This guy is known as Spin-Dogg a star ally. Liberate and continue. As you exit the ducts and into what appears to be a loading bay, you hear familiar clanging sound. Sure, enough behind you is the Heavy Lobster! But where you are currently is not a good place to fight it, so run! Luckily for you the Heavy Lobster just will bulldoze everything standing in its way between you and it; damaging some parts of the ship. Make your way to a large platform that will make for much better arena. The Heavy Lobster will jump on the platform. With nothing to distract you, fight and destroy this mechanical monstrosity. After defeating it will begin a self-destruct sequence. BOARD A WARP STAR AND GET AWAY FROM THE BLAST RADIUS! As you fly away the explosion from the Heavy Lobster take out the right wing. This is both good and bad. Good because the Halberd won't be able to maneuver in the air properly. Bad because now to make it to your next location you need to climb on the outside of the ship. Which means you have climb on the base of the ship to get back inside. Fight your though the helm. As you proceed Noxicorn will be nearby a door. Once she sees you, she'll tell you that in the next two rooms is the reactor but it is too tough to destroy with your powers alone. Just then a message on the intercom states that reactor is invincible as long as the reflected lasers don't hit the reactor. You could, just to be cheeky, get the crew's attention and tell them that you have been listening in on their conversations during your assault. Which will enlist the response of "WHAT?! WHO LEFT THE INTERCOM ON!!!?!?!?!!?!" Get a laugh and enter the reactor room. Now lure the laser turrets to fire at the reactor to destroy it. Destroying the reactor will free Wheelie and his brethren. Wheelie hesitates for a bit before leaving. Noxicorn looks at you and tells you that she needs to get her team off the ship. She leaves after wishing you luck. Time to leave just one problem the Warp Star needed to escape is in the cockpit. Which means you have to face Meta Knight before you can escape. As you make your way to the cockpit Meta Knight tells all troopers to abandon ship, the Halberd has escape pods. You tell Gad, Laser Ball, Plasma Wisp, and Gim to get off the ship. Gad refuses saying that you need his help to make sure the ship crashes into the ocean so no civilians get hurt. Laser Ball, Plasma Wisp, and Gim refused because they can't just leave yet. They still have a score to settle with Meta Knight's crewmates. As you hurry to the cockpit the cockpit you hear that the remaining members of Meta Knight's group decides to stay behind to stop you. Sure enough, just as your destination was in sight the last of the troopers try to stop you. Gim and Laser Ball attacking very furiously, while Plasma Wisp unleashed a powerful plasma blast. As the last troopers are beaten, they will scurry off to the escape pods. Noxicorn and her team are just ahead near some escape pods. She waves you over but you tell her that you and Kirby have decided to fight Meta Knight, NOW! She then looks at the others. Gad tells her that he needs to make sure the ship is headed to the ocean once that's done, he'll escape. This time you sternly tell Laser ball, Gim, and Plasma Wisp to evacuate. They look at you with concern on their faces, but relented and joins Noxicorn and her group into the escape pods. You proceed and prepare yourself to fight Meta Knight. Surprisingly he left you and Kirby a sword each. Both you pick up a sword and get ready to fight. Gad yells that the ship's course is locked to the ocean. You tell him to make a break for the escape pod. Gad runs off while you and Kirby fight Meta Knight. Meta Knight unlike King Dedede, is a skilled and powerful warrior. But you came this far, don't let up now! Once you defeated Meta Knight the room you are in explodes…destroying the Warp Star with it. The ship is total and the rest of the escape pods are gone due to the explosion but just as all hope is not lost you hear the sound of an engine. Wheelie is in front

of you with one of his brethren. “GET ON! WE DON’T HAVE MUCH TIME!” Without hesitation you get on Wheelie, while Kirby rides the other being. The two sentient wheels start bolting; while you and Kirby ride them. “THERE’S A RAMP AHEAD! IF WE CAN MAKE IT, WE CAN JUST JUMP IT AND GET TO SAFETY!” As you begin to relax though… “I WON’T LET YOU ESCAPE!” Meta Knight now sporting a pair of bat wings flies after you in a last-ditch effort to defeat-no KILL you! Better hurry! But just as you are about to escape you see a lone waddle dee making his way to the exit but seems to be lost. He’ll make it to the exit by himself just fine, but you can save him yourself and get him to safety. Either way you make a dash for the ramp. When you are close to the ramp Meta Knight flies away knowing that he lost. As you jump off the ramp and land on a nearby cliff, you see the other Star Allies looking at you with relief. Before you leave, you glare back at the Halberd as it began to crash into the ocean and sink. Meta Knight definitely survived now that you know he can fly, he clearly flew away. With the Halberd gone you, Kirby and the Star Allies begin to ride off into the sunset. Time to go home and take a nap.

Reward- Sailor Dee (Setting Sail): If you rescued the lone Waddle Dee, he will hop off Wheelie thank you for helping him and leave. He pauses and says that you’ll meet him again, he just needs to find his umbrella. Sailor Dee may have some fight in him. You can’t wait to fight alongside him. Sailor Dee fights very similarly to the Parasol Dee with the exception that he can fire balls of water from his umbrella, can extend a blade from the umbrella to stab with. And can even swing an anchor that is attached to it from the top of the umbrella. *“AYE AYE!”*



Milky Way Wishes: Thank goodness after all that excitement with Meta Knight, you can sit back and relax and enjoy a full morning’s worth of sleep…wait what? It would seem that the sun and moon are fighting. How’s anyone supposed to sleep or work or play or do anything really with the sun and moon acting like this. “Hey! Hey! Hey! In order to stop the serious fighting between the sun and the moon, you will need to visit many planets and summon a comet.” This came from a stranger that randomly appeared bouncing on a ball. Now you could question him but you really don’t have a choice at the moment. Also Gad states that maybe the Jambastion Cult had placed some of the Star Allies on different planets. You tell the other Star Allies to stay seeing the Warp Star only has room for two and multiple of Warp Star can flying through space is not safe. So, you and Kirby set off to gather the star power from the different planets near Pop Star. A side note if you are taking the “Milky Way Wishes (Copy Power)” Scenario you have to deal with both the regular bosses and the champions, good luck. Now on to the adventure proper. The first Planet you want to go to is Floria. Floria is the flower star. From a distance it looks like a great big garden. There is one catch this world. The 4 seasons are in a state of constant change. In other words what would normally take a few months to go from winter to spring, on Floria it

can change in a matter of minutes. Navigate through this rather pleasant world to find the boss of this world. Up next is Aquarius. Aquarius is the water star. From a distance the entire planet seems to be made of entirely of water. This is not true. It does have little bits of land. Those bits land have tropical and features vegetation. But Aquarius real impressive feature is that its civilization is actually under water. So, this is the Atlantis planet in a nutshell. Hopefully this planet won't be too much trouble. You might be a bit sore after swimming so much in Aquarius. Before you go to the next planet take a detour. In between your next world and the world that comes after that you'll notice an odd star. This is actually a planet. It has been identified as "???". "???" Seems to be the home world for TAC's Species. However, one individual sticks out like a sore thumb. He's not of TAC's kind, he seems to be a small being with a large cape and skull for a head. He's Anti-Villain a Star Ally. Liberate him and get off this planet. With Anti-Villain found and liberated now it's time for the real next destination: Skyhigh. Skyhigh is the cloudy star. The star itself look like a big cloud. And the surface reflects this as the ground is made entirely of clouds. As you progress through the clouds, you'll eventually be stopped by a pegasus mini-boss. Said Pegasus is shooting UV beams. This is Holey another Star Ally. Beat and then liberate Holey and move on to fight the boss. Time for the next planet, Hotbeat. Hotbeat is the scorching star and looks more like a sun instead of a planet. A very precarious planet to navigate with most of the planet's surface being lava. Try to keep your cool while you navigate through this hot planet. Get to the boss, defeat the boss and move on to the next planet before the heat gets to you. Your next destination is going to be Cavius. Cavius is the cavern star. The surface of Cavius is mountainous, but it also has many craters. The surface is not the important area here though, the system of caves that are in the mountains are. Get ready for a fight because Cavius seems to be home to a number of midbosses you have to fight in order to get to the boss. Keep your spirits up and fight on. Once you are done with Cavius your next planet will be Mekkai. Mekkai is the mechanical star. The entire star looks handmade. In fact, it might not be a planet but a VERY large space station. Mekkai seems to have some serious security measure that features numerous hazards and traps for you to get past. When you get to an area that looks eerily similar to the Halberd's elevator rooms, you'll see a robot that has some sort of anti-grav technology. He is Grevitee one of the Star Allies. Liberate him and proceed to the boss. There is just one more Star Ally left to find. Turns out that they are on Halfmoon, the next planet you have to go to. Halfmoon is the star of eternal night. From a distance it looks like a moon with clouds. Halfmoon has two parts: One half having strong winds and chaos, and the other half being covered in stars. Better be prepared to fight against harsh winds and wade through the chaos. Soon you'll find yourself in a room with stars and carts. Near one of the carts is a star shaped creature. He is Starmet, the last Star Ally for this adventure. Liberate and press on to the boss. Now with all the star power you have amassed you summon Nova the comet. However, after you summoned him, Marx comes in and interrupts you before you can say your wish. "I wish to control Popstar!" It is at this moment that Marx explains that he made the sun and moon. He waited until you summoned Nova and made his wish. Now his new power and you stranded he's free to do as he pleases with Popstar. He flies off leaving you and Kirby for dead…That's it. Its all over…no. This isn't the end. Just as you were about to accept your fate Kirby somehow called to the stars for power and forms a hover craft called the Star Chariot. Both you on board you fly off to stop Marx and Nova from making this insane dream come true. First you need to stop Nova somehow. Best way to do so is from within. Surprisingly the sun and moon stop fighting and try to stop Nova. Enter Nova and find out where his power source is. Keep flying for a bit and you'll find his core, strangely it looks like a heart. It seems to be connected to the eight columns in the room. Destroy those pillars and Nova's Core will be destroyed. Exit from Nova to face the mastermind behind all this madness. MARX! Marx is not an easy

opponent he can teleport all over the place, can shoot lasers, drop ice bombs, and even creates rifts to a realm of pain. Stay strong and you will overcome him. For some reason after defeating Marx, he flies into Nova and Explodes taking Nova with him. With Marx's defeat the Sun and Moon are back to normal. Well, that's it for this adventure. Time to go home and get some rest.

Kirby's Dream Land 3: One day you were out fishing with Kirby and Gooey. Until a large shadowy creature tangles itself to Popstar. Upon closer examination it looks very similar to Dark Matter. Well, this creature seems to be a bigger version of Dark Matter. You and Kirby must stop this new threat. Rick and his pals wish to help you again. You welcome their help. However, Rick made 3 more friends since you last met him. Nago the Cat, Pitch the Bird, and Chu-Chu the slime. No Chu-Chu is not an octopus. Gooey also wants to help because well he thinks it's going to be fun. With these four newcomers you set off on your new adventure. Now similar with your adventure dealing with Dark Matter, you can't rush through this journey. This time you'll need to find Heart Stars in order to get the chance to face the shadowy figure. So, your journey begins in Grass Land. You could try the challenges to obtain the heart star yourself, or you can let Kirby handle it. Either way your journey begins. In the second stage of Grass Lands, look up. You'll see witches flying around. One of them is wearing a hat. That one is a Star Ally. Her name is Witch Keke, actually it's just Keke but she insists on being called Witch Keke. Anyways liberate her and move on. Not long after you'll find your next Star Ally, a living ball of flame. The sentient flame name is Bobo. Liberate him and continue through Grass Land. Continue through the stage of this area and confront the boss of this area. Whispy Woods is back and he seems the same until you damage enough and his face change to look like a demonic tree's face. Next section is Ripple Field. Ripple Field is more of a beach than a field. Make your away through this tropical local and make it to the boss, Acro the whale. Strangely, Acro is walking on land for the first part. When Acro takes enough damage both and Acro will be sent underwater for remainder of the fight. Fighting underwater is harder due to the fact that most of your Copy Powers don't work too well underwater. But it is not impossible just power through and you'll triumph. Sandy Canyon is up next and it lives up to its name. The area is like a hybrid of a desert wasteland and canyon. In the second stage of the Sandy Canyon, you'll see a mole with a shovel, he's Doka another Star Ally and the last Star Ally for this adventure. Liberate him and move on to the next boss, Pon and Con. Pon is a round, pudgy raccoon and Con is a fox. To move on to the next location you have to beat them both. This not as difficult as it sounds. It pretty much like fighting Lololo and Lalala again. Stay strong and keep your spirits up and you'll be fine. Next location is Cloudy Park. Cloudy Park is actually an area high up in the clouds so the cloudy part of its name fits. Try not to trip and fall into pits. Traverse the skies to get to the next boss. The boss in question is Adeleine. Yes Adeleine, it would seem that she has fell prey to some sort of corruption. You don't need to liberate her like you did with the Star Allies. Just knock some sense into her. Well before you do that you have to fight the creatures that she conjures by painting them. Don't worry though the creatures are actually bosses that you have fought before. First is Ice Dragon, second is Sweet Stuff, then Mr. Shine and Mr. Bright, finally there Kracko. Beat all four of them and Adeleine will attempt to rush you swinging her paint brush wildly. Hit her once an she'll down for the count. She's still alive by the way, you'll encounter her again in a future adventure. On to the next location: Iceberg. As expected, this place is covered in snow and ice. However, the oddest thing is the castle in this area, it bears the same coloration as King Dedede. Make your way through the snow lands and up to the castle where you will face you next boss. The boss predictably is King Dedede, but he doesn't seem to be himself. His eyes are closed, as if he's

sleeping but his movement says otherwise. He can see you despite his eyes being closed. When you thought you have beaten him, He starts floating in the air! Okay something is definitely not right here. As you fight him his belly will act open up to reveal a mouth that will try to bite you or an eye that will shoot projectiles. When you beat him though some sort of dark smoke will seep out of Dedede and fly off to the center of Popstar, where the large shadow creature dwell. With all the Heart Stars you, Kirby, and the Star Allies follow it. Just like with the Rainbow Drops, the Heart Stars will combine to form a wand called the Love-Love Stick. Kirby will grab it and fly off to face the shadow creature with Gooey's help. You don't really need a special artifact to fight this entity, just the ability to fly. If have this sort of ability through a Copy Power or an item follow Kirby and Gooey and prepare to fight in the Hyper Zone. As expected, the final boss is Dark Matter! He seems to fight the same way as he did the first time you encountered him. However, after you beat him again, another figure will appear revealing themselves as the real mastermind. A large white spherical creature with a red eyeball, named Zero. Zero is a much different opponent than Dark Matter. For one he can spawn Dark Matter-like creatures to launch at you, use his blood as projectiles, try to ram you with his massive body. Just as it seems you have beaten him, his eyeball will remove itself from the body and tries to fight you, and yes, it is a bloody as it sounds. The eyeball doesn't have much attacks outside of ramming you. Keep attacking it, and end this fight. With Zero destroyed the large shadow will be destroyed as well. That will bring this adventure to a close. If you have purchased Gooey, he will join you from this point on.

Reward- Nago, Pitch, Chu-Chu (Trio Successors): After defeating Zero and bringing peace back to Dream Land. Nago, Pitch and Chu-Chu thanks you. Also, they want to join you on your adventures. Especially Chu-Chu, Kirby's supposed girlfriend. They can use the abilities that they previously need Kirby for on their own. *"We can cross the land, surf the seas, and soar the skies like our animal friends to!"*



Kirby's Super Star Stacker: You and Kirby's relaxation is interrupted again except this time by a sentient star. The star introduces himself as Mr. Star. He explains that he was hit by a cannonball and hist powers were scattered as star pieces. You and Kirby can give him the help he needs. Time to go around Dreamland and find these Star Pieces. Unfortunately, the star pieces have been found by some unsavory people and you are going to have to take it from them, by beating them in a puzzle game similar to Tetris. First, you'll have to take it from a Waddle Dee, he'll be easy. Next will be a Poppy (a bomb throwing enemy similar to Poppy Bros Jr.), who's a bit better at this game than Waddle Dee. Next is

Lovely, she'll actually be a legitimate challenge for you. Surprisingly one of your own Star Allies has a Star Piece, Knuckle Joe. But he won't give it back on the count of finders' keepers and that he really wants a fight. So beat him and move on. Once again, a Star Ally has a Star Piece. Except this time its Chef Kawasaki and he's cooking the Star Piece. Beat him quick before he eats it! After winning move on to your next opponent Meta Knight. Meta Knight will try to stop your quest and tells you to leave the Star Pieces with him. Considering that last time you saw him he tried to kill you, while his ship was crashing into the ocean; Kirby is not going to trust him and neither should you. Defeat him and take his star piece. King Dedede will have the last star piece and is the one who shot the Mr. Star out of the sky. Time to make him pay! Defeat him and Mr. Star will be restored and will leave. But a witch named Gryll will hear of your skills and challenge you. Defeat them and prove them that you really are that good. Putting this fun little quest to rest.

Reward- Tick Tock Jr (Right on Time): Well people will hear of your exploits with this adventure. This Individual wants to join you. His name is Tick Tock Jr. He explains his reason for wanting to join is that you are pretty good and his father, Mr. Tick Tock has gone missing. So, he thinks by sticking with you he'll find his dad. Considering that Mr. Tick Tock is a Star Ally that possibility is almost a guarantee. *"I'll get to the finish under a minute or less"*



Reward- Gryll and Mr. Star (Stackers of the Stars): Tick Tock Jr. is not the only one who wants to join. Gryll wants to come along and possibley pick up a few moves from you. And Mr. Star wants to come along as a form of thanks for helping him. *"I'm ready to stack things up"*



<u>Kirby 64:</u> One day you see Kirby walk up to you with a fairy following him. The fairy explains that a crystal that she was trying to protect was shattered to pieces and needs help collecting them. According to her the Crystal Shards (Roll Credits. DING!) have fallen on Popstar and other Planets. You ask her how

did the crystal break and what was she keeping the shard safe from. Her explanation gives a grim feeling. She says she was attacked by shadow like creatures with one eye ball on them. Dark Matter has returned. You smile and agree to come along on this adventure. The fairy tells you that her name is Ribbon. All available Star Allies decide to join you on this journey. For this journey Kirby will need collect all Crystal Shards in order to complete this adventure. You can help him but for the most part Kirby can handle it, you're focus for this adventure is to find the three Star Allies for this adventure. The Dark Matter that followed and attacked Ribbon, are now on Popstar. This will be revealed when you see a Waddle Dee (who will soon become Bandana Dee) be turned into a corrupted version of a Waddle Doo. Defeat him and take the Crystal Shard that he had. The Dark Matter that was possessing him will fly away. Also, the Waddle Dee will join you. Next you are heading into a forest area. Find your way through the forest and come out on the other side. Then you'll see Adeleine. She is busy painting something until a Crystal Shard lands near her, interrupting her work. She picks it up to admire its appearance, until a Dark Matter possess her. She'll fight the same she did when you first encountered: By conjuring creatures by painting them and sending them to fight you. Eventually she'll just to charge at you swinging her paint her at you. Defeat her and grab the shard. After being freed from the Dark Matter, she'll join on this adventure. Now you are entering a castle. Climb to the top of the castle to see King Dedede. Shortly after you see him, a Crystal Shard drop near him and he'll pick it up. When you and Kirby ask for the shard, he stubbornly refuses to give it to you. Unfortunately, a Dark Matter will land nearby and possess King Dedede. Beat the Dark Matter out of the King and nab his Crystal Shard. You explain the situation to him. He refuses to join you on the count of his rivalry with Kirby. Eventually he decides to put his grudge to the side for now and joins to find the Crystal Shards. Boss time! And its Whispy Woods…again…for the fourth time. Well, this time he has brought some smaller tree creature to help him. You are going to have to defeat those before taking on Whispy himself. When you do Whispy becomes enraged and starts using a spike attack with his roots. Attack his roots to damage him. Defeat him and you'll be rewarded a Crystal Shard. After Beating Whispy Woods. The Crystal will display an image to show you where to go to next: an unstable looking planet called Rock Star. Just you were going to get a Warp Star, Ribbon flies through the image, entering the crystal. You follow her example and the others do the same. With everyone boarded the crystal flies off to Rock Star. When you arrive, you noticed that Rock Star is a desert planet. It was going to get hot for a while. However, as you progress you see signs that there was a civilization here once. You begin see ruins as you pass by and a large technological structure up ahead. That Structure is where you need to go. Once inside make your way to the top. As you are nearing to the top you will encounter the boss for this planet. Three octahedra beings called Pix. At first can't be harmed as they stay out of you reach. But once you reach the top. They will be in range for you to attack. Pix attacks by conjuring an energy blade to slice you. Outside of that they don't do much. Destroy them to get a Crystal Shard from them. After beating Pix, you exit the structure and return to the desert where the heat begins to get to Kirby. You all decide to stop to eat and a take break. After a while the Crystal will show the next destination: Aqua Star. Once again you enter the Crystal, but Kirby doesn't; he too busy munching away at his food until Dedede grabs and pulls him into the Crystal. With that you're off to Aqua Star. Most of Aqua Star's Surface is water, so most of its land is made up of small tropical islands and sandy beaches. Also, this planet will have two Star Allies. When you start on a beach and make you to a cave keep an eye out for a cave girl throwing spears. This cave girl is Yariko. Once you find her, liberate her and continue with you adventure. The next area you are heading to is a forest. Make your way through the forest and head back to the beach. On this beach you'll find your next Star Ally. A blonde-haired, sphere-shaped creature wearing a grass skirt, and using

maracas. This creature is called Chacha and she's the next Star Ally. After liberating Chacha she'll replace her maracas for a pair of bells. With that, navigate to the boss of this planet Acro…again? Well yes it would seem you have to fight Acro again. This time the fight with him is going to be underwater from start to finish. After enjoying sometime skipping stones the Crystal will take to you next planet: Neo Star. Neo Star surface is covered in planet life. You are gonna find yourself navigating through jungles to get to the boss of this planet. Well actually you start with the jungles then travel into cave and underground tunnels, then through a mountain range, and finally through active volcano. In said volcano is where you will find your next boss. Magman. A large being made entirely out of magma. For first part of the fight, he remains in the background of the arena. To damage him you must strike the tendrils of magma that tries to burn and squish you with. After taking enough damage Magman will begin phase two of the fight. No longer in the background he'll face you hand on, and must answer in kind. Keep attacking and he will fall. Grab the Crystal Shard that he has and leave the volcano. Unfortunately, the Volcano erupts might be as a result of you defeating Magman. But no point thinking about it now, YOU NEED TO GET OUT OF THERE!! Luckily the Crystal agree and immediately shows the next location you need to go to giving you an escape. But the crystal begins floating away, as if it was trying to get away from the erupting volcano. Ribbon flies in first, followed by King Dedede who helps Ribbon to get in, then you jump in, Kirby is next who helps Waddle Dee get in. With everyone accounted for your off to Shiver Star. Hmm. There's something about Shiver Star that seems familiar. Well, that's not important right now. Shiver Star seems to be stuck in perpetual state of winter. Make your way through this winter wonderland, travel amongst the clouds until you make it into a factory. Once inside the factory start climbing to the top. Soon you will be in a room with rows of generators. You'll come across a creature that resembles a walking electrical plug. Meet Plugg, the last Star Ally for this adventure. Liberate Plugg and set a course for the boss of Shiver Star. The boss you must face for Shiver Star is HR-H. HR-H is a large robot with bladed arms. His armor is indestructible. His arms however, are not. Wait for him to take a swing at you, dodge out of the way and attack his arms. Repeat this process enough times and HR-H will transform into HR-E. HR-E has the appearance of a rocket ship and will start chasing you. The only way to damage him now is to attack the unprotected parts of his body. Eventually you'll defeat the robotic opponent and are given a Crystal Shard for your troubles. With that done you leave the factory. Back outside the Crystal shows your next location and a grim sight to see. Ribbon's home world: Ripple Star is besieged by Dark Matter. It appears that Dark Matter has already taken over the planet completely. She looks to you and the others. Each one nods agree to help. You nod as well. Everyone begins to enter the crystal, but Kirby trips and the others enter first. Ribbon Helps Kirby into the Crystal and finally you enter. Time to save Ripple Star. When you arrive the area, you start in doesn't seem to be corrupted yet, so you better be quick and stop Dark Matter. All seems fine then you get close to a palace. Suddenly the atmosphere is much different. There is hanging feeling of dread and despair. The sky is clouded with unnatural black clouds. According to Ribbon the palace up ahead is where you need to go to next. But it is surrounded by a fog of the same black clouds that are in the sky. Clearly it is not safe to go in through the front door. Waddle Dee will wave to you pointing you to a well. Take the well make your way through the tunnels that leads into the palace. Once inside the palace, you'll notice things are not any better inside, in fact it's worse in here then outside. Enemies are more abundant, you have the feeling the something is watching and is waiting for you, and most of all someone is playing an extremely catchy jazz melody somewhere. Ignore that last fact and start climbing. As you get closer to the top, the rooms seem to get darker and darker as you ascend. Eventually you'll come across a floating ball of darkness. That is where you need to go, it must be the center of Dark Matter's forces. Once inside

