

Welcome to Patch Land

Quilty Square

Grass Land

Hot Land

Treat Land

Water Land

Snow Land

Space Land

Dream Land

Playing with Friends

How to use this eGuide

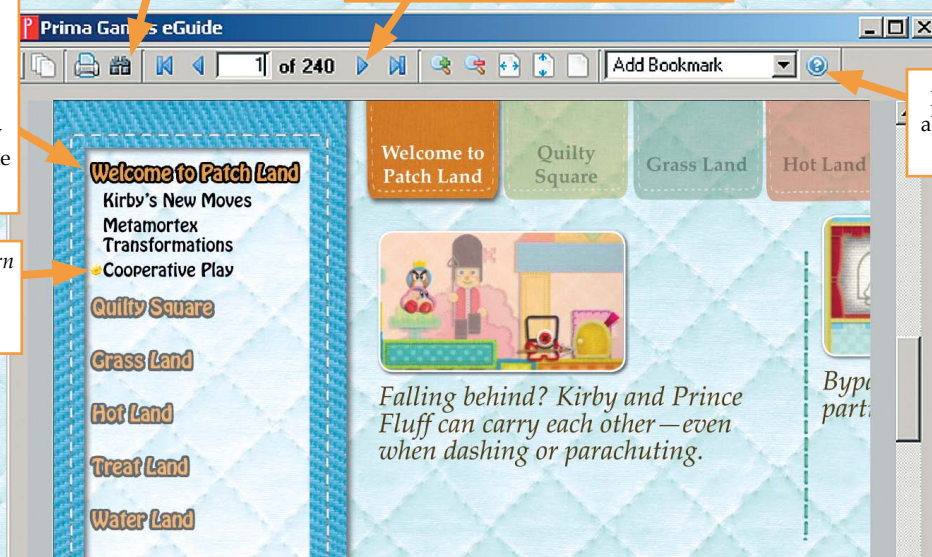
This eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

Enter keywords to find a specific word or phrase.

Of course, you can also use the “page forward” and “return to beginning” icons to navigate through the eGuide.

The main menu puts all of the eGuide sections for Kirby's Epic Yarn at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Within each Kirby's Epic Yarn eGuide section, all sub-sections are displayed for easy navigation.



For any other questions about your eGuide, check out the help button.

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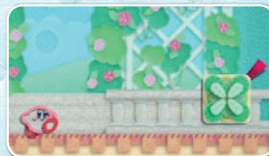
Thanks to the wrongdoings of the wicked sorcerer Yin-Yarn, a once-peaceful kingdom has come apart at the seams. Of course, now that Kirby's been transported to Patch Land, it's only a matter of time before the tattered remains are stitched back together. With the help of his new abilities—and a few new friends—it won't take Kirby long to set everything right.



Kirby's New Moves

The journey to Patch Land may have left Kirby without his usual powers, but he soon learns a few new tricks! Study Kirby's new abilities to overcome the challenges ahead.

Basic Abilities and Transformations

Walk







Press  or  to walk. Walking may be a little

slow, but it offers the precision needed to safely navigate around dangerous enemies and environmental hazards.


Dash



Double-tap  or  to start a dash, then hold  or  to race across the ground. Use dash to speed through hazards or to quickly retreat from your enemies.

Jump






Press  to jump over obstacles and enemy attacks.

Jump while dashing to gain some extra distance to land on those hard-to-reach platforms.

Parachute



Press and hold  while in the air to parachute back to the ground. Use  and  while parachuting to steer your fall for a precision landing.



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Weight



Press and hold **+** while in the air to transform

into a heavy weight. Use the weight to smash through blocks or deal damage to enemies from above.

Crouch

Press and hold **+** while on the ground to crouch. Crouch to squeeze under obstacles or to dodge incoming fire.



Yarn Whip



Press **1** to activate the Yarn Whip. Use the Yarn Whip

to yank buttons, peel patches, unravel enemies, and more. The Yarn Whip is a versatile tool and is the most common way to interact with objects in the environment.