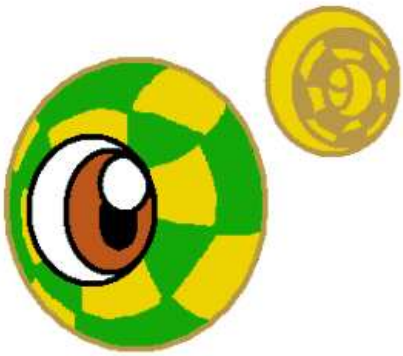
you'll fight Miracle Matter. Miracle Matter looks like a DND dice. Miracle Matter's surface will change to represent one of this journey's Copy Abilities: Burn, Ice, Spark, Stone, Cutter, Bomb, Needle. During this time, Miracle Matter will use attacks based on those abilities to harm you and Kirby. Miracle Matter can only be harmed by whatever ability or projectile is matching the form it is currently in. Otherwise, a force field blocks the attack. So, if you have completed the Milky Way Wishes Scenario this will be no problem. If you have purchased "Kirby's Copy Ability" Perk this won't be too much trouble. If you have purchased the "Fairy Magic and Mix Copy Ability" Perk this will be a little tricky. If you have not completed the Milky Way Wishes Scenario or you don't have any of the listed perks this will be a very tricky fight and you might want to leave it to Kirby to handle. Anyways stay on your toes, stay focused and most of all don't give up. Once you've beaten Miracle Matter the Crystal will send Dark Matter away, destroying it once and for all. YOU HAVE WON! Or so it seems. The Crystal Suddenly shines a bright light on the queen fairy. This exorcises the Dark Matter that was possessing her. The Dark Matter will fly off and begin to form a large planet of its own. This is Dark Star the final location. But how to get there, the crystal for some won't get you there. Kirby Luckily has a plan he uses a phone to call a Warp Star to take you to Dark Star. Make your way to the center of the planet for the final boss of this adventure. Here you are fighting side by side with Kirby, against the master mind of all this madness. A familiar white spherical entity greets. Zero has returned and he's now Zero Two. The only way to damage him is to attack his cactus tail. To get to the tail you must destroy his halo. The get to the halo you must damage his eye enough to temporarily blind him. He'll recover from the shock of losing his halo and create a new one. Little tip for you. If wish you can destroy Zero's Wings if you damage him enough. Repeat this process until Zero is Destroyed once and for all. With Zero Two destroyed so too is Dark Matter meaning you'll never have to worry about them ever again. Return to Ripple Star for celebration and to be award with necklaces with a similar Crystal to the Shards you have been collecting during this adventure. If you have purchased Adeleine and Ribbon, they will join you from this point on.

Reward- Queen Ripple (Queen of the Crystal Shard): With Dark Matter Destroyed, Ripple Star won't have to worry about anything for a long time. You are about to leave for Popstar, when Queen Ripple runs after you. She tells you that she wants to join you. She doesn't tell you why directly but she does steal a few glances at King Dedede. With a shrug you agree to take her with you. Queen Ripple's attacks and abilities seem to mimic the Mix Copy Abilities from this adventure, yes this means she can attack with a flaming sword. Might as well bring her along. *"I-I-I-I-I can help out!"*



Kirby Tilt ‘n’ Tumble: Strange creatures begin appearing on dreamland. Stars are missing. Well time for you next adventure. What makes this one particularly tough is that with little Warp Stars travel is going to be tricky. But follow Kirby to find your way around and to complete this venture. Once the stars have been returned to the sky, this adventure is over.

Reward- Orbservor(Tilt-N-Tremble): This one eyed creature is not of Dark Matter’s spawn. The Observors is a mystery in its own way. No one really knows where it came from. This one wants to join you. It fights in a manner similar to Miracle Matter. Don’t see a reason not to. Might as well welcome it to the team.



Kirby Air Ride: This is just a nice distraction to get better at riding your Warp Star. If you have purchased the Air Ride Machines, this will help you get better at piloting them. Try not to have too much fun though. You still have more adventures to get through before you are done with this scenario.

Kirby and the Amazing Mirror: High above the skies of Dreamland, the mirror world needs help! A shadowy figure is unleashing chaos on the peaceful world! Meta Knight flies into the mirror world to protect Dreamland! However, just as Kirby is about to join Meta Knight to help and shadowy aberration strikes the pink puffball splitting him into 4. Instead of one Kirby there are four: One Pink, one Red, one Yellow, and one Green. You come just in time to see this. The four puffballs jump on a Warp Star to head into mirror world. You board a Warp Star of your own to join them. This adventure is going to be very interesting. Just clarify something from the start about this particular adventure. You will only need to be following and helping Pink Kirby. The other three (We'll call them Kirbs) will wander about and do their own thing. To help keep track of them you and Kirby have been given a special cellphone to call them to you when you need some extra fire power. This adventure has Star Allies to liberate so better get a move on. Follow the shadowy figure that split Kirby into four. After sometime you'll be in the clouds. Just as it seems you have him cornered, he disappears, but the mirror is nearby. Make your through the clouds and you'll encounter a small, green, angel-like being with a small, curved horn, and white wings. He's Cupie, your first Star Ally for this journey. Just when it seems like you caught up to the Meta Knight and the assailant that attacked Kirby, Meta Knight is thrown into the mirror by the adversary, who then cuts mirror into shards. He walks off. Only to be followed by what looks like…a gray Kirby? Said gray Kirby doesn't seem to know where the adversary has gone and head into the nearby door. Follow the Gray Kirby into the door, which leads to your first location: Rainbow Route. Rainbow Route is forest like area that leads to a spooky looking mansion as you are getting closer to the mansion, you'll see the Star Ally Bang-Bang, who is a gray sentient missile liberate and he'll give you some information about the assailant that attacked Kirby and Meta Knight. The dark figure has gone under the moniker of Dark Meta Knight and the reason why he is doing is unknown. You thank Bang-Bang for the information and move on. Only to encounter the same gray Kirby from earlier. You don't know what he wants but it seems like he wants to help. He gives you an invincibility power up and leaves. Take the power up, board the nearby Warp Star, and head to Moonlight Mansion. This is the spooky mansion that was mentioned earlier. Almost immediately you'll encounter a musical note creature. He is Famire, another Star Ally. After liberating him he informs you, that he saw one of the shards, land in the mansion. Explore the mansion a bit more until you find the Boss. The boss of Moonlight Mansion is King Golem. Don't be intimidated by his name, he's essentially a rock version of Whispy Woods. The only difference here being he cause rocks to fall instead of apples and summons Golems for help. Just fight like you against Whispy and you'll be fine. After defeating Golem King you'll be given one of the pieces of the mirror and sent back to the hub area. When You get back to the hub area you'll see snake with a pharoh's hat on. He's Ironaga and he explains that he out cold for a while now, whatever what happened to him freed him from Jambastion's control. With him back look around the hub area. There should be two new doors there. Go into the one that looks like there are trees attached to it. You'll be back in the forest area. Soon after you'll encounter a blue rolling creature. He's Roly-Poly, a Star Ally. Free him from the corruption and go deeper into the forest. AS you continue, you'll end up in a cavernous area called Cabbage Cavern. This is not the area you need to go to right now. You'll come back to this place later. For now, open a shortcut from this to Rainbow Route for quick access. After that make your way through a flooded part of the area to end up at a beach. This is Olive Ocean. This is also not where you want to go to right now either. But before you leave the place You'll come across a particularly small creature. This is actually a Star Ally. His name is Minny. You don't need to fight him just throw the Friend Heart and you're set. After purifying Minny call for a Warp Star to head back to the Hub area, once there take the shortcut that leads to Cabbage Cavern. Now make your way through the

flooded area and get another section of Rainbow Route. From here find your way out of the cavern. You'll be in Carrot Castle; this IS the place want to go to right now. But before you enter the castle itself journey near its perimeter and find the room with its shortcut to rainbow route and that area's short cut to the hub area. Open both shortcuts, go back to Carrot Castle and now enter the castle itself. Once inside you'll encounter a card dealer with a wand and a top hat. He's Maniacard the Gambling Star Ally. Once you freed Maniacard from Jambastion's corruption, navigate through the castle to find its boss. Soon enough you'll be in a room with an electric cage surround the arena and a robot. This is the Mega Titan and unfortunately you cannot harm through your usually methods. What you must do is, knock him into the electric cage to damage him. Do this four times and his head will detach from the body. Destroy the head, get the mirror piece, and find yourself back to the hub area. Now go to Olive Ocean for your next Mirror Piece. Head out to the beach and make your way into the ocean. Once in the water swim your way to an underwater cavern get out of the water to encounter your next Star Ally. Boxy who is a sentient box that uses magic. Liberate her thus freeing the last Star Ally for this adventure. All that needs to be done now is to collect all the Mirror pieces. Just stick close to Kirby and go through the cave. Eventually you'll see another shortcut room. This shortcut will get you back to the beach area of Olive Ocean. After that is done. Head back into the and get back into the water. Swim your way through this cavern until your back in the open ocean, and near a sunken ship. Enter the ship. As you may have guess this is where the next boss is and IT'S A SHARK!!! Well, a shark, torpedo hybrid thing. His name is Gobbler and to him you're his next meal. Just like with Acro this fight is underwater, so use the same tactics you used for Acro on this shark and he'll go down. Once Gobbler has gone belly up, you'll be given your next mirror shard and sent back to the hub area. Head through the shortcut that leads to Carrot Castle. Now, from there go in the opposite direction of the castle. If it gets colder, you are going the right direction. Eventually you'll be in Peppermint Palace, an ice area. Yeah, expect for some slippery areas. But it's pretty. Navigate through the palace and make your way towards the boss. The boss for Peppermint Palace is a magician called Wiz. However, when you defeat him, he seems to just shake his head as if he was waking up from something. He then looks at his surroundings for a bit before disappearing living a note that says "Thank You" and a mirror shard. Take the shard and get sent back to the hub. Head back Rainbow Route and find your way back to the Cabbage Cavern and locate the shortcut between Cabbage Cavern and Rainbow Route. Unlock the shortcut. Now go back to Peppermint Palace and make your way to the roof. There you'll encounter a mini-boss. Defeat the mini-boss and take the Warp Star that is up there. This will bring you to Candy Constellation, a space themed area. It is here where your next boss is. First, find and unlock the shortcut back to the hub area. Move on after your do that. If you encounter Master Hand from Smash Bros., you are going the right way. When you enter the boss room, you notice that Master Hand is back and he brought a friend: Crazy Hand. Now you have to face both Hands to win this fight. Take solace in the fact that Crazy Hand doesn't have his abilities from Smash Bros. and fights just like Master Hand. With the hands beaten take, the mirror shard. Now back at the hub, head to Cabbage Cavern. You can finally fight the boss of this area; you just need to find them. But first head upward through the caves until you reach Mustard Mountain and open up the shortcut. Once that's done head back to the Cabbage Caverns and travel Deep into the depths until you reach the bottom. There you'll be greeted by Moley a large mole foe that has the mirror shard. He'll burrow underground and pop up to throw stuff at you as a form of an attack. Keep an eye on its movements and strike when he pops up. Once beaten take the shard. Now back at the hub take the shortcut to Mustard Mountain and head to the peak for your next boss. Once there you'll see a familiar eyeball cloud. Kracko returns but with little change. Defeat him and take his shard. One to go, but where

is this final location. Go through the shortcut that leads you to Cabbage Caverns go out the door that leads away from the boss. You'll be in Radish Ruins, here is where the last shard is. First find the shortcut and open it. Now begin your archeological search for the boss. Once you have explored the inner areas of the ruins head to outer areas to explore. Eventually you'll be in an area that would be perfect for a showdown. A lush field with sunset on the horizon. AS you get close the gray Kirby will appear and gives you a full health recovery item and leaves. Now it's time to face the boss of this area and nab the final shard. You enter the boss area to be met with…Meta Knight?! Wait no this isn't Meta Knight! Whoever this imposter is you must defeat them. Despite being an imposter, this Meta Knight fights like the real Meta Knight, in skill and moves. But you have faced Meta Knight before and won. This guy may seem tough be but you can do it. Once he's defeated, his mask will split in two and will turn gray. Making it clear that he is not the real Meta Knight. He escapes, leaving his mirror shard behind. With that the Mirror is completely fixed. Head into the mirror to enter Mirror World, Call the other Kirbs to you using your cellphone. Inside you'll find Meta Knight. HE'S ALIVE! But wait there's another one on a ledge above you and he's pointing to the one in front of you "He's the imposter!" You look at the imposter who begins to change. Sporting a gray color scheme. Meet Dark Meta Knight! Take him out. With you, Kirby, the three Kirbs, the Star Allies you liberated this guy doesn't stand a chance. Once he goes down, he'll shatter like a mirror. Just as you are about to do a victory dance, you'll be sucked into a portal taking you to the one behind it all. Meta Knight tosses his sword through the portal as you fall into the vortex. Kirby will grab it to prepare to fight what comes next. If you have your own Galaxia or the Rainbow Sword, I'd suggest you use it now. Your next opponent is Dark Mind. You'll have to face him in his first form a couple of times before he reveals his true form. A flaming eyeball that looks eerily similar to Zero. Be careful when fighting him he's a tough and devious fighter. But once he's defeated you can sigh a breath of relief its all over. Time get out of the Mirror World and with a new friend Shadow Kirby

Reward- 4 Kirbs(All for one): The four Kirbs look at one another before looking at you, smiling with anticipation. Thinking about it now having 4 of the Puffball can be fun. You nod welcoming them to the team. Each Kirb has their own move set corresponding to other Copy Powers. Shadow Kirby can breathe fire, envelope themselves in a Fireball Inferno, breath ice, envelope themselves in an Ice Storm, toss a bomb, throw cutter boomerang and can attack with his own version of Master Sword.
"Poyo!Poyo!Poyo!oyoP!"



Dream Friend Wiz (Magical Act): During your time here, you found a strange individual with a knack for magic tricks. When you have defeated him, he seemed to be snapped out of trance. He reintroduces himself as Wiz and thanks you for free him from Dark Meta Knight's Influence. *"Time for the Magic"*



Kirby Canvas Curse: You were having a nice nap until a cackling laugh awakes you. Your home is slowly turning into a painting. Without even thinking you get out of bed and followed where the laughter came from. You find a vortex and jump in. Once on the other side you see Kirby who is now a ball. In addition, you can't use any copy powers, except for ball. But you have some sort of paintbrush. Swiping the air with it creates a line. Upon testing the line you created you can tell that it can hold Kirby. Time to find who is behind this and make them pay. In your first area called Plant Plain you'll encounter a floating ball in monochrome color scheme, wearing a top hat. He's Joke Hatter, a Star Ally that seems a bit Cartoon like. With him nabbed, continue with the adventure until you make it to the home world of the one who did this. You must way through the lands of this place: Reddy Land, Arange Gorge, Iello Adventure, Neo Greo, Bloo Hills, Omarine Zone, Wonder Lilane and The World of Drawcia. There you'll face Drawcia, a witch with power over paint. Use the paintbrush to help you defend against her attacks and help Kirby to land blows on her. After a while Drawcia will morph into a ball. Fight together with Kirby to take down this maniacal witch and seal her in a painting. Just as you leave "WAIT!!!" You stop to turn to the painting "Don't leave me like this! Tell you what release me and I'll make it worth your wild." You continue to walk away not believing her "I MEAN IT! I'll join you." THAT got your attention. You turn around and tell her that you'll release her if she promises not to do anything like this again, to fix the damage she's done, and to join your side. She agrees hastily not wanting to be a painting any longer. Release her and she sticks to her word and undoes everything.

Drawcia (World of Portraits): A witch to her word and not wanting to be back in a painting Drawcia joins you. Her painting magic is powerful and she can levitate. She can even use abilities similar to the Ball Copy Power. *"Don't worry my sisters, our dream will have to wait!"*



Kirby Squeek Squad: You are having a picnic of sorts with Kirby until Kirby's cake got stolen. Kirby immediately starts making his way to King Dedede's Castle. Sigh, that foolish king will never learn huh? Follow Kirby and help him out. If Dedede took Kirby's cake, he might steal your desert as well. Make your way through the plains and towards the forest to find your first Star Ally in the forest a spherical yellow creature that floats through the air in a puffy cloud. He's known Cret. Liberate and inform him of the situation. Cret will join but, he also will tell you to keep an eye out for something called Ghost Medals. In the next room of the forest, you'll encounter a furry brown mammalian creature. It has two mole-like claws on each of its hands, pointy ears, and a tiny black nose. Its muzzle and the top of its hands are tan. It has two visible toes on its tan colored feet. Its eyes are always closed. This creature is known as Gaw-Gaw and he's your next Star Ally. After freeing him from the corruption he'll pounce you and lick your face. After that little distraction head on out of the forest. Once you are out, you'll find a big treasure chest. The minute Kirby picks it up though you'll encounter a group of mice creatures who are looking at the chest with greed. Better not try to be diplomatic, because one of them has murder in their eyes. With the treasure in hand make a break for the exit. Once your through, the mice will give up their pursuit but if one of them snags the treasure from you chase after it to their hideout and take it back from them; which will have you fighting whoever stole it. Speaking of treasure chests for this adventure you and Kirby will DEFINITELY want to find these bigger treasure chests. Some Star Allies can only be Liberated, once you have a certain item to gain access to them. Those items or rather the pieces of those items can only be found in these large Treasure Chests. So, keep an eye out for these treasure chests. Anyways with all that dealt with take the Warp Star to Dedede's Castle. It seems like Dedede made a few changes to hist castle. Before you go straight to the king, explore this place a bit first. After all there is treasure to find. Inside one of the chests is a…vial of some sort of red liquid. Once you have found all the treasure that can be found in the castle go and confront King Dedede. After you beat the King, question him on what he's been doing and why he took Kirby's cake. Dedede Will explain he doesn't know anything about Kirby's Cake but he's been robbed and he has heard of a group that is behind this. Just as you are asking about this group. A whirlwind appears revealing the same group of mice creatures that you have encountered before. "Well, hello." One of them greeted "I am Daroach and this my crew. We are the Squeaks and consider your treasure and your cake ours" with that they begin to make their escape only for Dedede to pick up and throw Kirby at them. The shot hits causing

Kirby and the Squeeks to fall into a deep chasm. You thinking quickly follow after them, reminding yourself to beat King Dedede extra hard the next time you fight him. The area that you and Kirby end up in is called Nature Notch. At first you are in a tree. Leave the tree and encounter your next Star Ally. A large sentient metal creature. He's Metlun and after liberating him, he tells you something about the Vial of red stuff you found. That is apparently Vambatty's favorite drink Red Fruit Juice. Granted it looks like blood but its not. Metalun tells you that Vambatty might come for you if you keep that Juice with you. Considering that Nature Notch is his home. Continue through the forrest until you are in a cave with crystal and there will be another Star Ally for you there. teal creature with light blue feet and a small trunk which it can use to blow out a stream of bubbles. He is known as Bubble Head. After Liberating him, ask him about the Squeaks. Bubble Head gives you quite the rant about them. The short of it is that their group of thieves that steal things that they view as treasure and take it for themselves. It didn't matter what it was: weapons, keys, Music CDs, or even food. With this information in mind, continue forward. Eventually you'll find another big treasure chest. This will get the Squeaks attention. Escape the Squeaks again and open the big treasure chest to find a Star Seal. Keep an eye out for more of them they seem important. Travel throught the crystal cave to find some sort of ruins. Enter the building and be greeted by the sounds of screeching. Dodge the incoming attack from a bat-like creature. It's Vambatty! Metalun was right about the drink. Liberate Vambatty and ask him about the other Star Allies. Vambatty explains outside of himself there are two others who requires the treasure chest to be found. Tedhaun and Bolt. Bolt a robotic Star Ally, was deactivated and separated into three pieces: A head, left hand, and right hand. Tedhaun has been defeated and sealed away. The only to rescue him is to find the pieces of the Ghost Medal to summon him back to Dreamland. You asked who did all this. Vambatty says it was the Jambastion Cult. Kirby reaction to this, depends on your origin. If your origin or one of your Companion's origin is Jambastion Cult, Kirby will look at you in disbelief. Better explain fast. Because you never knew about this. If you are any other origin Kirby will shrug not knowing about it doesn't know who this cult is. After that, continue forward and make your way towards the exit where you'll see another Big Treasure Chest but this time one of the Squeaks has it. Take nab it or go into the or hideout and fight for it. Once you have the big treasure chest open it to find a piece of a medal. Vambatty will confirm that it's a piece of the Ghost Medal. Explore Nature Notch a bit more and you'll eventually a Bolt's Head inside a big treasure chest. Somehow when its out of the treasure chest, it'll activate. Bolt will panic womdering what happened and why he can't feel his hands. Tell him about what happened and the Sqeaks. Bolt Will demand to bring him along as well as help him become whole again; by finding his left and right hands. Head to the boss area to face, Ms Moley. She's either Moley's Sister or Mother either way she fights like Moley except sometime she'll try to slam you with her enormous body. With her beaten move on to the next location: Cushy Clouds. Soon you find yourself in a beach area here is where your next Star Ally is found. Bolt actually points him out. He's yellow Spherical creature wearing a top hat and white gloves. Bolt sneers and says it his rival Hatter. Liberate Hatter and see a rather comical scene between Hatter and Bolt arguing about who messed up between the two of them. Vambatty tell them to knock it off and explains that they need to focus their friends are in danger. Proceed through the beach and obtain another Star Seal. Near the end of the beach area, if you search thoroughly, you'll find another chest that contains a piece of the Ghost Medal. Bolt will suddenly pipe up saying that he can feel his right hand nearby. Follow the directions he gives you and find the big treasure chest that contains Bolt's right hand. When released from the chest the hand will float toward Bolt. Bolt tells you that he has full control of his hand again. Meaning it is connected to him again. With that done continue into the clouds and suddenly there will be a storm.

Navigate through the storm and make it to the boss, it seems to be at first Daroach but he leaves and sends Kracko. But something is off. Kracko looks much different from the last time you fought him. After damaging him enough the clouds dissipate to reveal that it is a mecha and a squeak is piloting it. “HOW DARE YOU?! DO YOU KNOW WHO I AM?!” You tell him that you don’t. Unless you’re a Squeak you can feign ignorance and say you don’t “Hmph. I am Doc the brains of the Squeaks and you have made an error in pursuing us! Face the fury of Mecha Kracko” Doc will now destroy the cloud platforms you were standing on and will create new ones. You are going to have to watch you’re footing from now on but once you defeat him and his precious invention. The Mech explodes and sends Doc flying away; leaving behind a big treasure chest Take the treasure and head to the location: Jam Jungle. As expected, the place is a jungle navigating through it will be tricky. Eventually you’ll find a temple go inside and explore. Keep an eye out for big treasure chests one of them has a Star Seal inside it. Bolt will once again pipe up and tells you that his left hand is nearby find the chest that has it. Open it to release the hand. Now with both hands returned Bolt is whole again and journeying with you. All that leaves is to find the Ghost Medal pieces. Once out of the temple you’ll find an area that looks like a crash site. This doesn’t make any sense the Halberd crashed into the ocean. So, what happened here? Explore this place and pick up any treasure you come across. Head back to the jungles to find another big treasure chest and the Ghost Medal piece inside. Now head back to the crash site to find it connecting to another temple enter the temple for another boss. Once again Doroach is there. “I am impressed by lets see you keep this up. DOC! Time for you to use your newest invention of yours” Daroach vanishes after saying that. You hear something big coming your way. Doc is back and he’s in a mechanized snail like thing. You have to avoid being crushed while trying to damage. Just use the same tactics you used on HR-E for this thing. Which Doc has named Yadogaine. Once it’s damaged enough it will blow up and Doc will be sent flying away. Take the treasure he left behind and go to your next destination. Hope you can keep your cool because you’re heading to Vocal Volcano next. Make your up the mountain and nap the big chest for a Star Seal. Now in the volcano proper watch your footing, as you navigate your way through the volcano and avoiding the lava. Eventually you’ll have to go through a series of room with mini-bosses in them. Last room will have squeak. “Not so fast.” A big Squeak says as he stands in your way. “Put down the Chest and I won’t hurt you. No one can beat Storo! That’s me by the way.” Defeat the muscle head, now Identified as Storo and move on. Before going to the boss, there is a hidden cavern that you should be nearby. Check it out because a Ghost Medal piece is there. Now go to the boss area. As you get close, you’ll see a silhouette of a bird like creature circling the area. Eventually the creature will reveal itself to be a flaming owl. His name is Bohboh. He fights like a flaming discount Dyna Blade. He relies on charge attacks and droping fire balls as he flies by. Despite this he isn’t hard. Keep on the pressure and he is toast. Take the treasure chest that is left behind and head up the nearby mountain to fly towards you next destination: Ice Island. An ice location and it looks like Daroach is here. He’s not getting away this time! Be mindful of your steps for there is plenty of ice on the ground, Try not to slip and fall. Still keep an eye out for treasure here there is a Star Seal here and it’s the last one. Continue on forward and search for the Ghost Medal Piece when it’s found go face the boss who happens to the leader of the Squeaks: Daroach. Daroach is a trick and pragmatic opponent he can teleport, fire ice beams, throw bombs and uses a mallet the launches three star projectiles. After Daroach has taken serious damage, he'll try to protect a certain treasure chest. Kirby thinks it might have his cake. With the chest within reach, Kirby tries to grab it. Only for Meta Knight swoop in from nowhere and snatches the chest. The mysterious knight dash past you and into a door with a lock that requires what appeart to be star to open. Kirby takes out the Star Seals and places them into the door. The lock brakes and the door opens.

Now to go after Meta Knight! Now in Secret Sea, you must go after Meta Knight. Gadd tells you that this is where the Halberd crash landed. Meaning that if you can find Meta Knight's ship you'll find Meta Knight. Time to go swimming. First swim through the ocean, then go into the clouds and find the Ghost Medal piece. Now come down from the clouds and back into the ocean to find the Halberd. Once you find it, enter the ship and make your way up. Some areas will look familiar to you. This means you're going the right way. With that in mind find your way to the cockpit. Here you will fight Meta Knight! He has gotten faster and tougher, since the last time you fought him. He also picked up a new trick: being able to fire fireballs from his sword. But he fights roughly the same way he did before. One good thing about this battle is that you are not forced to fight with a sword, so use whatever copy power/weapon you want. Another thing to note about this battle: The Halberd will launch into space as you fight. But don't get distracted by this and focus on Meta Knight. Once defeat Meta Knight he pleads for you to not open the treasure chest. It starting to sound like whatever is in the treasure chest isn't Kirby's cake but something bad. I mean if Meta Knight is PLEADING with you to not do something, it must be for a reason. But Kirby gets closer to the treasure. Only for the Squeaks to swoop in and take the treasure. They must have followed you. As Daroach opens the chest, a dark smoke begins seep out and the explodes out. The smoke envelopes and disappears into space. You know that anything that can take over a being is never a good thing to be left alone. So, you better go forth into the stars to find the Squeaks and whatever possessed them. Boarding a Warp Star you and Kirby head to an area in space called Gamble Galaxy. By the name alone you can tell you're going to space but it has nothing to do with gambling. It is here where you may find the last piece of the ghost medal. First disembark the Halberd and head out on to deck of the ship and avoid the cannons When you are off the Halberd, go to the nearby asteroid to proceed through this area. The area will slowly resemble Candy Constellation. But that just means you are going on platform and structures that look the ones from Candy Constellation. Evntually you'll find the last piece of the ghost medal which reassemble itself. Once the medal is reassembled Tedhaun will released from with the medal itself. He thanks you greatly for freeing. With Tedhaun freed that will be the last Star Ally for this adventure all that's left is Daroach and the Squeaks. Much sooner than you think almost immediately after you reassemble the Ghost Medal in fact. Now you are faced with a stronger and corrupted Daroach. The bombs he throws explodes and create a pillar of fire. His ice beam is bigger and stronger. His Star Projectiles move faster. He's also tougher and take more punishment than before. But you can beat him if you keep your spirits up and push through the challenge. Once Daroach falls a black star comes out of him and bounces away. ATFER IT!!! But wait, Daroach before passing out gives you, his mallet. Kirby grabs it to runs after the black star. You should hurry after as well. As the star bounces away it seems like it's trying to lead you to a preferred battle arena. Once it stops running it will transform into a bigger star with an eye. Is this a remnant of Dark Matter? No, its name is Dark Nebula and it uses the powers of ice, fire, and thunder. Kirby will use the mallet the stars it launches. You can use whatever you desire to fight. No real specific strategy to use on this guy except hit until it dies. But once it does die, you can rest easy knowing that a serious threat to Dreamland has been eliminated. Kirby however, is still wondering where his cake is. You unfortunately don't know and promise Kirby that you'll get him a new one. Once you get back to Popstar a piece of cake is waiting for Kirby in his house. You have a feeling that this was an apology cake from the Squeaks hoping that this will not have Kirby come after them again.

Revenge of the King: You are a bit concerned it has been a while since King Dedede has truly caused trouble for you. Well just as you have that thought you receive a message from the king himself. He challenges you and Kirby to come to him for a battle. You are surprised by this. No stealing food, no shoot a star out of the sky, not stealing star from the sky. Just an issued challenge. Well, it would be rude to refuse so why not? King Dedede has mapped out a path for you to take as a part of the challenge. So, your first stop is…Purple Plants? That's interesting never heard of that place before. When you arrive, you notice the enemies here are much stronger than the ones in Green Greens. When you arrive, however, you meet your first Star Ally for this adventure: a cat with a bell around its neck. This cat is Nekkato and right now he does not look friendly. Liberate him and he'll become more friendly towards you. With cat in tow, you proceed further with this adventure. Continue through this purple version of Green Greens until you met with your first boss of this adventure Whispy Woods but it seems like along with his leaves being a different color, he's also tougher and his attacks are different. Now he can spew out mini tornados, drop poisonous apples, and can do the spin technique just like Twin Woods. But he shouldn't be too much trouble. After beating Whispy Woods and move on to Illusion Islands. Just as you arrive, you'll be greeted by two distinct enemies that are actually Star Allies. One looks like a Cowboy. The other looks like a jack-o-lantern. They are Slngr and Jack'E respectively. Liberate the two and fill them in on what's happening. The two seem to acknowledge this but point out that 4 Star Allies have been seen in King Dedede's Castle. Travel across these islands and come face to face with a mini-boss who happens to be a Star Ally. Tick Tock Junior will identify him as his father: Mr. Tick Tock. Liberate the father clock and move on. You should end up facing a Lololo and Lalala look a-likes. We'll call them Fololo and Falala. There is nothing different about these two except that they are more resilient. So they aren't that much harder then Lololo and Lalala. So you shouldn't have an trouble with them. Defeat the doppelgangers and move on to Crash Clouds. The area is a similar version to Bubbly Clouds but less calming and more treacherous. Move through this sea of clouds and get to the Kracko. He comes for revenge. He's tougher and picked a new trick shooting lighting like lasers about the room. Beat this cloud and head to King Dedede's Castle. Take a Warp Star fly towards the King's Castle. "Not so fast you little puffball!" A purple snail shouts to you riding on an Air Ride Machine. "You haven't forgotten about me, have you?" Kirby glares at Snail, and Jack'E yells at him "What are you up to Escargoon" Escargoon snickers "Oh nothing special. But I did set up a surprise for you. Hope you like it" Escargoon flies off. AS YOU ARE BLASTED BY CANNONS!!! It's the Halberd all over again. Unfortunately, one of the cannon balls hits you star and begin falling. However, the Sparkling Stars banded together to form the Starship. Time to face whoever fired that cannonball and you see a blimp with a cannon. Kabula is her name…yes, the blimp has a gender. Blast the blimp out of the sky. With the Kabula destroyed time to enter the castle. You and Kirby crashes into the Castle in the hallway but the usual arena is locked. "SIRE! WE HAVE A PROBLEM" Escargoon's voice is heard clearly panicked. "What? What happened?" By the sound of Dedede's voice, he doesn't know what just happened. "Great King, Kabula has been defeated! What should we do?" That sounded like a Waddle Dee "You mean Kirby is coming here now?!" King Dedede was now panicking clearly you were not to be arriving so soon. After the other two voices calmed him down, the intercom was turned off. Okay this time its clear that King Dedede is not as careless as Meta Knight's crew. Anyways progress forward a bit and you'll encounter a green creature carrying a Baton. She is Batona, Star Ally. Liberate her and ask her what's up with King Dedede. She explains that she overheard him talking about getting revenge on Kirby and that he has set up some guards to stop or at least slow you down. First, you'll encounter a Mr. Tick Tock look-a-like. After his defeat you'll encounter a robotic being similar to Gim. Gim will identified it and his brother Jim, an

expert with tops and a Star Ally. Liberate Jim and reunite him with his brother. On to the next Guardian, a metallic snake. This snake is actually the Star Ally Serfant. Liberate the snake and he'll point out a certain individual. A warrior being wearing a mask and wielding a weapon. He's Jutoe another Star Ally. When he's liberated move on to the next room. Kirby will get excite for some reason and will run up to two individuals who were calling his name. Follow after him to find out who they are. They introduce themselves as Tiff (a girl) and Tuff (a boy). You tell them it would be too dangerous for them and suggest for them to go home. Tiff vehemently refused, saying that if Kirby is dealing with a King Dedede that is out for blood she's staying to help. Tuff said that he isn't leaving his sister to have all the fun. Might as well let them stay. Make your way toward a new arena. However, you are stopped about half way there by Escagoon who was wielding a bazooka. He isn't all that hard though, very easy in fact. The one who stood in your way last however was harder. Bandana Dee stands in your way wielding a spear. He's actually pretty good with it in comparison to the other Waddle Dees. When you defeat him, enter the arena. King Dedede has left a pair of hammers for you and Kirby. Your companions and other Star Allies were escorted to the bleachers where they watch you fight King Dedede. When the king does reveal himself, he's wearing a mask and using a modified hammer. This is Masked Dedede and he's trickier than normal Dedede. He has a spin attack. Can shoot missiles and flames from his hammer and can try to squish you by jumping one you. Eventually you defeat him once again. He walks into the sunrise in shame being followed by his loyal Waddle Dees and Escargoon. The King will Evnetually descide to start over with you and Kirby. Thus, ending King Dedede's grudge and ending this adventure. If you have purchased King Dedede and Bandana Dee, they will join you from this point on.

Escargoon (Right back at Ya!): Working with King Dedede again gave Escargoon a much-needed motivation and drive to get back out there and help the big triple D *"Ya better get it with a money back guarantee"*



Tiff (Of the Stars): The incident has attracted the attention one of Kirby's close friends: Tiff. Tiff can be described as the mother hen friend. Which is odd because Kirby isn't a baby…granted he's a child but not a baby. Regardless the recent events cause her to insist on coming with you. Might as well the more the merrier. Some of her attack are aided by here little brother Tuff. Besides Kirby is okay with it. *"Don't Underestimate me just because I'm a kid"*



Tuff (Is the one): The incident has attracted the attention another one of Kirby's close friends: Tuff. Tuff is more of a trouble maker. Which gives Tiff even more to worry about. Regardless the recent events got his interest and begs to come with you. Might as well the more the merrier. Besides Kirby is okay with it. *"You're not gonna take me down that easily"*



Metaknightmare: At some point you'll see Meta Knight looking out in distance. You ask him what is on his mind. He simply states that he plans on summoning Nova but needs to prepare for it. He then looks at you and ask you to join him. Nothing is going on right now, so you don't see any reason why not. But Meta Knight is not Alone he is also joined by his crew and Celti, a Celtic Warrior who's also a Star Ally. Celti states that he wants to help Meta Knight and will only join you if you help. The only other person who will be joining you is Sailor Dee. Unfortunately, Kirby, your companions, and the other Star Allies will not be joining you. So, time to help Meta Knight with his personal journey. The journey will essentially: Spring Breeze, Dyna Blade, Great Cave Offensive, Meta Knight's Revenge and Milky Way Wishes. So just use the same tactics here. However, when you do summon Nova Meta Knight's Wish shocks you. He wants to fight the galaxy's strongest warrior. Nova in response releases Galacta Knight! Best was to describe him would be Meta Knight on steroids. His attacks are powerful, he has a shield that can shoots projectile, has a lance that can shoot lasers. But stay strong and he'll go down and explode. If you have purchased Meta Knight, he will join you from this point on.

Meta Crew (Knightmare in Four): As a form of thanks Meta Crew wishes accompany their leader. Mace Knight is good with a mace and can move really fast despite wielding a heavy mace. Axe Knight will do more than chop with his axe, he can also throw it like a boomerang. Trident Knight can jap his Trident pretty fast and a has a jetpack. Finally, the Robotic Javelin Knight is well equipped to come with you and Meta Knight on this journey. *"We fight day and night to not stay in shape..but to protect our leader Meta Knight"*



Kirby's Epic Yarn/Extra Epic Yarn: Rumors have been going around and turning people into yarn. Okay first it was turning people into portraits, now its yarn. Well, you and Kirby had encountered this sorcerer and got sucked into the magic sock that was around his neck. Your body and Kirby's Body were turn into yarn. Now the two of you must work together to find a way back home and undo this transformation. But the first thing you encounter is a strange creature that looks like a ball of yarn with feet. He's Yanball and one of the Star Allies. Find out about what do about your current issue. Yarnball tells you it would

be best to talk with Prince Fluff. Once you found Prince Fluff and tell him what happened, he'll tell you that the sorcerer that you have encountered is Yin-Yarn; and that he's responsible for your current predicament and has damaged his world. He tells you to help him repair his world and he'll help you take down Yin Yarn. So go and help Prince Fluff repair his world. You're first stop is Grass Land. Use your new powers of yarn to traverse this land of fabric. Soon you'll be facing your first boss. No, it's not a yarn version of Whispy Woods But a Dragon, the Dragon's name is Fangora. He can fire fireballs from his mouth…. well yarn that acts like fire balls in this world. But thanks to your new powers of yarn, you can essentially grab the fireballs and throw it back at the dragon. When the dragon is weakened enough you can grab and slam him to the ground by his tongue. Do this enough times and you will have slayed that dragon. After defeating the dragon, a strange string comes out of the dragon. The string will connect Grass Land to the next destination, Hot Land. Navigate this area of deserts and volcanic mountains to the boss. The boss in this case is called Hot Wing and he's a phoenix. Just repeat the stradgey you used againt Fangora but this time be mindful of your surroundings. Sometimes Hot Wing will dive into the lava and cause to burst from underneath you. When that happens jump on to a platform to avoid it. Once Hot wing has been plucked head to the next destination; Treat Land. Treat Land could be described as something out of kids imagination. The place is made of toys, instruments and candy. Travel through this land but be sure to enjoy yourself along the way. Soon you'll be at what appears to be a magic show. "Ladies and Gentlemen. Please welcome Squashini!" At the introduction a pumpkin-headed magician arrives on the stage. This man is your next boss. Squashini will use magic tricks to take you out, such as blinding you for a minute to tie you up to a lit bomb. Stay on your toes and you'll do fine. Time to go swimming because your location is Water Land. As expected, you start out on the beach and make your way into the waters. The boss you face here is an underwater battle with a giant octopus, called Capamari. Don't be too intimidated by it though. It will shoot fish as projectiles and uses its tentacles to swat you away. But once you see an opening grab it by the mouth and slam him against the wall. Do this enough times and Capamari will be belly up. With his defeat you should be able ot move on to Snow Land. This place looks more like a relaxing winter wonderland than an ice world. Trudge through the snow to the boss. But when you were expecting a boss, you find King Dedede instead. You stay on guard though you don't know how Dedede got here but you can tell he is not himself. True enough not long after seeing you he'll be put under someone's control; you suspect it to be Yin Yarn. But you have to fight Dedede as he is literally being puppeteered to fight you. King Dedede fights exactly how he usually fights just now he's yarn and his attack are now yarn like. You can use that to you advantage. But your real target is the thing that is controlling him, which is above him. With the control/handle destroyed Dedede will be back to normal. Your next destination is Space Land. Which look like space. Make your way through the final frontier of this area and meet your next boss. Meta Knight! He looks like he's fighting for control over his body. But he's given a sword which he grabs and begins to fight you with. Goal is simple avoid his strikes and wait for any opening to get that sword away from him. One you do he'll be given another one. Repeat this process three more times and Meta Knight will be free. With Meta Knight Freed you can now confront the one responsible for all this, Yin Yarn. The next destination is home, Dream Land. Thanks to Meta Knight's quick thinking he was able to snag that magic sock that Yin Yarn had. With it you returned to Dream Land to see it turned into a world of Yarn. You can see where Yin Yarn has hold himself up in. GO GET EM!!! Once you reach the fiendish sorcerer, he'll use his magic to conjure up monsters for you to fight. Use your mastery of your new yarn powers to sling those baddies back at Yin Yarn. After taking some serious damage Yin Yarn seems to be beaten at last. You, Kirby, and Prince Fluff are about to finish up a victory dance until Yin Yarns two scepters

(Which are sewing needles) begin to use the last of the magic string revitalize Yin Yarn into being giant mechanical monster. You can feel your powers returning. While Kirby gets in a robot to fight him. You decide to ride shotgun and control the robots punching arm. Let him have it and return Dream Land to normal. Putting this adventure to a close.