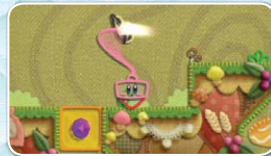
Swing



Use the Yarn Whip to swing from special objects in the environment. Press **1** to latch on to a swing point. Use **+** or **-** to swing in either direction. Jump at

the height of your swing to reach otherwise-inaccessible areas.

Roll Up



Press and hold **1** to roll up enemies and objects into tightly packed balls of yarn.

CAUTION

It takes longer to roll up your enemies than it does to unravel them. Stay aware of nearby enemies when using this ability!

Throw

Press **1** to throw the object you



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are currently carrying. Throw objects to smash Cloth Blocks or to attack enemies from a distance. Use , , and  to choose the direction of your throw.


Drop



Press  to drop the object you are currently carrying.

Use this ability to free up the Yarn Whip without destroying the object being carried.


NOTE

Dropped objects vanish after a short time. Press  to while facing the object to pick it up before it disappears from the map.

Pull








Press  to latch on to special objects. Use  or  to

pull these objects in the direction needed. Press  a second time to release the object.

Submarine



Jump into any body of water to automatically transform

into a submarine. Use , , and  to swim, and hold  to boost your speed. Press  to use the Yarn Whip, just as you would on land.





TIP

While in submarine form, you can aim the Yarn Whip and throw abilities downward.

Snake



Enter narrow passages to automatically transform into a snake.

Use , , , and  to weave through branching tunnels.

Important Objects

Many of Kirby's abilities are used to interact with special objects. Look for these objects to help you make your way through Patch Land.

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Beads



Collect beads to earn medals for each map. Look

for bead trails that lead to new areas and hidden objects. Use collected beads to purchase items and complete special tasks in Quilty Square. Different types of beads add different amounts to your total bead count:

Small = 1 bead

Medium = 5 beads

Large = 10 beads

Star = 100 beads

Buttons

Buttons serve many essential functions during the game. Press ① and use the Yarn Whip to grab on to buttons as you progress through your adventure.



Use brass buttons to swing across wide gaps or up

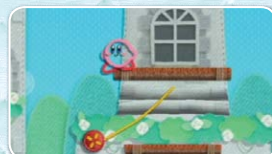
to high platforms. Brass buttons can be found mounted in the environment or attached to moving objects.



Blue buttons are used to permanently alter the

environment. Use these to yank elements of the scenery across the background; for example, blue buttons allow you to close gaps that are otherwise too wide to cross or reveal objects hidden in the scenery.

Red buttons are used to temporarily alter the environment. Use these to yank elements of the scenery across the background. Because these elements will eventually spring back to their original positions, you can often use red buttons to reach platforms high above the ground.



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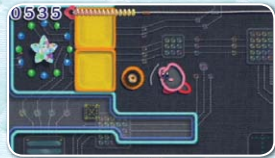
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Blocks



Blocks appear throughout Patch Land, both as obstacles and as valuable tools.

There are several types of blocks, each with their own properties:

Yarn Blocks are very fragile and can be unraveled or rolled up.

Cloth Blocks can be destroyed by thrown objects or by smashing them from above with the Weight ability.

Denim Blocks cannot be destroyed.

Bomb blocks can be detonated from a distance with thrown objects.

Star blocks are destroyed by a chain reaction when near a detonated bomb block.



Falling blocks can be rearranged to reveal a hidden path or object.

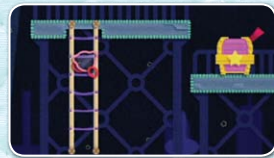


TIP

When you encounter falling blocks, pay close attention to any other blocks that are nearby. Remove key sections in a stack of blocks to drop falling blocks into the most useful arrangement. Falling blocks can be made of yarn, cloth, or denim and can behave like any block made from the same material.


Ladders

Approach a ladder and press  or  to climb up or down to new areas.



Doors



Press  to enter or exit a door. Use doors to slip behind the background fabric to find hidden beads or alternate paths. While moving behind the background fabric, keep an eye out for stitched platforms; you can use these only while behind the background.