Prince Fluff (Patch Paradise!): Well after helping Prince Fluff found a way to join you in your adventures. He has the abilities of yarn and something called Ravel abilities. These Ravel Abilities seem to mimic the copy abilities in some way. But hey more friends to join you. *"You'd patched up Patch Land, I'll patched up Dream Land"*



Kirby Mass Attack: You were sleeping until you felt something small, bumps into you. You awoke and look to see a small Kirby. He starts hopping up and down trying to get your attention pointing to go somewhere. You follow Kirby's lead and follow him to the forest. What stuck as odd to you is that Kirby was following a strange light that you haven't seen before "Don't worry jumper just help me protect Kirby and liberate any Star Allies that we may find!" The light was talking to you. You shrugged and went along with it. You asked what happened it tells you that Necrodeus, the leader of the Skull Gang; had attacked Kirby splitting him into mini versions of himself. Necrodeus was able to destroy all but one of them. You got the gist of it. Bad guy arrives, decides to cause problems, must make him stop. The minute you enter the forest some strange plant creature takes one look at you and runs away. That was definitely Beanbon, he's Star Ally. Better go after him and liberate him. After a rather tiring chase you finally got up to him. Liberate him and continue onward, in this area called Green Grounds. As you continue you notice the light conjure up more Kirbs from the amount of food Kirby was eating during your trek through the forest, the max number is 10. The way the mini Kirbs fight is similar to that of Pikmin they latch on to a target a begin pummeling until it goes down. You can help by attacking the enemies yourself. Continue through the rather lush forest but then it will stop being a peaceful lush forest and will turn into a spooky forest with spiders in it. Now make your way out of that section of the forest. Eventually you be at the boss of the area: Whispy woods. He will be tricky for Kirby to defeat in his current state. But you are with him so it shouldn't be too much for you to handle. Next up is Sandy Canyon. But it is so far away and the Warp Star is out of the question because even if you were to hold

Kirby as you ride there is a chance Kirby will slip out your grasp. Just as you are pondering this a flying ship approaches you “Hey! Need a lift?” It was owned Daroach “We want to help ya as a way of paying you back for freeing us from that Dark Nebula thing” You accept his help and he flies to Sandy Canyon. As you have expected it was a desert area. Make your way through this area to get to the boss of this area. The boss in question is large cactus creature called Lady Ivy. The Lady Ivy works is that she is invincible to all your attacks, because she is a cactus creature you can’t hit her without hurting yourself. Luckily the platform that you are on when you start this fight acts like a seesaw. Wait for Lady Ivy to get on one side and then slam her with the seesaw. Repeat this process while avoiding her attacks, until she is beaten. Once she’s been dealt with head on over to Dedede Resort. Wait King Dedede has his own resort?! Apparently, he does and keeps it a secret from you and Kirby. Waddle Dees keep the place locked down tight. Watch out for the bombs they lob from out of nowhere! Have Daroach fly you over to this island resort that King Dedede has. Navigate your way into Dedede’s resort castle. In the room before you confront the boss of this area there is a hamster creature standing in your way. The creature that stands guard near King Dedede’s Door is Hamsturr, a Star Ally. Liberate him and confront King Dedede. King Dedede is going to fight much differently than he did the other times. This time he’ll be in a hot air balloon above you, dropping bombs. You and Kirby must knock these bombs back at him so they explode in his face. Sometime he’ll fall of his hot air balloon, pummel him when this happens, he’ll recover and get back on his balloon after short while. Repeat the process until the king has been toppled over once again. This will also reveal that he was possessed by some outside force…again and now he’s free. Daroach will come get you, and take you to your next area. Volcano Valley, needless to say this place is a volcanic wasteland. Avoid getting burned, while getting to the boss, Skullord. However getting to the boss is kind of trippy. You start on this volcanic area and then take a ship into space, then find your way back down to the volcanic area to fight Skullord. Fighting Skullord is more of a puzzle than an actually fight. For the most of the fight Skullord will be out of reach. To reach him you must dodge his attacks and launch yourself to him using cannon that will appear on the battlefield as the fight goes on. Slam on the weak spot of Skullord (A bumb on the head) to damage him. Repeat this process three times and he’s done. Now that Skullord is defeated its time to take on his master, Necrodeus. Take a Warp Star to the realm of this dark being to defeat him once and for all. But before you can do that you’ll have to go through a boss rush of all the bosses you have fought up to this point during this adventure. When you get to Necrodeus he’ll be holding a staff. The light that has been Kirby during this adventure pipes up “THAT STAFF! We need it if we ever want to restore Kirby back to normal.” Necrodeus swallowed the staff. Well, that settles it. You have to defeat Necrodeus to get that staff and restore Kirby to normal. Necrodeus will fight similarly to a foe you have already defeated: Wham Bam Rock. Attack his hands to damage him while avoiding his attacks. When his hands have been damaged enough, he’ll roar in anger beginning the second phase. Now his hands are together in a cupped position. The attack he’ll be using is a clap attack to squish you and Kirby if you within their grasp. Just attack the hands and get away before he can squish you. Keep this up until his hands are destroyed and with it the platform you were standing on. Now you have to “Swim” in the air to manuever. Wiith his head remaining Necrodeus will try to fire orb and beams to damage you. But when he does this, he’ll expose and purple eyeball. That must be his weakness! Attack it and get away before he can hit you with his laser beam attack. Keep this up until Necrodeus is no more, only his staff remains. The light will tell the Kirbs to gather closer to use the staff, there is a flash and Kirby is whole again. Time head back to Pop Star, this concludes this adventure. If you have purchased Daroach, he will join you from this point on.

Kirby's Return to Dream Land: Back in Dreamland once again you feel like you can relax once again. You watch Kirby get chased by King Dedede and Bandana Dee. Meta Knight is nearby reading a book. Seems like a lazy day until a space ship crash lands on Pop Star. Well time to investigate. Upon entering the ship you'll see a strange creature that looks like a magician. He introduces himself as Magolor. He tells you that due to his landing his ship has lost all power and missing its key pieces: Energy spheres (Which are the ships power sources), oars, wings, emblem, and mast. The Energy spheres have scattered all over the place but Kirby, King Dedede, Meta Knight, and Bandana Dee can get to those no problem without you help. The oars, wings, emblem and mast; however, have been taken by some powerful entities. Magolor doesn't seem like he can get those back himself. But, you, Kirby, Meta Knight, King Dedede, and Bandana can. You all agreed to help him get back these ship parts. Magolor thanks you and even tells you that his computer has picked up some unusual individuals that have appeared recently. This can only mean one thing: more Star Allies have shown up. After the exposition, time to get out there and get those parts back to Magolor's ship; he tells you it's called Lor Starcutter. The oars being the closest is first one you should go after. Your first Destination is Cookie Country. A bit of ways in this area you'll encounter a plant like creature floating down. This Leafan, a Star Ally. The computer was picking up on Star Allies. Liberate him, however this time you'll get a warning. Leafan says that the Jambastion Cult has noticed you freeing the Star Allies from the corruption that have been inflicted with. Chances are that some of the other Star Allies are going to be much more violent when you approach them. With this grim piece of knowledge in mind be more vigilant with your liberations. Also, the last Star Ally you have to liberate will fight you as if they were a boss. Soon after you'll encounter a mini-boss. This mini-boss is a turtle with shields on its arms. This is Rolling Turtle, a Star Ally. When you go to liberate him, he'll not only be harder to fight but also stronger. But overcome this, free Rolling Turtle. With Rolling Turtle finally freed from the Jamba Heart's influence, another turtle will show up this one is wearing a head band. He's Fighter Turtle, liberate him. With the Turtle Brothers freed, proceed through Cookie Country. Eventually you will be confronted with a boss. Whispy Woods is your opponent yet again, but he has picked up a new trick. When he's half way to defeat he'll get larger and try to inhale you. While in his enlarged state his attack will be stronger. Defeat him and he'll shrink back to normal size. Also, he'll drop the Lor Starcutter's oars, though they'll be in an orb similar to the Energy Orbs. Return the oars back the Lor Star Cutter. Now on to the next area, Raisin Ruins. When you reach a pyramid section of the ruins, you'll see a girl wearing a wind styled dress. She another Star Ally, and she goes by Twirla or Gusy; either one works. Once she's liberated, she thanks you. Move on after that. Soon after Liberating Twirla/Gusty you'll encounter a large mole wearing sunglasses. He's Dig Dig, a Star Ally. Liberate him and press on to the Boss. The boss of Rasin Ruins is magic gifted individual named Mr. Dooter. He'll conjure skulls to juggle with and then toss at you. He can make his hands bigger to punch you with and will try to squish when enlarges himself, when he's about half way to defeat. Remove this magician from the stage and the Lor Starcutter piece he has: the left wing. Return the wing to Lor Starcutter and head to Onion Ocean next. Soon you'll be in section where are on a bridge, there you encounter an octopus mini-boss. She is Octopina another Star Ally. Liberate her and move on. Once you find yourself in an underwater cave you'll see a pirate ship and nearby a pirate. He's Scurvywag, a Star Ally. Liberate the sea dog and continue your search for the boss. Once you find the boss you'll be greeted by a strange puffer fish creature. The puffer fish is called Fatty Puffer, and he utilizes the power water and swelling himself up. He's first attack will be to swell up, spin like a ball, and try roll you out. He can also spew out high pressured streams of water. Make the fish go belly up and get his piece of the Lor Starcutter: the right

wing. Return the other wing to the ship and head to White Wafers. Ice world you know what to expect when it comes to these places. While you're in this icy area keep your eyes to sky, because eventually you'll see an owl creature droping snowballs. This Snowl, the ice bird Star Ally. Liberate him and continue. Near where you liberated Snowl you'll see a ninja. He's Moonja, liberate him and continue. Soon you'll find a knight wielding a trident. He's Lanzer, liberate him and go on to fight the boss. The boss might give you some anime vibes. His name is Goriath a yeti with stretch arms. At first, he'll simply climb on the wall of the boss arena and throw snow ball. But when he reaches the half way point, he goes Super Saiyan; no, really. He lets out a roar and his hair turn golden. Change in hair color isn't the only thing that changed when he's in this state. He'll now uses his stretch arms to punch you and launch a bunch of ki attacks at you. Keep your fighting spirit a blaze and you'll be able to knock this yeti off the mountain and get his ship piece: the emblem. Return the emblem to Lor Starcutter and head to Nutty Noon. If you think just by the name that you are heading into the sky well you are right. Unfortunately, there are no Star Allies here, so need to be on the lookout for one here. Just make your way to the boss. When you get there, the mast is just there with no guarding it. Well, that was easy grab it and return it to the ship…wait. Just as you grab it, it moves out of reach and is consumed/absorbed by a large, winged, impish looking creature. This is Grand Doomer and he's nothing like the other bosses you faced in this adventure. He'll spew out inky fire balls, try ram into you, and do a fly by attack. But once it seems you have him beat, he'll encase himself in a sphere rock. Normal attacks will do nothing. You'll have to let Kirby attack him using a super ability Ultra Sword nearby. When Kirby delivers the final blow Grand Doomer will be no more and you can get the mast at last. Return the mast and The Lor Starcutter will be back in working order. After fixing his ship, Magolor will give you a ride to his home: Halcandra. You brace yourself as you fly to this place. When you arrive, you are suddenly shot down by a dragon. Magolor tells you that the dragon that shot you down was Landia. Okay that was rather rude! As long as that dragon is still up, you are not going anywhere. Welp time to do some dragon Slaying! The mountain to Landia is too treacherous and dangerous to go the direct way. So, it would be wise to take a more indirect route. Head to the factory-like area nearby called Egg Engines. Make your way through this mechanical lair to come face to face with the boss of this area. Metal General. Metal General is armed with a laser sword which he'll try to cut you with. He can also drop land mine that will blow up if you step on them and will blow up after short amount of time. Halfway to defeat Metal General will create large rockets to ride on the and then try to blow you up with. When it seems you have beaten him, Metal General will fly upwards and disappear. But then a large and very familiar shadow will begin to show up. It will reveal itself to being a large mech: The HR-D3. It is equipped with a drill and jet pack. With Metal General piloting it, HR-D3 will try to punch, skewer you with the drill, blast you with eye lasers, Metal General will try fire missiles at you and preform a spinning attack. But once you have dealt enough damage, HR-D3 will be out of commission and explode. Now to move on to the next area. This area will lead you to Landia's Mountain; Dangerous Dinner. Oddly enough when you land there and begin to make your way to Landia you'll encounter a snake. This is Pythox, the venomous Star Ally. Libeate him and press on. You'll find yourself in a volcanic cave, in there you'll see a wyvern or rather Vywern, one of the Star Allies. Liberate the wyvern and press on. That was the last Star Ally for this adventure, all that's left is Landia. Once you reach the peak of the mountain, Landia will be there to fight you. Make it pay for shooting you down. Landia is a four headed dragon, with a fire breath, and wearing a crown. In any case Landia will obviously try to breath fire on you, do a tail slap attack, and ram you with its horns. However halfway to defeat Landia will split into four dragons, one for each head. Now adding fire ball, energy ball tennis attack between the dragons, and lightning pillars. Keep up your

assault and this dragon will be beaten. Just as you celebrate your victory, you'll hear clapping. Magolor is above and congratulates you on defeating Landia. However, your new friend picks up the crown that Landia was wearing. Turns out this crown is an artifact called the Master Crown; an item of limitless power. Magolor puts on the crown and transform into a more sinister form. He reveals that his real goal was to obtain the crown for himself. Turns out he tried to fight Landia himself and lost and fled to Popstar, where he met you. As you can guess he was just using you to get the crown from the dragon. But you can guess what he's going to do next. Yep, he's going to make the universe bow to him. He promptly makes his way to Popstar, his first target, by traveling through a dimension. Well, you have to stop him and Landia is more than happy to help. Landia will give Kirby, Meta Knight, King Dedede, and Bandana Dee a Lift. You and the Star Allies are given Temporary Star Chariots to follow them. Welcome to Another Dimension. So, this is the place Vegeta was obsessed with sending people to. Anyways, fly through this area to catch up with Magolor. If you have purchased Marx before you might see him floating in space. If you want recruit him early you can grab him, as make your way towards Magolor. Otherwise, you'll have to wait until Robobot to get him. Eventually Magolor will Sent Lor Starcutter after you. Feels weird to fight the ship that you helped fixed. But here we are. Lor Starcutter is an impressive vessel each piece that has been reattached actually has its own attack. The emblem fires projectiles, the wings boomerang cutter blades, the mast can conjure a tornado, the oars fire out like javelins. Engage with Lor Starcutter and get into a dogfight with it. Shoot it down to put it out of commission. Which will anger Magolor and will shoot you out of the air. When you crash land, you'll be near Magolor. Pick yourself up and take on this magician. If you snagged Marx on your way here, use a friend heart to wake him. This exchange will also occur: "HMM? WAAAAAAAAAH! Oh, it's you. What come to make fun of me or something?" Kirby will gesture for him to join sides with you "WHAT?! You want me to help you despite me betraying you? Huh you're either the dumbest person I've met, craziest person I've met, the kindest person I've or all of the above. Eh why not? I'm in" With that Marx joins and promises not to back stab you. As you confront Magolor you've noticed he picked up some rather nasty attacks. He can summon and launch purple orbs with black holes in their centers making them look like donuts. He can shoot these weak orbs in multiple formations. Sometimes, he can create puddles of pinkish liquid which eventually become tall spikes when he thrusts his hands upward. Magolor can teleport. He can launch five blue fire blasts that explode upon contact. At his halfway point, he'll get pissed and start using rifts to throw into a realm of pain then get ejected back into the battlefield. He can also fire laser. When he's close to death, he'll conjure a shield that is invulnerable to normal attacks. But it can be destroyed by using super abilities. Let Kirby take a swing at this guy. If you purchased Magolor, you can throw a Friend heart at Magolor after the fifth hit, he'll be purified from the crown's corruption. However, the crown will begin to manifest another body in a form similar to Magolor. For the sake of clarity, we'll call this Crown Soul. This monster fight similarly to Magolor, but with a few exceptions. First it can mimic the super abilities Kirby has been using during the adventure. Second it will use portals help it hit you with its laser. Defeat it and put an end to this journey. Either way Magolor will be joining you from this point onward if you have purchased him.

Landia (Draconic Guardian): As a thanks for getting rid of the crown Landia wants to come with you.This is not actually Landia, but a piece of her. She can fire projectiles from her mouth. Conjure lightning strikes from her body. And breath fire. *"ROAR!!"*



Kirby Triple Deluxe: A strange large vine sprout from the ground. This is the Dreamstalk. You began climbing the plant. Which you stopped when you saw a Warp Star and took it to the highest point in can take you, there you see Kirby. He points up, signifying that whatever is causing this must be at the top of this beanstalk knock off. Bandana however who is nearby tells you something that clears the misunderstanding up “King Dedede was captured!” So whoever captured King Dedede must be at the top eh. Well time to get climbing. But as you climb you notice that the stalk just stops near a floating island. With no other plans you might as well check the island for any means of making the Dreamstalk bigger. The first island is called Fine Field. Soon Kirby will find a flower like stone. “I know what that is!” Hatter exclaimed. “That’s a sunstone. I hear that it can help with plant growth.” Okay now you have a goal: Find the sunstones in order to go after Dedede’s Kidnapper. Kirby can hadle finding the Sunstones himself but you can help if you wish. After that, you’ll be in a cave with some plant life in it. Close to its entrance there is a bell creature. He is Ringle, Star Ally. The minute he sees he’ll attack you with sound attacks. Liberate him to make him stop and then tells you that some of the Star Allies on this Island have been left there by the Jamabastion Cult. For what reason he doesn’t know. Anyways make your way out of the caves and into a forest area where you’ll encounter two bug like creatures one that looks like a Beetle the other that looks like a stripped butterfly. The beetle is Beetly, the stipped butterfly is Sectia. Beetly utilizes his horn to a great effect while Sectia drops what looks like fairy dust. Liberate the two of them and continue onward. Eventually you’ll end up in an area in the clouds near the end of the area you’ll fight a bee mini-boss. She’s Queenie, the royal Star Ally. She’ll try to sting and call some bees to attack you with. Liberate her, get out of the clouds, because just nearby the kidnapper is trying to get away; after him! As you chase you call out for him to stop. He’ll turn around look surprise and try to move faster, but with the extra weight from Dedede, that is not happening. So the kidnapper casted a spell on a nearby flower. The flower transforms into a tree, very similar to Whispy. This is Flowery Woods and he fights very similar to Whispy Woods, except replace the apples with cotton. When he reaches the half way point, he’ll jump out of reach from your attacks, however he’ll try to attack you with his vines. Avoid the attack and strike his vines to damage him. Once’s he’s taken enough damage Flowery Wood will be defeated. Upon defeat Flowery Woods will Drop a bigger Sunstone. Said Sunstone will cause the Dream Stalk to grow, granting you access to the next floating island. The kidnapper must have went there. Time to head to Lolipop Land and yes there is candy here. For the first part of this island, you are going to be targeted by…A TANK?! Don’t worry though you can trick the tank into falling

into a pit. Now in the next area you'll be in a structure, where you'll encounter a fox like creature wearing a trench coat and wielding a bow. He's Spynum, and he'll try to snipe with his bow. Liberate and continue. When you reach an abandoned Circus Tent you'll see a clown near it. That clown is Clown Acrobot and he'll try to attack you with his hula hoop. Liberate the clown to give him his true smile back. After liberating the jokester enter the tent. Seems like there is a good reason for the tent to be abandoned: its haunted by ghosts. But while you're in there you'll here crying. Find the source of the crying to being a strange floating girt wearing a leaf themed dress. She's Petalia a Star Ally. Help her out of the circus tent and she'll be grateful. This will also mean that she has been liberated and is joining you. Nearing the end of the island it would seem that you have caught up with the kidnapper. That is until he lowers a painting of a strange witch made of paint brushes "PAINTRA!!!" Drawcia will yell out. Then glares at the Kidnapper. Before she can say something the witch now identified as Paintra is freed from the painting and engages you in battle. Her attack are paint baes she swing her body like a paint brush to thwack you. She can shoot energy projectiles. She can even mess with your vision by convering parts of eyes with paint. However, as you fight the paint witch, Drawcia will try to talk to Paintra. When you see a hesitation or an opening, take that moment to throw a Friend Heart. If you do this three times before beating her. Drawcia will cast what appears to be a spell on Paintra. "Sister please stop this." There's a surprise you didn't know Paintra was related to Drawcia. But when you have beaten her in this manner: she'll look confuse, notice where she is, gives you the big sunstone, and leaves looking guilty. Drawcia looks at her sister with sympathy as she flies off. But with another Big Sunstone you can move on to the next island: Old Odyssey. This place one-half train section and one-half mountain section. As you get close to the mountains, you'll encounter a pair of aerial creatures one looks like a tiny butterfly the other small bird wearing a bowtie. They are Petaflore and Uncle Animavem. Petaflore use poison powder and silk to fight. While Uncle Animavem uses gag and trick as if he's a cartoon character. Liberate the couple, yes, they're a couple, and move on. Next, you'll encounter a bee wielding a spear. This is Pierce, and he live up to his name. Dodge his spear attacks and liberate him. Soon you'll be in a cave again, and you'll see a small blue dragon. He's Ryugon, be mindful of his claw attacks and breath weapon. Liberate the dragon and make your way through the cave. Now get to the top of the mountain to have another encounter with Dedede's captor. Before you can attack him or interrogate him, he sends a spell into the clouds. From the clouds comes a familiar foe. Kracko is back again. His attacks are the same until you reach the half way mark. Kracko now anger will now use two new attacks. First push out two giant golden electric drills from his sides and try run you over with them. Second is massive lightning storm that causes dangerous amounts of damage if you get hit by it. Avoid these new attacks and counter him. Soon enough Kracko is beaten yet again. Take his big Sunstone to get the Dream Stalk to grow, allowing you to access the next island. Welcome to Wild World. This area gives some serious Indiana Jones vibes, with all the ruins that are about the place. You start in the jungle and immediately you'll see your next Star Ally: a flower creature. This Floropollen and her abilities are all about using flowers to damage you. Liberate her and continue on. Make your way through the jungle and enter the ruins through an underwater entrance. Make your way to a section that looks Egyptian. Soon you'll encounter a mini-boss that looks like a stronger version of the Mumbie creature that you have been encountering lately. This is King Mumbie, leade of the Mimbie creatures and a Star Ally. Beware you will sic some Mumbie at you as well as use a plethora of Egyptian themed attacks. Liberate the Mummy enemy. With him liberated all that is left is to fight Sectonia. Make your way to the boss of Wild World. The boss is actually a large mechanical snake called Coil Rattler. Surpisingly he doesn't have any poison attacks but he will try to constrict and squeeze the life out of you. He cant also spit out energy

projectiles. He isn't too much trouble., the only issue you may have is that only place you can damage him is on his head. Get past that minor inconvenience send this snake to his doom. Take the big Sunstone and make the Dream Stalk grow. You're going to a lava island next, named: Endless Explosion. Be careful and make your way through the island as you try to catch that kidnapper. Just when it looks like you have him cornered, he wakes up a strange lave frog monster and then leaves. The Lava frog will only see you and Kirby; and will think you rudely woke it up. The lava frog is Pyribbit. He seems to be completely immune to the lava here. He uses this to his advantage as he enters the lava to get out of your range. So attack him when he's on the battlefield with you. Halfway to defeat Pyribbit will attack more viciously and can conjure pillars of lava to ram and burn you. But Preserve and knock that frog back into the lava. Where he'll be crushed by stalagmites above. Take his Sunstone and go after the Kidnapper to last island. This is Royal Road, the final island and the first thing you see is a palace gate and Warp Star. Take the Warp Star and enter the domain of the ruler of this place. The moment you enter the guards will make it clear that you are NOT welcome. How you may ask? The try to blast you with a tank. Just keep running away from it, until you reach the next section of castle. Continue down this path but don't relax just yet. Soon you'll encounter the tank again. But like the last tank you can trick it into a trap that will destroy it. Once the tank is gone time head deep into the castle. Get ready, because it's BOSS RUSH TIME! Defeat all the bosses you have beaten during this journey. Now you'll be in the inner most sanctum of the palace. Here you'll see some nature themed fairies. We shall refer to them as the People of the Sky. The People of the Sky have been captured by the guards of this castle and imprisoned here. Free them and continue onward. With inner parts of the castle left. The Kidnapper has no place to run and hide. Catch up with him and free Dedede. The kidnapper will introduce himself as Taranza. He compliments you on your persistence. But tells you that you will not be able to stop his leader's plans. He takes control of King Dedede and sics him at you. But this is nothing new to you. But when take him down once, he'll yell to the skies, leap over to a pillar, and PULL THE AXE THAT WAS ATTACHED TO IT?! Okay this is a REAL problem. The axe has a longer reach than the hammer. And King Dedede will somehow be able to launch projectiles with the axe. Luckily you'll receive help because next to him is a dragon wearing a warrior outfit. Thro a friendship heart for him to snap out of if because he's Ryuformance. Now with Ryuformance's help power through the fight and take Dedede down and free him from Taranza's influence. Taranza seems confused until he realizes a bit too late that he grabbed the wrong person. He was sent out to capture the "Hero of the lower world". Turns out he was supposed to capture Kirby. Sectonia appears before you and Taranza. Sectonia not please with her servant's failure swats him away with magic and then addresses you "Now then, hero of the lower world. You would risk your life for this land? You would stand against me, the ruler of the heavens? Very well... You will bow before the great Queen Sectonia! My beauty rivals the divine... And my power will crush all that you hold dear!". Time to fight the queen! Sectonia is fearsome opponent, gifted with magic and impressive strength. Sectonia can teleport and is armed with a pair of staffs. One shoots out energy balls, the other shoots black lightning. Both staffs can transform into silver rapiers, which she'll try to slash and stab you with. When she loses a third of her vitality, she will force onto a crystal platform that she made. Now she has some new attacks. One: she'll throw chakrams at you. Two: She can teleport to the middle of the arena and summon minions to attack on her behalf. When she has lost two thirds of her vitality, she'll destroy the platform and force you back to the original battlefield you were on. Sectonia now on her last legs will rely on her teleportation abilities to throw you off and attack you from behind with her rapiers. Keep your focus on her and strike her when you see an opening. Eventually she'll fall. But she is not out. Sectonia will attach herself to the top of the Dream Stalk, this

causes it to grow uncontrollably and begins entangle Dream Land. With the help of King Dedede and the People of the Sky you make your way to Sectonia for your final bout against her. Sectonia, now attached to the Dream Stalk, has become twice the threat than she was before. Worse thing here is that you cannot damage her directly. But she has flower creatures that are attached to her you can damage. Attack these one-eyed flower creatures to damage Sectonia. Once it seems you've won Sectonia will rise again and grab Kirby and begin to squeeze the life out him. King Dedede will help out of the Queen's grasp and Taranza will bring a Miracle Fruit to power Kirby up. You actually can not help in this fight, but don't relax just yet because there is something else you can do. After the battle, Sectonia seems to wilt after take a beating, almost as if she's close to death. BUT YOU WILL NOT HAVE ANY OF THAT!! Toss the Friend Heart and Purify Sectonia! When the Friend Heart made contact, Sectonia's head is removed from the Dream Stalk and begins to glow. The head floats in the air and changes its appearance. When the process is done Sectonia will look similar to Taranza and be placed on the ground unconscious. According to Taranza this is how Sectonia is supposed to look like. The queen wakes up and acts as if she was been freed from a terrible nightmare. Before realizing that it wasn't a dream and panics looking at herself. Relieved to be back to normal Sectonia thanks and asks to join you. If Taranza is nearby, Sectonia will address Taranza first. "Taranza my dear friend, you still remember me?"



This will create a nice, wholesome, heartwarming scene between the two of them. Taranza will thank you deeply for this action. Also, Taranza will join you from this point on, if you have purchased him.

Reward- Sectonia (Beauty Reborn): With Sectonia freed from the Mirror's Corruption her sanity returns. But it looks like Being Purified by the Friend heart didn't rob her of her powers. Though not as powerful as she was as Queen Sectonia; she is still a powerful combatant. Armed with rapiers, staves, and magic. Sectonia will not give up. *"My beauty powers the divine, and my power will protect all who I hold dear"*



Tulip (People of the Sky) (Bloom in the Sky): One of the people of the sky wishes to join you. This one's name is Tulip. She's really good at weaponizing leaves and flower petal to attach enemies. The reason for her wanting to join you is that she is grateful for your help and wants to help you in return on your journey. Whether that be here in Dream Land or on your Jumpchain. *"I'll make sure what happened to Floralia won't happen again!"*



Paintra (Paint of pain): After you've returned back to the grounds of Dream Land you'll find Paintra, floating by Kirby's home. She'll implore to come with you on your adventures. Drawcia also insists that her sister join the team. Might as well welcome her to the team. *"I may not be as powerful as my sister magically but I am one heck of an artist!"*



And with that congratulations you have beaten the Triple Deluxe storyline. Only seven more adventures await you. Be careful though the corrupted Star Allies will be much stronger now. Also, the Jambastion Cult will begin to think your interferences are a threat to their goal. They'll actively send their own agents to fight you from this point on.

Kirby Fighters Deluxe: Time for copy ability fighting tournament. Get to the top to face the champion: Rey Luchador! Defeat him and he'll realize that he is needed in the Star allies once more.

Kirby Planet Robo-bot: Seems like you can't get a break these days huh? One moment you're sleeping and then the next you wake up to a mechanized version of the forest you were napping in. You and Kirby know that something is up. Time to investigate. First stop…well it WAS Green Greens but now its been renamed and reworked to being Patched Plains. Essentially Green Greens but with train stations, mechanized trees, and a robotic Whispy Woods called Clanky Woods. But when you enter one of those trains you'll see your first two Star Allies. One looks like a doctor, he's Chemitory. The other looks like a Gameboy, He's NESboy. Chemitory will throw pills at you. While NESboy will shoot you with a Nintendo Zapper. Liberate the two of them and continue through the train. Eventually you'll make it to the boss Clanky Woods. Now you would be forgiven think that this will be easy. Well, several things are different between him and Whispy Woods. One, HE CAN WALK!!! He fires missiles and not puffs of smoke, and three he can affect the arena you are fighting on. But this is not much of an hinderance fight as you usually would for Whispy Woods but remember to avoid being crushed as he advances on you. Defeat him and make your way out of this mechanized forest. Now in town you are in Resolute Road. From the very first part of this area, you'll encounter an enemy that looks similar to Capsule J. This is Capsule J3 and I guess you can consider him a brother to Capsule J. He'll try to ram you with the aid of jet propulsion. Liberate him and explore this place. Next Star Ally you'll encounter won't that far from where you liberated Capsule J3. You'll see a hooded person in a cloak. NESP, is this person's name and

she’s a Star Ally with Esper powers. She’ll attack you with psionic blasts. Liberate her and continue on. As you progress, you’ll find yourself in a factory. Within this factory you’ll find a sentient blob of poison. He’s Venog, he uses toxin and acids to attack. Liberate him and continue. AS you traverse the city you’ll arrive at a casino. Ironically you have already obtained the Star Ally that would fit in here. But nearby you see a monkey with a staff. He’s Ukog, and he’s really good with that staff. Liberate him and continue through the casino, but no gambling. You need to save Dream Land! Just as you eneter you’ll see a rabbit in a marching outfit. This is March Hare, and he’s already liberated. He explains that Haltman Industries liberated him but in exchange he works for them but seeing you are here he can official quit. Once you’re out of the casino, you’ll be in a generator room. There you’ll be created by a familiar foe. 4 diamond like entity’s that look oddly similar to Pix. This is the Halo Defense API. The way this thing fights is that it will summon other creatures conjured using holograms. The holographic creatures are foes you faced before as hiologrames, however they will still hit like the real deal. In order, API summons: Kracko, Two Sphere Doomers, Ice Dragon and Coil Rattler. With each enemy vanquished one of diamonds will shatter. When all 4 are destroyed, it will blow up and you can move to the next area. Hope you’re ready to swim because Overload Ocean is next. You start on a pier, where you’ll meet your next Star Ally: a bubble with a face named Wubble. Wubble uses a bubble blower to send bubbles at you to attack with. Liberate the bubbly Star Ally and begin to traverse Overload Ocean. Soon you’ll be at another facility that holds a generator. Enter the Facility and make your way to the generator. But along the way, you’ll find a ice cream factory. YUMMY! But first you might want to prevent Kirby from eating the Ice Cream. But near one of the ice cream dispenser you’ll see a heart creature. Say hello to QT, the lovely Star Ally. Similar to Cupie she can fly and shoot arrows. Liberate her and continue. Soon you’ll be out of the ice cream area, much to Kirby’s disappointment. Back in the water swim to a pier that is nearby. Next to it is another facility. Inside the facility you’ll encounter a woman. She mentions that she was not expecting someone to make it to that area. She introduces herself as Executive Assistant Susie. She compliments Popstar, how it has fresh air and clean waters. But she also adds that it is rich with resources and that the inhabitants (Including you) take it for granted. She tells you that the group that she is work for has already began to mechanize Popstar and the natives are considered to being obstacles. Then she’ll attack you with a robobot. Unfortunately, unless you bought your own robobot in the Items section you will not have access to one for this fight. In the first phase, Susie will jump around in an attempt to land on you and Kirby, then spins around the field. If you do not defeat her before she is done with these attacks, she jumps into the air and fires explosive screwdriver heads at the ground and spins her arms around her in a wide arc. When she’s half way to defeat, Susie jumps into the center of the stage and rapidly twists the screwdriver head on the bottom of her suit. This raises the center of the stage into a tall column and converts the rest of the stage into a 3D ring. In the second phase, Susie deploys homing Drill Bits, spins around the column, and jumps around the ring with her Drill Bits. When she’s a 1/5 to defeat, Susie creates four holes in the center column. In the third phase, Susie fires explosives that weave through the holes to confuse the player. Susie covers her head with the suit's hands and flies through the holes in the column. The energy generated inside the column changes the effect of her attack. If the energy is blue, she strikes the ground after exiting the hole, releasing shock waves. If the energy is purple, she will react one of two ways: If you are away from the exit hole, she swoops past the ground outside it, but if you are not, she strikes the ground, releasing taller and longer-lasting shock waves. Power through this fight and take down this technologically advanced opponent. As a result of her defeat Susie’s robobot will explode but she’ll get away on a getaway propeller, laughing. You’ll deal with her later, for now head to the next area. Gigabyte Grounds is next and it looks like a desert area.

But it seems like oil is being mined here and because of that there is a smog in the air. As you begin to traverse this desert oil rig, you'll see a cowboy with a whip. He's Westlor and seeing his whip you can get a rough idea what he can do. Liberate Westlor and he'll tell you about the group you are going against. This organization is known as Haltmann Works Company, a company that goes around and mechanizing planets. Looking at what Haltmann Works Company has been doing to Popstar, they have to go. Traverse the desert and get through a technology filled Pyramid to get to the next generator facility. Here you'll encounter Susie again, and she's singing something. *"Noble Haltmann, we adore him. Noble Haltmann, we adore him. Kingly lord of time and space!"* Soon she'll notice you and apologize for the display just now. Turns out what she was singing was the theme song of the company called "The Noble Haltmann". You may tell her that you are not going to let her or her company to do as they please with Popstar or Dream Land. She laughs and reminds she is not the owner but the Executive Assistant. She says that your attempts to stop the company's plan is futile but she is more than willing to show off one of the company's recent creations: Mecha Knight. She lowers a familiar figure… "META KNIGHT!" Sword Knight, Blade Knight and the rest of Meta Knight's Crew recognize him immediately. They demand to know what the have done to their leader. Apparently, she gave him some 'upgrades'. Now under control of Susie, Meta Knight attacks. Mecha Knight opens his first battle by leaping into the air and thrusting his sword downward. Mecha Knight then guards. Mecha Knight spins his sword in a fan-like motion, and finishes off by firing a beam from it. After that, Mecha Knight re-positions by gliding across the stage before leaping into the air and firing two missiles from his shoulders. When Mecha Knight is half way to defeat, he intensifies his attacks, using new weapons and techniques. He starts by flying into the background, and charges a large electric field around himself, which will hurt if he gets too close. After re-positioning himself on the field and guarding for a moment, Mecha Knight leaps into the air, then fires four missiles from his launchers. Then, landing in the center of the stage, Mecha Knight charges up and fires several large lasers from his eyepiece. Mecha Knight then flies off the battle field, and causes debris to fall in waves. Stay you focus and you'll triumph once again against Meta Knight. Once he's beaten Mecha Knight's Mask is destroyed. Back to his senses Meta Knight flies off. His crew will go after him and make sure he's okay. On to the next area, Rhythm Route. This area is a vast improvement from Gigabyte Grounds, it's a metropolis with flashing lights and music. Surprisingly nearby is a magnet robot. This is the last Star Ally for this adventure, Magnetron. He uses his magnets to attack; hope you don't have anything magnetic while fighting him because he'll use that against you. Liberate the robot and get to the next reactor. As you get to the next reactor facility, take in the sights of this place, it's kind of nice. When you get to the reactor, you'll…hear music? *"We implore you, dear Haltmann. We implore you, dear Haltmann. Bless our work and be at ease!"* Oh its Susie again. Well at least you know you are going the right way. She commends your progress but tells you that she does not appreciate you defeating Mecha Knight the way you did. So she'll use another creation: Dedede Clone. The Dedede Clone fights similarly to King Dedede himself, inhaling, jumping, flying, and swinging its hammer. After it takes a certain amount of damage, the Dedede Clone explodes into three blobs of slime, which reform into three smaller clones that attack Kirby simultaneously. Each clone will explode after taking enough damage, leaving it out of the fight for a while as it regenerates; each successive regeneration leaves it smaller and less durable. Once the clones' are beaten, the second phase of the battle begins. At the top of the tower the battle takes place in, the three Dedede Clones (now smaller than Kirby himself) man a large machine known as the D3 Cannon that slides around the rooftop on a rail system. The machine has a wide array of functions, including rapid-fire energy turrets, a massive laser, and a flamethrower that can superheat parts of the ground, setting off a temporary blaze. It can also slide around the rails to

dodge attacks or to try and ram into you. When the D3 Cannon's health is depleted halfway, it will move to the background and launch a gigantic time-bomb that resembles Dedede's head into the center of the battlefield. Kirby must continuously attack the bomb to send it back at the D3 Cannon and inflict slight damage; otherwise, the bomb will explode, leaving a large patch of fire behind. When the cannon is defeated, it explodes, sending the Dedede Clones tumbling into the air. Each clone explodes for the final time, leaving behind sparkles in the shape of a letter "D". Okay that does it. All that's left is the main headquarters of Haltmann Works Company: The Access Ark. Well now that you have been constant thorn in the company's side and have infiltrated this area; they are gonna pull out all the stops. Fight your way through. With all the Star Allies you have liberated and all the Dream Friends you have right now it should be easier but it's not really. Haltmann has upgraded its defenses as a result of the number of intruders. But you'll make it to the head honcho: President Haltmann and he wants to take you out himself. He's pretty much like fighting Susie but his Robobot is much more durable and can blind you by shooting dollar bills in your face. He can also summon minions to attack you. Once you have defeated him, his Robobot explodes. Now enraged he'll try to use the Star Dream on you. But as he attempts to take control of the machine, Susie steals the main control tool (It resembles a head piece). Susie was going to take the Star Dream for herself with the use of the controller but Star Dream itself attacks Susie and destroys the control. Now freed from Star Dream leaves to eradicate all organic life. Well can't have that happen. Kirby boards a Robobot to confront the mechanical threat. Meta Knight shows with the Halberd to help. Surprisingly Kirby merges to the Robobot with the Halberd. Board the Halberd and prepare for a bumpy ride. Let Kirby handle this and just try not to vomit as Kirby does battle. Soon Kirby will deliver a finishing blow to Star Dream, which involves drilling the head component. For some reason you have the urge to yell "GIGA DRILL BREAKER!". As Kirby drills into Star Dream, you notice Haltmann unconscious, but alive. True he may have tried to kill you but there might be more to the story. Rescue him before Star Dream is destroyed. When you land on the ground try shake him awake. When he comes too, he looks at his surrounding and demand for some answers about the Star Dream. Once he finds out that Star Dream is destroyed, inform him that his assistant is his daughter. It will take him a while but he'll realize this is true. Prompting him to say "Susie my dear daughter, I'm so happy to see you again." Granted the moment gets awkward later. With what happened thus far. But surprisingly Haltmann, or Max Profitt Haltmann steps down as president of the company and hands it over to Susie. Susie will accept it and makes her father her assistant. If you have purchased Susie, she will join you from this point on.



President Haltmann (We Adore Him): Haltmann like Susie utilizes his Executive Suit (His personal Robo-bot). Unlike Susie his has more ranged options. Such as missiles, and machine guns. He may not be the President of his company anymore but he will do his part to protect Susie and by extent you. *"You are Terminated!"*



Wait a sec…. This also means you only have 8 Star Allies to Liberate. Huh, you're almost done! But you know what that means right? The last 8 are going to be very, very HARD! Good Luck.

Kirby Team Clash: Well, this interesting. You, Kirby, and the other Kirbs have been tasked with fighting a series of enemies. Before we begin, we need to know your class. Each class is connected to a Copy Ability. Sword Hero: Sword, Hammer Lord: Hammer, Doctor Healmore: Doctor, Beam Mage: Beam. Once that has been decided, you'll be tasked with fighting through various of enemies and bosses. You're goal is to get to D-Mind and defeat him. To do this you must go to the mirror world. And to get to D-Mind you need the help of Dark Meta Knight. Defeat the Dar counterpart to Meta Knight and have him take you to D-Mind. The people are not going to trust you with this task immediately though so you are going to have to defeat some other bosses first. Once that's done you can go home and rest. Dark Meta Knight may come along during your adventures. In other words, if you have purchased Dark Meta Knight, he will join from this point on.

Kirby's Blowout Blast: This is just a simple challenge that Dedede gave you. Try to get through 12 levels without the copy abilities and only relying on the inhale and spit attacks.

Kirby and the Rainbow Curse: Well now. This is interesting as Kirby and Bandana Dee were enjoying some off time (Kirby was chasing an apple and accidently rolled into a ball. Bandana Dee was fishing) until a portal opened and stole all the color from the land, freezing everything in place. That is until a paint brush fairy flies through the portal. Said fairy is on the run from a pair of hand creatures. Thinking quickly, she paints Kirby and Bandana Dee's color back in hopes to revitalize them. You, who somehow avoided the color drain, step in to help. Kirby was able to get the fairy away from the hands grasp while you and Bandana Dee attack it and scare it off. Well, you need to restore color back to Dream Land. The only way to do so is to go through the portal, defeat who ever is behind this and get the color back. When you step through the portal, you'll be in a vortex area with stars all around. You don't see much except a floating Island. That is the only place you can go to at the moment. It's called Green Valley. Oddly enough there is a Star Ally in this vortex. Not corrupted by stuck. He looks like a clock with a hat and a pear on its face. His name is Dallock and he's very surreal. Get his attention and tell him that you plan on returning to dream land once you find out who is behind the color theft and that he's welcome to join. Dallock not wanting to be stuck in this void forever agrees. When asked about how he got there, he'll say "Those Jambastion guys couldn't really corrupt, brainwash, or whatever it was they were doing to the others to; me. So, they just chucked me in here to make sure I stayed out of their way." Considering that the other Star Allies and your companions are currently frozen (TODAY!) you can use all the help you can get. With that settled enter Green Valley. First Kirby needs to learn how to utilize his ball form. As for why he's only using his ball form, Elline says that her powers work better with Kirby being a ball. So Kirby is sticking with his ball form for now. Seeing Dallock was the only Star Ally for this adventure, you don't have to take your time to serach every nook and crany for star allies. You can still search for secrets if you wish but this Scenario won't reward you for finding all the secrets…well maybe we can give you something later. Right now, time to traverse Green Valley. Make your way through the forest and plains to reach to boss of this area. Whispy Woods? Wait this isn't Dream Land. What is he doing here? Regardless you know how to deal with Whispy by now just use the same tactics to help Kirby defeat this foe in his current form. However, don't think that's the last you saw of Whispy Woods.