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Patches



Press ① and use the Yarn Whip to peel patches away from

the background to reveal beads, treasures, doors, and more.

Patches come in different shapes and sizes. Whenever you see a patch, it's worth your time to investigate it!

Spools

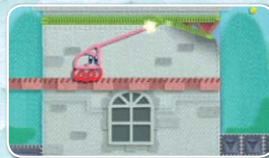


Spools are used to open doors, lift platforms, and move

heavy objects. Hold ① to wind a spool. Spools unwind after a short

time but can be reused as many times as needed.

Zippers



Zippers can drastically change the layout of an area. Use the

Yarn Whip to grab on to a zipper. Hold + or - to unfasten the zipper and reveal an entirely new arrangement of platforms.

CAUTION

Once you've unzipped a zipper, some beads and platforms may no longer be reachable. Always check the area just under a zipper to keep from missing out on valuable items.

Warp Seams



Warp Seams whisk you away to hidden areas across the

level. Press + to enter an open Warp Seam.

The Bonus Bell



The Bonus Bell gives you a chance to win additional

beads at the end of each level. Collect the Bonus Stars hidden within a level to complete the wheel around the Bonus Bell. Press ① to slow the spinning wheel with the Yarn Whip. If it stops at the right time, you gain extra beads!

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Metamortex Transformations

As talented as Kirby is, sometimes his natural abilities just aren't enough to make it all the way through a dangerous area. When obstacles seem too great to overcome, be on the lookout for a Metamortex!

There are 10 varieties of Metamortex, and each one triggers a different transformation.



Tankbot



Controls

Move: \leftarrow , \rightarrow

Missile: ① (tilt the Wii Remote to aim)

Jump: ②

Bombard your enemies with an endless stream of explosive missiles! The Tankbot is less maneuverable than Kirby's normal form, but the extreme firepower is well worth it. Use missiles to clear out enemies and intercept incoming fire. The Tankbot's slow movement speed gives you plenty of time to clear a path, and its jet-assisted jump ensures the Tankbot

can go over obstacles just as easily as it can go through them!

Saucer



Controls

Fly: \leftarrow , \rightarrow , \uparrow , \downarrow

Capture Beam: ②

Thunder Spark: change to ① (after it's charged)

Capture enemies and objects to power your systems, and clear the area with a powerful Thunder Spark! The Saucer requires a steady hand but can pass through enemy-infested areas with ease. Use the Capture Beam to collect three enemies or objects to charge

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the Thunder Spark attack. The Saucer can maneuver through some tight areas, but avoid touching any obstacles—it doesn't take much to send the Saucer spinning out of control!

Spin Boarder



Controls

Spin Attack: ①

Jump: ②

Race along the waves and soar over the heads of unsuspecting enemies! Once the Spin Boarder reaches top speed, there's no turning back.

Plow through your enemies with vicious Spin Attacks, or take to the air for some gravity-defying stunts. Use the Spin Attack to bounce off flying enemies, and search the skies for specially placed boosts. You can use Spin Attack as many times as you like before Kirby reaches the ground.

Digger



Controls

Move: ⬅, ➡, ⬆, ⬇

Dig: ①

Jump: ②

Dig passages deep underground to uncover the secret bounty hidden far below the surface of Patch Land! The Digger has limited offensive abilities but offers unmatched control over your environment. Create custom tunnels to take you exactly where you want to go, but plan your route carefully—the Digger can't replace any material once it's been cleared away. Carve passages to reach valuable objects; just watch out for falling blocks and underground enemies!



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Off-Roader



Controls

Accelerate: ①

Jump: ②

Start your engines and race to the finish line! Hit the specially placed boosts to smash through obstacles, or use the Off-Roader's powerful suspension to reach new heights with massive jumps. Watch out for competing racers—a collision with one of your opponents can ruin your chances for a first-place finish!