No Seriously don't think that is the last of him, you still have two more adventures to go. And chances are that he will return in the last one at least one more time. So after defeating Whispy head to the next area: Yellow Dunes. Yellow Dunes as expected is a desert area with some ruins to explore. Move get through the desert and the ruin where you will encounter the boss of the area, Hooplagoon. Hooplagoon is a large, round brown robotic being. He has squinting eyes with tiny pupils. His face is adorned with ornate yellow lines. To damage him you must strike the colored plates that are on his body, then have Kirby finish him. With that done head to the next area, Indigo Ocean. Indigo Ocean is a water area so prepare to navigate through the water to get to the next boss. The boss this time is Claykken. A Kracken made of clay. He'll attack with his tentacles while staying out of reach. While the top part of the Tentacles are spike the rest of it isn't. Attack the bare parts of these tentacles You have beaten Clayken. Next up is Blue Sky Palace. A palace in the sky eh? No problem for you but a bit tricky for Kirby considering his current state. Get to the boss to fight Whispy Woods? Again? Already. No problem. Repeat the same stradgey as before. Infact for the next to locations repeat the other two Bosses. Orange Wonder Land has you face against Hooplagoon again. While, Red Volvano has Clayken. The only difference is location. Get through these two areas to get to the final area: Purple Fortress. Now you are in the long haul. Infiltrate this palace and make your way to the boss. Surpirsingly Elline know this person, even call her by name: Claycia. Elline seems to try and talk Claycia out of something. But it's for naught as the magic user smacks her away. Welp, time defeat another art using mage. Claycia will start the fight by creating an aura around her that nullifies you attacks. The only way to harm her in this state is to send the bombs she fires back at her. This will leave her vunerable and dazed. Attack her while she's down before she can recover. Once she does recover from the daze, she'll surround herself in the aura again. Repeat this process until she's half way to defeat. She'll be angry at this point and will try to ram you, dodge to have her hit a wall, dazing her again. This your opening, FINISH HER OFF! However when Claycia is defeated what happens is that a pair of glasses falls from her face. This seems to relase her from some sort of spell. Suddenly the glasses levitate and form a prismatic creature known as Dark Crafter. Kirby will fly off to defeat him. You better sit this one out and recover. Because this Adventure is good as done.

Claycia&Elline(Artful Crafters): After freeing Claycia from her possessed state, she wants to make it up to you. As a result, she decides to come with you. Elline want to ensure that her friend doesn't get possessed again comes along. Similar to Adeline and Paint Roller they use paint to attack but you may notice that their style includes the usage of clay. So, they can conjure bosses and enemies made of clay to help them fight. Claycia can transform herself into a tank, a submarine, and a rocket. *"I'm ready to get crafty!"*



Kirby Battle Royale: You and Kirby have been invited to compete in tournament that King Dedede is hosting. Better go with Kirby to make sure that no trickery or foul play happens. But this mostly to prepare you for the next and final adventure. Work on your skills with your copy ability and fighting prowess.

Kirby Star Allies: Well, this is it. The last adventure and the last part of the Star Allies Scenario. There are only seven Star Allies to Liberate but they will be powerful at this point. The very last Star Ally you'll recruit here will be a full blow boss fight. Good Luck. Now then, how does this adventure start you may ask. Simple you were sleeping then you sense something amiss. The next thing you see is a bunch of Waddle Dees stealing food and bringing it to Dedede's Castle. Well, someone is up to their old tricks again. Go with Kirby to put a stop to this. Your adventure starts in Dream Land, the land of peace. Several things of note before you begin. First none of dream friends you have recruited are with at the start; with three exceptions Tulip, Taranza, and Sectonia. They were visiting you when Dedede started stealing food. As for the rest of the Dream Friends you have to find them first don't worry, they are actually pretty close. Second at certain points near the end of this journey you are going to be facing some bonus bosses. These are bosses that are only available in the arena challenges of each Kirby Game. How are they here? The Jamabastion Cult sent them here. Third in order to proceed to the next area after Dream Land, you are going to have to take a detour to the Great Caves and to find 2 Star Allies and defeat them to liberate them. Don't worry you won't have traverse the entire cave just the jungle area and then you can turn around leave. Fourth, in addition to the Dream Friends not being there not all of the Star Allies are with you at the start either. DON'T PANIC!! They have not been corrupted again. They are just living in their own homes. The only Star Allies that are with you right now are: Sectia, Queenie, Petaflore, Uncle Animavem, Petalia, Batona, Twirla, Beetley, Ringle, Nekkato, Parasol Waddle Dee and Waddle Doo. You'll regroup with the others later. Now with all that said let's begin the journey. First head to Green Gardens to get yourself reacquainted with the basics of this world before progressing. Here you'll regroup with Sir Kibble, Poppy Bros Jr, Burning Leo, and Chilly. Once you do that head to Donut Dome (A cave that is nearby). Once you enter this cavern area, you'll encounter a water creature spitting out water from its mouth. This Driblee and believe me when I say that the corruption is now at its strongest with the remaining Star Allies. When Driblee sees you, he'll immediately attack you with a geyser of water being spat out of its mouth. In addition to this he can create waves of water to smash you with. Liberate Driblee and he'll be reunited with Parasol Waddle Dee, Waddle Doo, and Kirby (this a reference to this video). Continue through the caves. Deeper in the caves you'll encounter some bird creature that will shoot Confetti once he sees you. This is Donpuffle an expert at festivals. Liberate him and get out of the cave. After exiting the cave, you should have regrouped with Rocky. Before you can continue, Bandana Dee will run up to you and tell you that something is wrong with King Dedede. He tells you that he has been possessed by some purple heart. By the mentioning of a purple heart, the Star Allies will gasp. "That's what corrupted us!!" Sir Kibble will exclaim. With this information you promise Bandana that you will free Dedede from this corruption that has overcome him. Onto the next section: Honey Hills. As soon as you enter the area you are greeted by Adeleine and Ribbon. They ask what's wrong. Inform them of the current happening and welcome them back to the team. Nearby you'll see

Gim and his brother Jim. They will rejoin you immediately. As you move along, you'll encounter a samurai boy training by himself. Adeleine will look at him love struck. Ribbon says that Adeleine has been talking with the boy in the past few weeks. You walk up to him (despite Adeleine's protests) and ask him to join you in stopping the Jambastion cult. The boy nods and introduces himself as Kaibow. He informs that has heard about you from Jutoe and thanks you for liberating his brother. Ask him where Jutoe is. Kaibow will tell you that Jutoe he went ahead and should be neat the entrance King Dedede's Castle. With that knowledge move on. As you climb the hills of Honey Hills, you'll find Westler fighting off some strange individuals wearing some sort purple Arabian looking clothes. Westler will wave over to you. With him back in the group, leave Honey Hills and head to the Great Caves. Once there you'll be going up against two strange individuals. One look like he is made of paper; he's Gamori. The other seems to be using oversized rings; he's Ring Roller. Gamori utilizes a variety of paper-based attacks that might throw you off. Ring Roller on the other makes it clear those rings aren't for show, they are more akin to chakrams in his hands. Liberate the two and leave the cave. Now head for real next area: Fruity Forest. This area is near King Dedede's Castle and you need to go through. But just as you are about to leave the forest, guess who tries to stop you? Go on guess. Yep, Whispy is back! He fights the same except he has a new trick when he's half way to defeat. He gets big and stand at the center of the battle field. This should be too hard. However, if you use fire attacks with Burning Leo, Whispy will catch fire and go down no problem. When he's beaten a purple heart will fall out of him. Just to be on the safe side throw a friend heart at Whispy; this seems to cheer up the tree. The purple heart will fly off though. Chase after it and you'll end up in Extra Esclair. A night time look location, it also happens where you'll regroup with Noxicorn; seeing this place is in a state of night most of the time. You'll also reunite with Bio Sparks and Moonja here. Along the way you'll find Bonkers fighting alongside Drawcia and Paintra. What they are fighting looks like some strange mage with paintbrush-like hair. This is Vividria, Drawcia's and Paintra's younger sister. The way she fights is similar to how Adeleine fights. That is to say she slaps you with paint but instead of paintbrush, she uses her hair. Dodge her attacks and liberate her. Now reunited with their youngest, Drawcia and Paintra rejoin the team; after giving Vivdria a hug. Only two Star Allies to go and they are not going to be easy. However, you don't see where that purple heart has gone. Bandana suggests that it might be in Dedede' Castle. With no other leads, you head for King Dedede's Castle. Just as Kaibow said, Jutoe is there by the entrance of the castle…with Escargoon. "Oh, thank goodness. His majesty has gone crazy. He suddenly orders the Waddle Dee's to take all the food in Dream Land and he's trying to eat it all!" Escargoon yells in a panic. "Also, those two brats just ran in there" TIFF AND TUFF ARE IN THERE?! Okay now this just got worse. Head inside quick and find those two before they get hurt. Escargoon follows you knowing that you will be trying to cure the king from whatever is affecting him. The minute you enter you see Plasma Wisps, Sparky, and Plugg. They seem to have entered the castle and are prepare for an attack. Down the hall near a door to the next room, is Knuckle Joe; and he's preventing Tiff and Tuff from entering the room. He's sees and wave to you, causing the two kids to look in your direction. Tiff and Tuff pretty much order you to take them along with you. With the three of them back in the group enter the room. In this room you'll see Waddle Dees being thrown around by Buggzy and Phan-Phan. Once they are done with their opponents, they'll let you in on what's going on. King Dedede is clearly under some sort of spell and he's currently in his throne room. Make your way to the throne room to confront the King. Just as Escargoon said he's stuffing his face with food. He fights the same way as usually does. Just stick with the strategy you used to defeat all those previous times. But when he is half-way to defeat, he ditches the hammer and buffs up. Like serious Macho-Macho Man buff up. In this state he punches, does grapple attacks, and even

throws some of the food he stolen at you. At certain points he'll destroy the ground you are standing on, sending you down a floor. He'll then add pillar swinging attacks to his repertoire. Overcome all this and throw a friend heart at him to free him of the corruption. Well, that's that time to head home! WAIT A MINUTE!!! The purple heart! Just like the one that Whispy had it floats up and flies away. Get on a Warp Star and fly after it. Now it's clear that these hearts are not only in Dream Land. So, they must be across all of Popstar. In other words, the next place you to investigate is the Planet Popstar itself, also called the World of Miracles. First place to check is Friendly Fields. The minute you enter this area you'll be greeted by Broom Hatty; who seems like he's busy sweeping away some leaves. Near him are Ringle, Chacha, Yariko, Pierce, and Lanzer. They rejoin the group. Ask where the rest of the Star Allies are. They will inform you that most of them are checking the other planets. After being told this, you hear a familiar flapping sound. Look up to see Dyna Chick flying towards. With Dyna Chick back in the group investigate this place for the whereabouts of this purple heart and maybe the Jambastion cult. As you go along, you'll be rejoined by the animal friends (Rick, Coo, Kine, Pitch, Nago, and Chuchu), Gaw-Gaw, Pythox, Birdon and Dig-Dig. Continue on you will have also picked up Lololo Lalala, Claycia and Elline. Next up is Reef Resort. There are no new Star Allies but you'll be rejoined by Octopina, Wubble, Chef Kawasaki (He was looking for fish to add to his dishes) and Maiden. Next is Echo Edge, an ice area. Snowl will be there waiting for you, so is Wiz. Rejoin with the two and continue through this ice area until you reach the exit. Now time to check another area. Nature's Navel is a volcanic area that has these strange spinning wheels with a face on it and blades attached to the sides scattered across the place. Here you'll find Vyvern, Landia, Ryugon, and Bobo. This place happens to be their home. Tell them situation and have them join you on your search for these purple hearts. Next place to search is Inside Islands, strange name for sure. The minute you enter this place you'll be attacked by webs, like a spider web. This can only mean one thing. Jumping in front of you is the perpetrator: Como. He's very powerful now, he even grows to be a big as Bonkers. He can entrap you in webbing and wing you around or just straight pummel you while you're trapped. Stay strong and liberate him. Once Como comes to his senses shaking off what remains of the corruption, he informs you that the last one is going to be very strong and hard to liberate. You have liberated every Star Ally by now. The only one that is not accounted for is Jammerjab, makes sense seeing he's a former member of the Jambastion Cult and the cult probably wanted to make him suffer for betraying them. But you will find him later, right now continue through Inside Islands. But at the end of your expedition, you'll see a mirror. Remembering her previous experience with mysterious mirrors, Sectonia stayed away from the mirror. Out of the mirror comes Dark Meta Knight, challenging you to a duel. Defeat him and Sectonia will demand for an explanation. He tells you that he can't get in contact with Meta Knight to challenge him to a duel and decided to fight you instead. Explain to him the situation and he'll want to come along. Surprisingly the 4 Kirbs are not too far behind. They seemed to be on vacation in this area and are surprised to see you and Dark Meta Knight. They want to help out as well. With no trace of the purple heart leave this area. Next check out Duplex Dream. An ice area that leads to a lava area. While you're there you'll run into Choppie, Hamsturr, Sword Knight, Blade Knight, Sailor Dee, and Meta Knight's Crew who tells you that something is up with their leader. When asked where he is they tell you that he is in Sacred Square, they even offer to take you there. When you get to Meta Knight at Sacred Square, he doesn't seem too different. But there's two swords in front of you. One for you and one for Kirby. You have a feeling what Meta Knight wants. Pick up the sword and engage in a sword duel, or don't pick it up ad Meta Knight will just kick the sword away and just fight you. Either way Meta Knight will erect a barrier to cut you off from the other Star Allies. Except, one snuck in: Celti. As you duel, you'll notice that Meta Knight's eyes are purple. That

is not a good sign. When he's half way to defeat he'll duplicate himself into 4 copies. Do not worry though, they share the same vitality. So just keep attack one of them until Meta Knight goes down. When that happens toss a friend heart at him to completely purify of the purple heart's influence. The purple heart will be removed from him and fly off. At that moment a large fortress will arrive and land on Pop Star. Whoever is in that place is behind this. Ride a Warp Star there and try to get in. This is the Fortress of Shadows, Jambastion. You're not the only one who seems interested in this fortress. Susie and Max will be there looking at the structure with curiosity. Get their attention and ask them what's up. Susie informs that the fortress uses technology similar to the one that made Star Dream. There might be connection there but that's not important right now. Invite the two robotics experts and make your way into the Fortress; pick up NESP, Chemoritory, Venog, Hamsturr, and Dallock. Continue on until you arrive at a gate. Before you can even attempt to get closer, two familiar foes make an appearance. Pon and Con are back; and they are wearing armor! Despite this fight the same way as they did before; except they will drop bombs at certain moment. Beat these two and get the door open to continue. Which seems like only Pon and Con can do. Use a Friend Heart on them and have them get the gate open. Once that's done enter the fortress proper. The first area you must traverse in this structure is the Eastern Wall. As you enter, the area begins to look like you are about to go against a boss. Enter the Fortress and you are greeted by one. "Well, well" A mage addresses you "You are the one who has been undoing the work we done on these individuals. That was rather rude don't you think?" They snicker after saying this "But you won't be able to succeed with this one. We have given him a few…tricks and I don't think he is happy to see you." They snicker again "But I guess you are dying to be reunited…Jammerjab! Why don't you give our guest a warm welcome" The mage disappears and you'll be fighting the last Star Ally you need to liberate; the master of the Staff, Jammerjab. The mage wasn't kidding when they said that they did somethings to Jammerjab. The staff wielder can duplicate himself like Meta Knight can. He makes his staff grow to the size of support beam and try to whack you with it. He can also fly around and a dark purple cloud. When he's half way to defeat he'll be enraged and imbue his staff with dark clouds. This will allow to strike with lightning using his staff; duplicate his staff for double the pain and even fire energy at you. Stand your ground and beat the staff wielding Star Ally and toss a Friend Heart at him to liberate him. With that, that's everyone. You have officially liberated every Star Ally from the corruption of the Jambastion Cult. Speaking of whom, Jammerjab explains whats going on. Those purple hearts you have been encountering are pieces of the Jamba Heart. Jammerjab doesn't know what the cult is planning on doing with it, but it can be any good. This is true but right now you need to find the person in charge of this fortress and stop them. Make your way through the Eastern Wall and get to the next area, Longview Corridor. For some reason it got colder when you enter this area. Also, for some reason Marx is there with the Observer. Near them is Spynum, Clown Acrobot, Bubble, Maniacard, and Anti-Villain. Get them back in the group and continue through the corridor. Enter the room at the end of the corridor to find a piece of the Jamba Heart. The mage from before returns and takes the heart. Upon closer inspection you notice that the mage is woman. Also, T.A.C was just about to steal that heart. "Well now, you were able to get rid of the hold that we had on Jammerjab. I suppose we should be introduced properly. Bonjam. My name is Francisca. And I am one of the three generals of magic." She continues to tell you that she and the rest of the cult is trying to gather the Jamba Heart Pieces, to reassemble the Jamba Heart. She also warns you that if you get in the way, she'll have to put you on ice…FOREVER! Francisca uses an axe that seems to be imbued with the power of ice. Obviously, she's good at using the axe but being a mage, she can use magic to improve her fighting capabilities; such as throwing ice projectile, creating ice shockwaves, make her ax

bigger, throwing here axe like a boomerang, and confusingly using a super soaker that shoots high pressured water. Using fire and electric based attacks is key here. Fire will melt her ice way and electric will interrupt her super soaker attack and deal even more damage to her. Keep you assault and using the two aforementioned elements; and you'll come out on top. With her beaten check on the Jamba Heart Piece. As you get close it begins to float in the air, Francisca will have recovered from the fight and snatch the heart; running away. Chase after her and you'll end up in the Western Outer Walls. In this area things get interesting; for several reasons. One, by the end of this area, all the star Allies will be back in the group. Two, you will begin to feel like something is watching your every move. Three, the cult members have triple their efforts to stop you from thwarting their plans. Four, they mentioned that the Jamba heart needs to be reassembled; meaning it can be possible to prevent that from happen by either destroying on of the pieces or hiding it away. With all this in mind travel along this outer wall to make your way to the Inner Sanctum. Along the way the remaining Star Allies will rejoin you one by one. Once in the Inner Sanctum, the are seemed to get warmer. Doesn't seem important right now just continue through this place. Just as you are leaving though "HEY YOU! Stubby little…pink thing!" Another mage drops in before you with one of Jamba Heart Pieces. She looks angry "YES YOU! I have a buuuurning question for you!" Yep she's angry "You're the one who was so rude to sweet Francisca aren't you?! Don't you dare deny it!" You could, just to be coy, admit it and get anger her more. "Fiend! Coward! I swear if you harmed a single blue hair on her perfect head…you'll BURN for it!!!" Okay it is safe to assume that she has fire theme going on "JAMBLASTED!! I will never EVER forgive you! Now you face Flamberge! That's ME!" The mage draws a sword imbued with fire. As you can guess she good with a sword and use magic to make her attacks more potent. She will also use fire projectiles, and a fire shockwave. The oddest thing about her is that she uses a cannon to try blast you. For this fight, using Ice is your best bet. Use the ice to douse out her fire projectile attacks and put out the fuse for her cannon; this will cause the cannon to backfire for some reason (Looney Tunes logic perhaps). Fight this hot head and keep your cool. Soon enough you'll blow out her flame. However, just like Francisca, she'll grab the Jamba Heart Piece and run. Chase after this Mage too. Now you must make it through Sectors A, B, and C. Along the way you'll see Daroach sneaking about the place. With Squeek back in the group continue making your way through the sectors. Once you do you'll be at the top of the fortress; in an area called Heavenly Hall. Make your way to the very top. There you'll find another mage. "BonJam." You may respond by saying the same thing back if you want. "I am Zan Partizanne, the eldest of the three generals of magic." She has a piece of the Jamba heart too. She, obviously annoyed by your interference, tells you that you must be destroyed. She wields a spear for this fight and it is imbued with lightning. Shockingly, pun intended, the best element to use for this fight is water. Zan will use three special drums to allow her to throw her spear and cause a beam to be fired. The drums are electrified. Use water attacks to short circuit them, and cause Zan Partizan to be knocked down in a daze. Mid way through this fight, Queen Ripple will arrive and enter the fray "W-what?! Who are you?" "I am Queen Ripple! The rule of Ripple Star and you Jambastion Cult have been causing a lot of trouble for people! I am here to help Kirby and his friends to stop you!" Well would you look at that. More help has arrived. Take down Zan Partizanne and this try to grab the Jamba Heart Piece. Zan Partizanne will grab it before you can though and destroys the core for the fortress causing it to crumble all around you. Time to get out of there, do so in whatever way that you seem fit. For old times sake get on wheelie and ride out of there, use an air ride machine, whatever JUST GET OUT OF THERE BEFORE YOU GO DOWN WITH THE FORTRESS!!! Once you are out time find out where this cult's hide out is. Follow the planets and you'll find it. However certain planet will have bosses that will stand in your way. Let's get started with Planet

Earthfall and its moon: Falluna. Earthfall might give you Floria vibes due to the fallen leaves and the forest area. But Nothing on this planet…its moon Falluna is a different story. Keep searching Falluna and you'll find a Jamba Heart Piece. You'll also, encounter Whispy Woods? No this is guy is different. For one you can't see his eyes and two he has a mustache made of leaves. This is Yiggy Woods and he…fights exactly like whispy just replace the apples with poison apples and there you go. One key difference is that you can't burn him as easily as Whispy. But he shouldn't be any trouble, next planet! Planet Misteen is next and it's a water world, time to go swimming! And you find nothing. Check out its moon Mareen. Once again you find a Jamba Heart Piece and encounter Pon and Con? No wait. These guys are made of gold and silver! These two are Goldon and Silvox. They also fight like Pon and Con, except they use the elements of Ice and Fire with their attacks. Beat them and move on! You probably understand how to proceed for now: explore the planet to gain access to its moon. Search the moon for the boss and defeat the boss. Now on to Planet Caverna! This planet whole deal is underground caves. Fight your way through them and gain access to the moon Grott. Navigate through Grott to get to the boss and... you may need to use something else to handle it. Specifically, a Friend Star to take on Grand Mam. The catch with this fight is that Grand Mam is armored and can't be damaged by normal means but there is a way to get rid of it. The gauntlets are actually bombs connected to ropes. When the rope is exposed cut it removing it from the armor now ignite the bomb and make it explode destroying the armor. Now ATTACK! But she will reform her armor now cut off and blow up the other gauntlet. This will give you enough time to finish her off…or you could recruit her. Yes, I am serious! Toss a friend heart at her and make her a more manageable size. If you choose to recruit her, she'll join you in a new set of armor. "Call me IRON MAM!". Time to the next planet; Planet Frostak. Its beginning to look like an Ice World. Make your way through this planet and get to its moon: Blizzno. There you'll find Francisca waiting for you holding a piece of the Jamba Heart. Time to fight his axe wielding ice witch again. Her tactics haven't changed so just use the same tactics that you used to defeat her the first time. When you beat her this time you'll send her flying away until she's a twinkle in the sky. Up next is Planet Towara. Surprise it's a tower planet…how the hell does that work? Anyways climb to the top of the tower and then from there get to the moon of this planet: Gabbel. Now on the top of Gabbel you'll face a familiar foe. A cloud with an eyeball. Kracko is back. By now you should be familiar with all of his tricks. But when it seems like you beat him, he splits into two of him. Now you face Twin Kracko. Nothing is different about either of them except for a new waterfall rain attack. Either way take down both thundering storm clouds and leave this moon. Now to the next planet, or should we say star. For Lavadom is not a planet, it's a star...with a moon. Yeah don't question it. Be careful as you make your way through this planet/star, meteors are falling from the sky, don't get crushed by them. Once you are done with Lavadom, head to its moon: Sizzlai. Once you get to the boss room you'll be facing a familiar foe. Flamberge is back and she wants revenge! She has not changed her battle strategy though, so not to worry too much. Defeat her and send her flying across the horizon. Three planets stand between you and the Jambastion Base. First is Planet α. How odd Planet α is similar to Dream Land. With the main gimmick that it switches between day, evening, and night by entering these special doors. Another interesting thing about this place is that it seems to be testing you on your mastery over the copy abilities over Electricity and Fire. Use what you have learned through out your journey to complete its puzzles and uncover its secrets before moving on to the next area. Now you are in a water area time to swim! While avoiding being crushed by large rocks with faces on them. Get away from them find your way back to land to fight two mini-bosses. Defeat the two minibosses and move on to the next planet, this one called Planet β. This planet is very windy as strong gust of winds pushes you forward. Dodge obstacles as the wind pushes you towards your

destination in this world. When you are there, you'll be facing against another two mini-bosses. Beat them and move to last planet: Planet γ. Planet γ has you going through an obstacle course of moving blocks that will crush if you are not quick enough, collapsing ceiling and magma. Navigate through this obstacle course and get to the end. With that done you're destination is ahead of you. The remaining dream friends are there waiting for you to begin the siege. The Star Allies look anxious for a fight. Can you blame them? This is the group that corrupted them in to being villains. Time to make them pay. Enter their base, the Jambandra Base! Surprisingly there is an elevator there to take you down to the floor where the cult's leader might be. Exit the Elevator when it stops and you are met with your first opposition. A crystal holding GALACTA KNIGHT! The knight breaks free. Fight this menace once again, he seems to have learned a new trick, conjuring sword projectiles to fire at you. Prove your might to this destructive being and put him down. Move on to the next which leads to a hallway. Get to the end of the hallway to enter the next room and your next boss. At first it seems to be a big empty room. Then you see three eyes looking at you. Wham Bam Jewel is here to take you down. If you look in the Milky Way Wishes (Copy Powers) Scenario, you'll see what he can do. Beat what essentially is Wham Bam Rock's Brother. Continue through the fortress and be stopped once again this time by a duplicate of Marx. This one look completely INSANE! This creature of insanity and chaos is Marx Soul. He fights just like Marx but his attacks are stronger and bigger; and he has a comet and paint attack. Stay strong and beat this imposter. Nearly there. Just one more room before you face the big bad behind it all. It seems quite at first. Then the room gets dark…and you hear laughter. Nightmare has returned and you hear Zan talking to you "I can't let you stop us. So, I brought an old friend of yours. Have fun!" Nightmare has his old attacks but it seems like anything can hurt him now. All that time being dead must have weakened him. So, without the need for a Star Rod. Beat this incarnation of darkness and face the leader. Not before you do you'll enter a room with healing items and the word "Hal" spelt out in stones, neat. On the L is a message "Hope this room helps you on your journey Kirby. -Sakurai" Who is Sakurai? Well, he must be someone important to Kirby because the little puffball does a happy dance at the mentioning of Sakurai. Well get healed up from the items, catch your breath and get going. Go through one last long hall way. The air will seem to get humid for some reason as you enter the last door, and there you'll see it. A room with a shrine and a massive purple heart. "THAT IT!!!" Knuckle Joe will yell. "That's thing that corrupted us!" Okay now you know what to get rid of. But one stands in your way, Zan. You are beginning to think they she is related to the other generals. She reveals that she is! They are sisters. And now… The last general is all that stands your way from destroying the Jamba Heart and ending this. TAKE HER DOWN!!! Once she is beaten, she'll call out to a figure that seems to be praying "Heeelp…Hy…ness." She collapse. Now the figure in white looks behind him to notice what is going on "Juh?" he turns around to face you and the entire Star Allies group. "What is this interference?" He makes his way towards you before looking at Zan "You…you seem to be in my way." He then swats the electric magic general away. Before walking to stand in front of you. Is he crazy. He is WAY outnumbered "Well then…" He begins. "It seems…we do not have enough energy…to revive our dark lord…must we…allow ourselves…to fall…into oblivion?" Is he asking you that? "No." He seems angry "NO!" Or Crazy "No no no no no!" or both "NONONONONONONONONO!!! NOOOOO, I SAAAAY!!! We are the masters of a power driven to the far reaches of the universe, and we have but one desire! Can one such as you possibly fathom how dearly we have clung to this dream across the aeons? How could you! You couldn't! Never ever ever! We who once faced those who were in such fear of our power that they sealed us away and banished us to the edge of the galaxy! US! As if THAT loveliness wasn't enough, they tried to erase our very existence from history! RUDE! Only through our magic were we able to

overcome their science and achieve great prosperity! We alone were responsible for stopping that repulsive nightmare of a galactic crisis, yet this is how you repay us! This won't stand! It won't be forgiven! It won't be forgotten! Never ever EVER! Those who called us mad, are you listening? You left us at the edge of the galaxy to be forgotten, then went along your merry way, probably living somewhere pretty and peaceful! But know this! Your future is a farce! You have none! We, masters of a matter most dark, vow to be restored, as foretold in the book of legend, which everyone thought was just a fairy tale! It WASN'T! We have already obtained the vessel that contains our Dark Lord, and he will soon awaken and shower us in compassion! Look! The vessel of our Dark Lord is filling up even as we speak! Now the time for his greatness to enter our world has come! Welcome to a new history! A new age! The age of awesome! HAPPY BIRTHDAY, DARK LORD! HAPPY BIRTHDAY! Grace us, Gloriously Dark Looooooord!" Yeah he has a few loose screws in his head. After that out of nowhere rant he catches his breath. Then notices the Star Allies current state. "And you undo the work we have graciously done to those people. DOES YOUR RUDENESS KNOW NO LIMIT! Well I have to ask you to kindly…DISAPPEAR FOREVER!" With that the battle is on! Hyness is an odd foe. He just floats around tossing dark orbs of energy at you. He can also summon pillars of fire to burn you with, which is followed by pillars of lightning that send shockwaves across the battlefield; he can summon multiple Jambastion emblems around himself; after a moment, they will release freezing winds around themselves. But with the sheer numbers of allies and the skills you have aquired over the course of this entire scenario you goes down easy…too easy. His hood is knocked off which "Juh? JUH…JUH! JUHYAMBAVITRIGOKOPOKOJAAAH!!" AND REVEALS HIS REALLY WEIRD FACE!!!! Whatever marbles he had in his head are now truly gone. He does some strange poses and summons the three generals to his side. But he drains them of energy and corrupts them; leaving them in a statue like state. Time for round two. In his second phase, he keeps his moveset from his first phase, but mainly attacks with the unconscious bodies of the sisters. He can throw them at you, causing them to create small rock projections imbued with their unique elements when they land. Hyness can grab one of the mages and swing them like a club, dealing elemental damage to anyone he hits. When he's half way to defeat, he forces the mages to create a Friend Circle; they then roll all over the arena, on the floor, up the walls, and on the ceiling. They then float in the center where Hyness sends the mages flying in different directions, embedding them in the ground as obstacles while dropping elemental stars to their sides; this attack leaves him dizzy for a time. Each of the mages deal damage of their respective element as they impact on the floor in this manner. Once he recovers, he forces the Mage-Sisters to become a shield; he hides behind him while they float around, occasionally throwing dark orbs. The shield can be broken, and if so, leaves Hyness stunned. With this in mind adapt to his new fightning style and skills. Don't let up now! TAKE THIS GUY DOWN AND WIN THIS!!! With Hyness beaten he staggars to his feet and makes his way to the Jamba Heart "Youuuuu…How could you defeat me…THE Lord Hyness…" He walks up to the heart, he's planning something but you don't know what. "An offering to the Dark Lord…Perhaps if there is…an offering…" That doesn't sound good "What should I do? Only one option remains…Those who harbor the greatest of magic, I call upon you…" He then flings the three Magic Generals into the Heart! WHAT IS HE DOING?! DID HE JUST SACRAFICE HIS ALLIES?! "Make it so…Accept my aid…I pledge myself to you…Dark Lord of Destruction…I do this so that…our Dark Lord…may be rebooooon…Rise Destroyer of Worlds…RISE, VOID TERMINA!!" Then he JUMPS INTO THE HEART AS WELL! But now the heart is complete and flies out of the base. What now? Several platforms fall onto the ground "THAT'S IT!!' Tiff replies "Maybe the Friend Star can help us defeat, whatever that was just summoned." You look at the others. Well, what do you have to lose? This time you can not just leave it to Kirby. This time…all Star Allies Fight. As everyone gets

into groups of 4, each group begins to form the Friend Star. Only for it to get powered to form the Star Allies Sparkler. There are propably dozens of them right now. This should be enough take out this Void Termina that Hyness summoned. Fly after that large heart, that's now a mass of dark energy. The mass grows bigger forming a large body out of it and you hear something as look at your foe.

"*Rise! Oh, Dark Lord of Despair!*

Crush the stars! Lay waste to care!

Rise and cover the land in sorrows!

May your symphony of emptiness

bring the end of all tomorrows!

Rise! Oh, Dark Lord of Despair!

Crush the stars! Lay waste to care!

Upon your wing, dark judgment bring!

May your symphony of tragedy

cause the end of everything

VOID TERMINA!!!



Well, this is gonna be tricky. Now normally this would be it but, due to your interreference as a jumper something is added to this monstrosity: Access to copy powers. Some how this thing can use some of the copy powers you have acquired/earned throughout your adventures here. Make matters worst he can't be damaged by your Star Allies Sparkler. But it is not hopeless! There are weak points on this

things body, in the shape of Red Eyes. Wait Red Eyes? Is thing connected to the Dark Matter? Like its some sort of ancestor to them? Never mind about that for now. Attack those weak points until it is destroyed Void Termina attacks by punching the ground to create three shockwave pillars that move towards Kirby, his allies, you and your companions. When his second weak point is exposed, he jumps on the ground to create regular shockwaves. When his fourth weak point is exposed, he transforms his hands into Ultra Swords, which he can imbue with either Sizzle, Zap, or Blizzard; he swings his swords twice into the ground, creating energy waves that move along the ground or through the air. Then, he swings both of his swords to create a giant X that moves towards the Star Allies Sparkler. Once the last weak point is destroyed. Void Termina will fall to the ground and his head will fall off, allowing Kirby and friends to enter his body. Once inside, you'll see a floating ball that appears to be some kind of egg. The egg has handles hanging off it. Grab hold of it with Kirby and the Star Allies help to crack it open. This will get you launched out of the body and back to your Star Sparklers. Side note Hyness and the Three Mage Sister are thrown out too. Now that you are out, Void Termina will take a bird like form, almost to pose itself as an angel…just like Zero Two. Don't think about that right now! Focus on the fight! In this angel form Void Termina is damaged the same way as his previous form. Look for weak points and shoot them. Void Termina can swoop down from the air and charge at the Star Allies Sparkler. If You, Kirby and his friends are in a spot where they are face-to-face with Void Termina's weak point, then time seems to down, allowing them to dish out lots of damage. Void Termina can create elemental arrows that create elemental shockwaves when they hit the ground. He can then summon multiple spears. A circle indicates where the spears will land. Void Termina then creates a double-edged axe. He backs off slowly, then starts charging towards the Star Allies Sparkler. When he reaches it, he slams the axe into the ground, which creates a shockwave. He then summons a replica of the Master Crown to fire lasers that sweep across the ground. Once the last weak point is destroyed, Void Termina will once again fall to the ground and lose his head, letting Kirby and co. enter his body once more. There you'll face the core. Which then creates face in the form of a friend…yes it's face resembles Kirby's. This is it the final phase of this fight! Go for it! The core will start by creating shockwaves with gaps in them that will turn any of Kirby's allies against him. They can damage you, but you can damage them as well. You and Kirby must immediately throw a Friend Heart at them to re-friend them. If an attack hits an affected ally, they will take massive damage. Void Termina's core may also shoot multiple energy pellets out of its eyes. It then moves to the center of the battlefield, where it begins laughing while stretching out spikes from its body, similarly to Miracle Matter's Needle attack. Afterwards, it starts bouncing around the screen and into the background. When it jumps onto the foreground, it creates shockwaves three times before charging forward from the background, similarly to Drawcia Soul. Near the end of the fight, it transforms into its Dark Matter form, where it fires multiple lasers at the heroes. It also expels miniature versions of itself which bear Dark Matter's orbs, albeit translucent in appearance. They position themselves somewhere in the area and will try to inhale Kirby and his friends. Don't let up now. Power through this and beat this sucker!!! Once beaten you are once again spat out of the body. All of the other Star Sparklers are gone leaving you with one giant one in its place. Void Termina's core, now free of its body, transforms into its Dark Matter form, roaring. Kirby glares at it! You know what this means! When Kirby glares he's going for the kill! Bot side charge up energy and fire a laser; initiating a beam war. It seems like you got this in the bag until Void Termina makes his Laser bigger. Kirby responds by making his own laser bigger much bigger than Void Termina's. When the laser hits the dark entity it takes some serious damage! It looks tired. Time to finish this. For some reason you yell "CERTAIN KILL!!!" as Kirby creates energy constructs of every member of the Star Allies, the dream friends, your companions…and YOU!

Kirby yells to the heavens and sends the images at Void Termina destroying him. AS everyone flies away from the destruction the Star Allies Sparkler is lost stranding you for a moment until a colossal warp star arrives to take you back to dream land to recover…but its not over. If you thought you were done after defeating Void Termina you're wrong. In a few days, Gadd will tell you that he detecting a large energy signature in Jambastion Cult's Shrine Room. When you go there, you'll see a portal; enter it. When you enter this dimension, you'll get this feeling. Like there is someone here. Someone that you need save. The only way to find out who it is, is to explore this place. While you are here, you'll find these heart pieces. Collect those. At the end of your expedition, you'll find a familiar foe. Hyness! He fights the same way he did the first time you fought him. Except he seems to twice the vitality, durability, and his attacks seemed to twice as strong as they were when you fought him last time. Defeat him and the Three Mage Sisters will come back for a rematch to avenge their fallen leader. Just like Hyness they seem to be much stronger. Also, you are fighting all three at the same time. Adjust your strategy for fighting all of them. No need to worry though, you have the entirety of the Star Allies backing you up. This shouldn't be too hard now! Once beaten those hearts you have been collecting seem to merge into a one big one. Toss it at the sisters to liberate them from whatever corruption that ails them. Then throw a friend heart at Hyness to liberate him. Back to normal now. Give them a lift and get out of that dimension. When you leave, you are greeted by a familiar foe. Galacta Knight …again. But wait a butterfly lands on him and…HE DISINTERGRATES?! Then the butterfly flies up and transform into a knight similar to Meta Knight. Meet Morpho Knight. The next foe that you must face. Defeat them and its over. EASIER SAID THEN DONE!!! Morpho Knight fights suspiciously like Meta Knight and Galacta Knight. It has access to a sound attack that turns your allies against you and Kirby. Meaning you have to use a friend heart to snap them out of it. They can make a duplicate of their sword and make them both bigger to swing at you. For Some reason though they seemed to be powered up to be on your level. So if you have completed the Milky Way Wishes Scenario, Morpho Knight will have abilities that can mimic your copy abilities. You have come so far. It would be a waste to give up now. End this. When Morpho Knight is beaten, they will turn into flock of Butterflies and disappear. Well…That's it. That's all. You've done it. Well done! You have completed the Star Allies Unite Scenario! Let's see what you've won. First, obviously all the Star Allies you have liberated are companions. Also, any additional Dream Friend are now Companions, this includes those listed in the Canon Companions section. Kirby will DEFINITELY be joining you on your jump chain adventures now, as an additional Dream Friend. Also, if you have purchased the Three Mage Sisters, they will be joining you from now on. Speaking of Dream Friends, the three listed below will be joining you:

Hyness (Happy Birthday Dark Lord): Whatever you did after you threw a friend heart at Hyness seemed to bring him back to his senses. With no purpose, now that Void Termina is gone. He asks to join you seeing that the Three Mage Sisters vouch for you *"Zan Par…? Jaway majaja! Japologa vun."*



Kaibow (Master of Sword): A boy raised by a group of warriors. He is really good with a sword. Can even turn into a dragon temporarily. He also has a crush on Adeleine *"Evil won't stand a chance."*



Iron Mam (Armored boxer): If you chose to recruit her; Iron Mam will be back to her original form Iron Mam. She's quick and powerful. Really good at boxing *"Fear me for I am Iron Mam"*



Final Reward: Friend Heart Complete: Well, that was impressive not only you have been through every game of the Kirby Franchise but you have successfully liberated all of the Star Allies. As a result, your Friend Heart is now on the same level as Kirby's Meaning that you get to keep your Friend Heart Ability, with the added bonus that it can purify corruption. Works well when dealing with people that have succumbed to some type of corruption (like Chaos from Warhammer). Very useful.

Reward: Star Allies Sparkler: This unique ability is a secret technique based on the warmth of giving hearts. The desire to save everyone in the galaxy transforms into a sparkling star. This will only activate when you are with at least three other Companions. The four of you will channel energy to summon forth this pair wings that is in a shape of a star. Its basic attack shoots out a single star-shaped projectile, which can either be manually aimed or locked onto a target to home into it. If this move is charged up, a stronger, double star projectile will be shot that has the same aiming options. These projectiles are affected by Copy Abilities. If everyone channels their energy through the Star Allies Sparkler a devastating beam will be fired. However, if you concentrate hard enough you can fire a large beam and conjure up projectiles in the shape of ALL of your Companions. These can be launch at your desired target. End results might result in a devastating explosion that destroys the target. Use with caution but may it be a symbol of what you were able to do here and the bonds you have shared with others. Word of warning though. Please reframe from using this in tangent with any artifact that is essentially the power of friendship, power of love or both. The result may be catastrophic.

Nightmarish adventure! (Must have done the "Star Allies Unite" Scenario): Wow! You're feeling pretty good about yourself huh? But I bet you thought it was too easy. Well how about this: I will give tougher challenge but it will cause you to go back to the beginning of your entire adventure. Don't worry you'll

still have you allies with you. But here's what happened after your defeated Void Termina his death cause a strange temporal anomaly. As you return to Popstar, you'll receive news that a terrible curse has befallen Dream Land. Nightmare had returned and he's more powerful than before. But that should be impossible Nightmare is dead. Well Jumper surprise by taking this challenge you've essentially entered Hard mode. Prepare for enemies being twice as tough and twice as strong. This even includes the enemies that are now your allies, except you'll be facing their "EX" and "Soul" duplicates. After Completing this scenario, you can choose to end the jump. There is one special thing that should be noted. The final boss for this scenario. When you defeat Void Termina again. You'll be pitted against his true form. "Void. The beginning. This Void Termina's True form" Hyness informs you. Well, you have to beat it. Once you do that everything will return back to normal. You'll be back at Dream Land. Back to the way it was after you have beaten Morpho Knight. BRAVO JUMPER! Bravo! You did well. Now about your reward:

Reward: Super Copy Essences Deluxe: For completing this Dangerous and Difficult task you will be rewarded with the Copy Essences Deluxe of the Super Abilities: Ultra Sword, Monster Flame, Snow Bowl, Grand Hammer, and Flare Beam. Originally only Kirby could use them but now so can you!

Reward: Void Reborn: As you turn to leave another Friend heart Materializes in front of you. Only for it to break to reveal a small Kirby with prismatic eyes. This is Void reborn as a puff ball. He can still do the attacks he could before, just not as powerful.



One more thing well it isn’t a reward but everyone gathers together. You will be compelled to join. Time for the most epic and longest victory dance.

Challenge of Aeon Hero (Must complete the other scenarios first): Okay maybe there is one more challenge for ya… See with the birth of Morpho Knight led to the death of Galactica Knight. So the position of Aeon Hero is open. With that position comes the powers of Galactica Knight. But to become one is not easy hell it is down right hard. First you need a weapon…any weapon. Once you have picked your weapon prepare for a gauntlet of bosses. First the all the mini bosses back-to-back. Then every boss in the Kirby franchise up till Kirby Fighters 2 (Save for the Final Bosses). Once you have done that…comes the actually hard part. You have to collect the star pieces which means you have to fight each star's guardian. Once you have star pieces to summon NOVA tell him that you seek to become the next Aeon Hero. Nova will grant you were wish but first you must prove yourself worthy. To do so you must fight all the final bosses and extra one at the end. Once this is done NOVA will congratulate you and tells you have one last opponent. He calls forth a darker and rather scarier version of Kirby. "Defeat this foe and You will get that which you seek" Defeat the evil Kirby and you will be given you reward

Reward: Jumper the Aeon Hero: As you turn your opponent falls, power begin fills your body. You grow two angelic wings on your back and will be given angelic look armor that looks similar to Galactica Knight's and a shield to go with it. Your weapon will be imbued with energy. But that's not all you'll be given. All the skills, abilities, and techniques that Galactica Knight has you have. What's more these powers grow as you grow, never static in strength. Show them who's the greatest warrior jumper.



Drawbacks:



Gotta Collect them All (+100 CP): There hundreds of collectibles in the Kirby Franchise. And You have the compulsion to get every single one of them. Extreme OCD levels of impulse to collect them

Sleepy (+100 CP): You have a hard time staying awake. So, you might find yourself dozing off multiple of times. Don't worry this won't affect you while you are fighting bosses.

Just a kid (+200 CP): You are now very childish. So, you might not be able to take things seriously and always want to sleep and play. In other words, you'll be more like Anime Kirby during your stay.

Great rival (+200 CP): You now have a rival. They are the King Dedede to your Kirby. Every week he'll challenge you to something. Not necessarily a fight, but something. Good news your life isn't in danger. But it will become distracting and they have a tendency of being possessed by some outside force.

No time to rest (+400 CP): Normally the event of the game will be happening in even pace. So that you can get some time recover and relax. Not anymore, in between the events of the games a monster (Mini Boss) will appear and cause havoc every week until the next game events.

Extra Mode (+400 CP): Your vitality (HP) is halved during your stay. Be careful when fighting enemies sometimes, one mistake will be your downfall.

Dedede Ire (+500 CP): King Dedede doesn't like you. Maybe because you hog the spotlight, maybe you ate his food by accident one time. Whatever the reason he will have some sort of scheme or plan to defeat you. This keep happening twice a year during your stary here and this is in addition to his antics from the games, good luck.

Metaknightmare (+500 CP): Meta Knight find you either as a worthy rival to be constantly challenging or a threat to Dream Land. Either way expect to fight twice a year. But be warned Meta Knight is tough opponent.

No Perks are allowed here (+600 CP): Exactly what it says. You can't bring your perks into this jump. All you will have is what you bought here and your body mod.

Valuable asset to Haltmann (+600 CP): Haltmann Works Company found you to be an important asset (Test Subject) for their company's benefit. As a result, once a year they will send a strike force to try and capture and take you to their boss. This will continue until the events of Planet Robo-bot. This may not sound too bad, but trust me it is. Haltmann Works Company are technologically advance to the point of Sci-fi.

Sacrifice for Void Termina (+800 CP): Jambastion Cult normally will only rely on the Jamba heart to summon their dark lord. But they found an alternate way in a book. It requires a powerful interdimensional entity to be sacrificed. Guess who fits that description? Now the Jambastion Cult will try anything to get you. Even corrupt other (INCLUDING YOUR COMPANIONS!) to capture you, or send some of their best to get you, or even send the Three Mage Sisters to bring you in. Unlike Haltmann these attacks will occur Monthly. This will not stop until the events of Star Allies.

Enemy of Zero (+800 CP): HOLD IT!!!!! Are you sure about this? IF you take this Drawback, it will mean that Zero will keep coming back to threaten you and Dreamland, even after his defeat during Crystal Shards. Every Final Boss will somehow bring forth Zero in some manner. And each time you must defeat him. This will continue until the events of Return to Dreamland.

Double the fun and trouble (+1000 CP): Now the world of Kirby Right Back at Ya is now merged with this one. Because of this there are doubles of nearly every character. Also, NME will be supplying monsters to your enemies. Hope you know what you are doing.

SETTLE IT IN SMASH! (Requires Double the fun and trouble, +200 CP): I'm sorry are you sure about this? In addition to the drawback about you want to take this too? Because this means any character or franchise that has appeared in smash in some way, will have its problems appear in this setting. For example, seeing Simon is in Smash Bros Ultimate, Castlevannia may appear in popstar. Now with this in mind are you sure that you want to do this? If you are, then go right ahead but thing will get crazier so be prepared.

ENDING



Over already? Man time flies when you are having fun. Well you know what to do. Make your choice

Go Home

Stay in Dreamland

Next Jump

Special scene for next jump if you completed the “Star Allies Unite!” Scenario: You and all the people you have befriended smile at Dreamland, ready to leave. If you have Kirby as a companion he’ll wave at his home as he leaves with you. Like the image below:



NOTES:



By Sonic Cody12, Burkess and, OkashiiKisei

Thank you to OkashiiKisei and Burkess for your help!!!

If the jump seems long well there is a reason for that. This jump is supposed to represent all thing Kirby from the Kirby Games. No Copy Power was left behind, No Helper, nor character was ignored, no game was excluded. Trust me that is as hard as it sounded. I wanted this to be as complete as complete can get with this one.

Artwork by YingYangHeart, pokemonlpsfan, coldeye125, BlueAquaCat, UDUC #BLM (MtF), BigBee17, The Kirby Wiki, and Ezio1-3

Kaibow belongs to BigBee17

Artwork for Missile Kirby and the Rainbow Sword goes to OrangeCoatSale

The Image of the Miracle Fruit and Kirby goes to Thorupanda.

For the Image of the Love-Love Stick credit goes to Plucky-Nova

As for the image above I got it here.

Another thing Kirby will try to be friendly everybody even the evilest of people but he has his limits. The Truly unrepentant and unforgivable will get no mercy from him only an angry glare and destruction.

Strangely enough he's pals with Doom Slayer. Seriously Doom Slayer has a habit of befriending cute and cuddly characters and teach them how use weapons. So if Kirby meets up with Doom Slayer in some way they will greet each other like old pals…because they sort of are. So kind of like the image below.



This image came from here.

One whole Summer…That's how long it took me to complete this. And I enjoyed every moment of it because the process was basically playing some of my old Kirby Games on my DS, Playing Star Allies on my switch and watching playthroughs and Lets Plays of Kirby Games on you tube. It was a Blast so enjoy this Jump!

FAQ:



Some of these abilities I haven't heard of. Where did you get them?

They are from the artists listed in the notes section. Really talented people check them out by clicking their names.

What are helpers?

Helpers are enemies that have been befriended by Kirby. In gameplay terms this means enemies that you have used a friend heart on and became an ally.

Why can't I just buy the helpers instead of going through the Scenario?

There are way too many of them. Do you know how much CP you would need to buy them if I made each one 50 cp. Way too much to be bought EVEN if you took every drawback in this jump.

Why can't I just buy all the Copy Powers instead of going through the Scenario?

The same reason for the previous question. There are way too many of them. Do you know how much CP you would need to buy them if I made each one 50 cp. Way too much to be bought EVEN if you took every drawback in this jump.

Why do you have so many Copy Powers?

I want to give you and other Jumpers a complete Kirby experience. In order to do that I had to include every copy power in the Kirby franchise and included some fan created ones. However, this does include abilities that been absorbed by other abilities or have been renamed. Such as Burning, Freeze, and Backdrop.

Isn't Cloud and Nimbus the same?

Not Exactly. Nimbus is about using the power of weather. Cloud is more like conjuring up clouds and using those to attack. Think of it like this: Cloud is more like Cloud Mario, while Nimbus is more like Kracko.

What are you talking about when you bring up Sizzle, Blizzard, Splash, Zap, Bright, and Sludge?

They are elemental Properties that some attacks have. Also, some copy abilities can be powered up by mixing it with these elemental properties. So when I mention that an attack has a certain property. I bring up so that you can use that attack to power up someone else's copy ability or to have someone else power up your copy

What do the helpers look like?

If you are curious about the helpers, here's the list of the helpers and what they look like:

Animal: Gaw-Gaw



Animal: Dig DIg



Archer: Spynum



Artist: Vividria



Axe: Choppie



Back Drop: Fighter Turtle



Ball: Bubbles



Ball: Roly-Poly



Baton: Batona/Twirla (you decide the name)



Baton: Marcher Hare



Beam: Waddle Doo



Bee: Queenie



Beetle: Beetley



Bell: Ringle



Bell: Chacha



Bomb: Poppy Bro Jr.



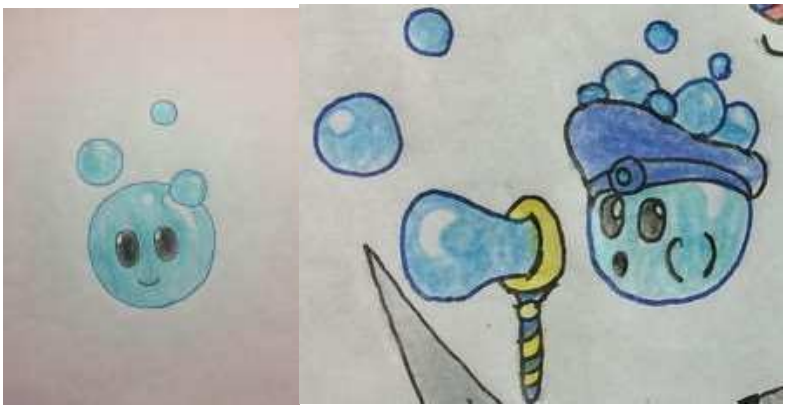
Bubble: Bubble Head



Bubble: Octopina



Bubble: Wubble



Burning: Bobo



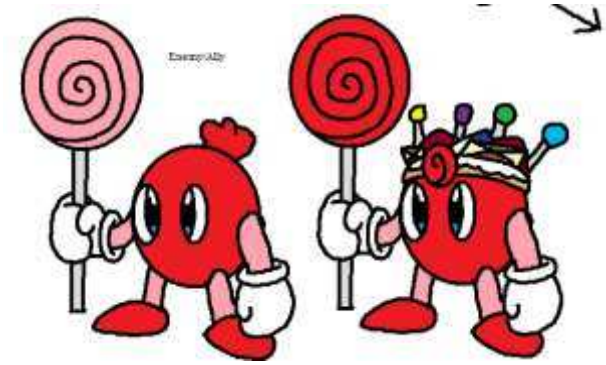
Burning: Galbo



Butterfly: Sectia



Candy: Clobber Pop



Casino: Maniacard



Cat: Nekkato



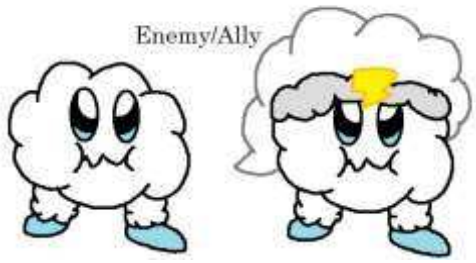
Circus: Clown Acrobot



Cleaning: Broom Hatter



Cloud: Clummulod



Cloud: Nimbon



Cook: Chef Kawasaki



Copy: TAC



Cowboy: Slingr



Crash: Bomber



Cupid: Cupie



Cupid: QT





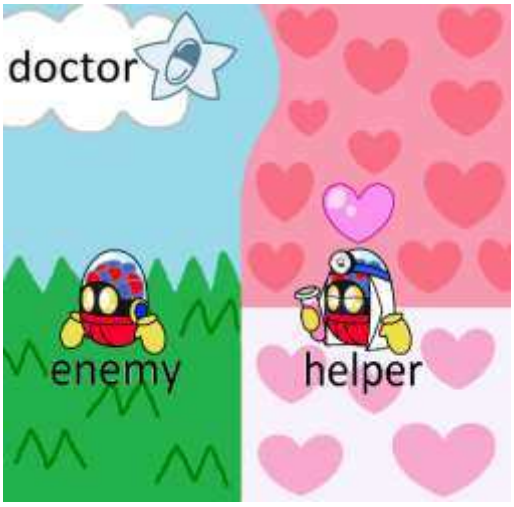
Cutter: Sir Kibble



Dark: Noxicorn



Doctor: Chemitory



Dragon: Ryugon



Drake: Vywern



Engineer: Gad



ESP: NESP



Fan: Fanmurai



Festival: Donpuffle



Fighter: Knuckle Joe



Fire: Burning Leo



Flail: Hamsturr



Flower: Floropollen



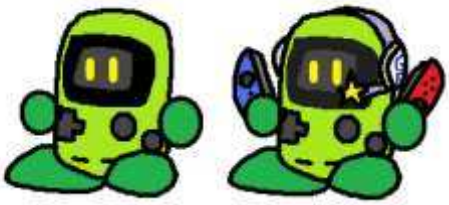
Freeze: Snowl



Freeze: Pengy



Gamer: NESboy



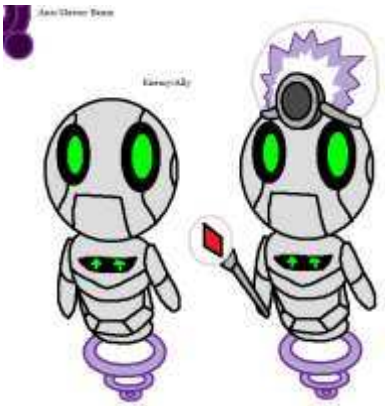
Ghost: Tedhaun



Ghost: Boo-Yah



Gravity: Grevitee



Hammer: Bonkers



Hi-Jump: Starman



Ice: Chilly



Iron: Serfant





Iron: Ironaga



Jet: Capsule J



Jet: Capsule J2



Jet: Capsule J3



Kabuki: Jutoe



Kabuki: Ryuformance



Knight: Celti

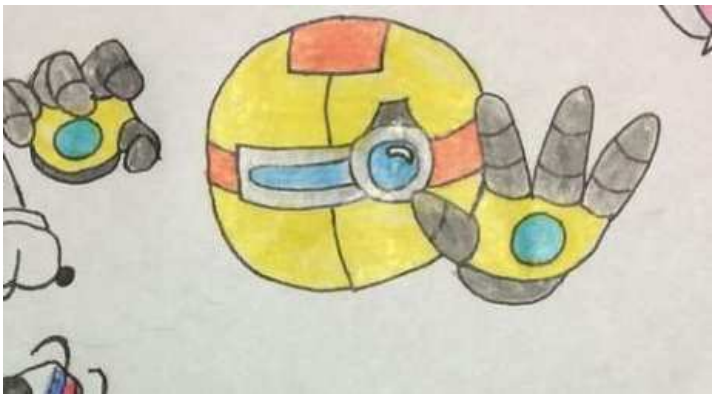


Laser: Laser Ball



Laser: Bolt





Leaf: Leafan



Leaf: Beanbon



Leaf: Petalia



Light: Cool Spook



Light: Wholey



Magic: Boxy



Magic: Hatter





Magnet: Magnetron



Metal: Metlun



Mini: Minny



Mining: Doka



Mirror: Simirror



Missile: Bang-Bang



Mike: Walky



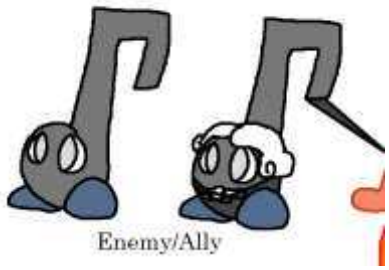
Moth: Petaflore



Mummy: King Mumbie



Musical: Famire



Needle: Needlous



Nimbus: Cret



Ninja: Bio Spark



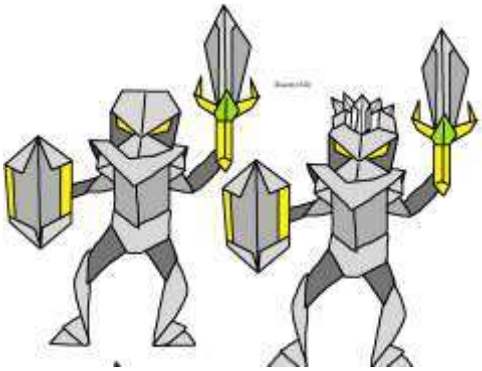
Ninja: Moonja



Paint: Cotta



Paper: Gamori



Parasol: Parasol Waddle Dee



Pirate: Scurvywag



Plasma: Plugg



Plasma: Plasma Wisp



Poison: Venog



Poison: Pythox



Pumpkin: Jack'E



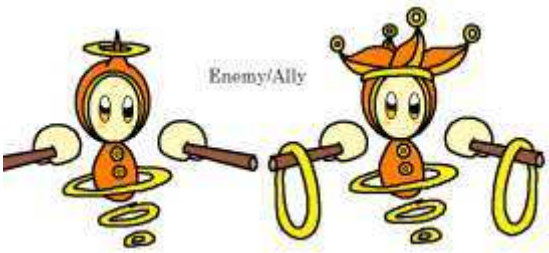
Reptile: Geck



Ribbondance: Twirlia



Ring: Ring Roller



Shadow/Dark: Anti-Villain



Shield: Rolling Turtle



Sleepwalk: Noddy



Spark: Sparky



Spear: Lanzer





Spear: Pierce



Spear: Yariko



Spider: Como



Sport: Sluggr



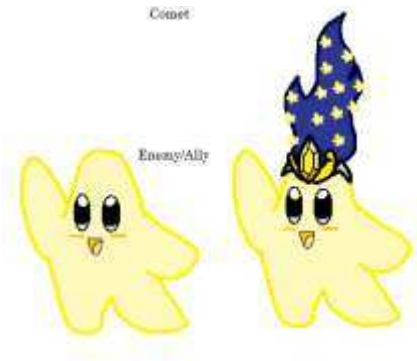
Staff: Ukog



Staff: Jammerjab



Star: Starmet



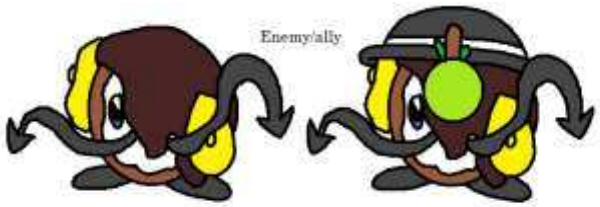
Stone: Rocky



Suplex: Buggzy



Surreal: Dallock



Sword: Blade Knight



Sword: Sword Knight



Throw: Phan Phan



Time: Mr. Tick-Tock



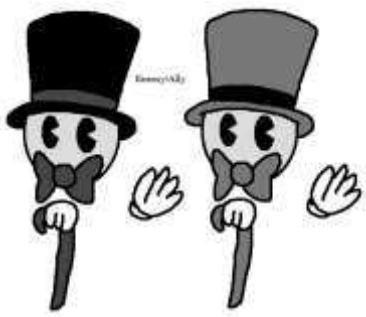
Top: Jim



Top: Spin-Dogg



Toon: Joke Hatter



Toon: Uncle Animavem



Tornado: Twister



Tornado: Twirla/Gusty (you can decide which name she should have)







You can also decide on which design she should have as well

Trident: Maiden



UFO: UFO (Yes that is the name of this helper)



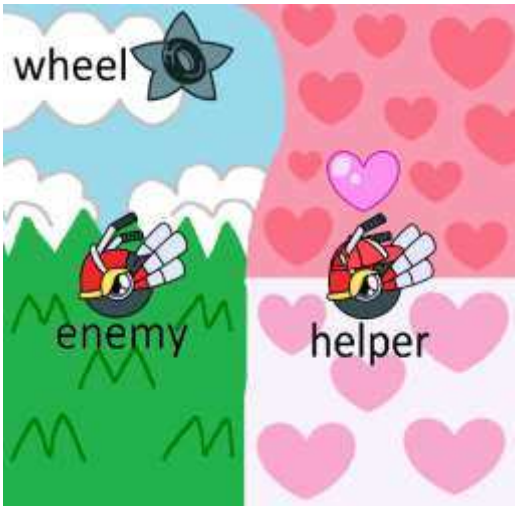
Vampire: Vambatty



Water: Driblee



Wheel: Wheelie



Whip: Wester



Wing: Bridon



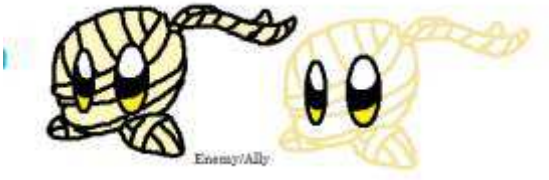
Witchcraft: Witch Keke



Wrestler: Rey Luchado



Yarn: Yanba



Yo-Yo: Gim



Why do some copy powers have more than one helper?

This may sound silly but I felt bad for that particular helper/enemy and decided “You know what? you’re in to.” I know that sounds silly but it’s the truth.

Why is the Smash Bros ability a Scenario Reward?

Simple in most games it can only be obtained by using an Amiibo so it would make sense to make it a reward for finding all the Copy Essences Deluxe.

Does Smash Bros have a Helper?

As of 1.12 yes. His name is Fray Fox

Why are there two Rolling Turtles

There in a similar Situation as 3 J Capsules which why I called the one that gives you shield Sir Rolling Turtle and the that gives backdrop Champion Rolling Turtle. The alternative names would be Sir Turtle for Shield and Champ Turtle. Frankly it doesn’t matter this simply because someone has made a move set for Backdrop the ability that became Suplex. The other one is Jukid. Granted I could have just used Jukid but I wanted the creator to get credit where credit due.

So…What are the genders of these Helpers?

I figured someone would ask this question. Well, here’s the bad news if you were planning on forming a harem in this jump: 90% of the helpers are male. The only ones that I know for a fact are female are: Witch Keke, Chacha, Vividria, Octopina, Boxy, Gusty/Twirla, Botona/Twirla, Twirlia, Maiden, Queenie, Sectia, Petaflore, Yariko, Noxicorn, Jack’E, Petalia, Floropollen, QT. That being said I am willing for you to fanwank to make some of the helpers that you find female. Because frankly I don’t care. Their gender is not important for this jump.

Will this Jump be updated sometime in the future?

Yes. I may find more copy abilities that can be added, as well as more helper/star allies.

Where are these color examples you mentioned in the Puffball origin?

Right here:

-  Pink: Pink body, fuchsia feet.
-  Yellow: Yellow body, scarlet feet.

-  Red: Red body, magenta feet.
-  Green: Light green body, orange feet.
-  Cherry: Pink body, dark green feet.
-  Carbon: Dark gray body, orange feet.
-  Chalk: Light gray body, dark gray feet.
-  Chocolate: Brown body, sienna feet.
-  Emerald: Emerald green body, tan feet.
-  Grape: Lilac body, mauve feet.
-  Ocean: Light blue body, blue feet.
-  Orange: Orange body, vermilion feet.
-  Sapphire: Blue body, indigo feet.
-  Snow: White body, radical red feet.
-  Shadow: Dark gray body and black feet.
-  Ivory: Ivory white body and beige feet.
-  Citrus: Lime body and green feet.
-  White: White body and feet.
-  Lavender: Purple body and feet.

Change Log:

8/3/2021: Jump complete version 1.0
8/16/2021: Version 1.1: Separated Shadow and Dark into two completely different copy abilities
11/14/2021: Version 1.12: Fray Fox added.
5/23/2022: Version 1.13: Aeon Hero Scenario
5/24/2022: Version 1.14: Added the X Knight Perk