Fire Engine



Controls

Move: +, +

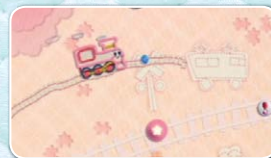
Spray: ① (tilt the Wii Remote to aim)

Jump: ②

Head into volcanic caverns and use a blast of cold water to beat the heat! The Fire Engine can fight back pillars of flame and cool down rivers of flowing lava. Navigate hostile territory and extinguish enemy fire without breaking a sweat. The Fire Engine can maneuver through even the hottest spots, and its powerful spray can free any beads placed high above—

just make sure you're in a position to catch them when they fall!

Train



Controls

Draw Track: Ⓐ (use the Wii Remote to aim)

U-Turn: Ⓑ

Slow and steady, this rail-rider will keep following its course wherever it leads! The Train will barrel ahead, so make sure to keep tracks under its wheels. This Train never stops, so use U-Turn to reverse direction if you roll right past important locations. Pick up train cars along the way, and grab

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pecially placed boosts to smash through obstacles. Draw new tracks to keep the Train on-target, but be quick—tracks won't stick around forever!

Dolphin



Controls

Swim:

Surge Attack: ①

Play: ②

Take to the seas with speed, grace, and a devastating Surge Attack! The Dolphin has no equal in underwater

acrobatics. Use the Surge Attack to speed through enemies and fight against powerful currents. Of course, the Dolphin isn't all business—swim through hoops for small rewards, play with floating objects, and breach the water's surface to perform aerial stunts!

Rocket



Controls

Thrust:

Shoot: ① (tap for spread, or hold for concentrated fire)

Blast off into the great unknown to take the fight to invading armies! The Rocket is fast and maneuverable but can't stop its upward momentum. Use the Rocket's onboard weapons to quickly clear the area of swarming pests, or concentrate your fire on more dangerous enemies. The Rocket can always shoot its way out of tight spots—just remember to keep an eye on incoming fire!



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Star Shooter



Controls

Move: , , , 

Star Shot: 

Rule the skies with this formidable fighter! The Star Shooter can zip around an area but has to maintain its speed to stay in the air. The Star Shot has a long range but delivers much more damage when it moves in close to its target. Move quickly to collect beads from defeated enemies, and stay on your toes to dodge enemy attacks. Above all, make sure the path ahead is clear of obstacles—it

can take time to deal with a well-placed cluster of Cloth Blocks!

NOTE

Metamortex transformations last until you pass through a Reel



Gate. These wooden dowels strip away the effects of a Metamortex and prevent you from reentering the area.

Cooperative Play



With Patch Land thrown into chaos, the challenges ahead can be daunting. Luckily, there's no need to face them alone!

Grab a second Wii Remote and a partner to take control of Kirby's new friend, Prince Fluff. This character can use all of the same basic abilities and transformations as Kirby and can be a great help in returning peace to Patch Land. Overcome tough situations with a little help from a friend, and Yin-Yarn won't stand a chance!



When you're outnumbered, an extra Yarn Whip can make all the difference!

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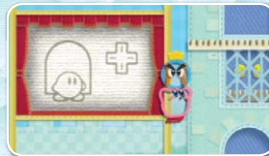
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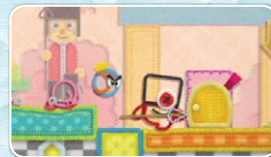
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Falling behind? Kirby and Prince Fluff can carry each other—even when dashing or parachuting.



Bypass obstacles by throwing your partner to new heights.



Get the drop on dangerous enemies.



When nothing else is handy, use your partner to clear away Cloth Blocks.



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Cooperative Metamortex Transformations



Prince Fluff can add a lot of firepower to Metamortex transformations. Your partner's abilities depend on the specific Metamortex, but rest assured: two heads are better than one!

Here's how Prince Fluff affects the Metamortex transformations:

Tankbot: Adds the Spring Punch, Flying Punch, and Spin Punch abilities

Saucer: Adds a second Saucer

Spin Boarder: Adds the Hover ability

Digger: Adds a second Digger

Off-Roader: Adds the Turbo ability

Fire Engine: Adds a second Fire Engine

Train: Alternates control of the Draw Track ability

Dolphin: Adds a second Dolphin

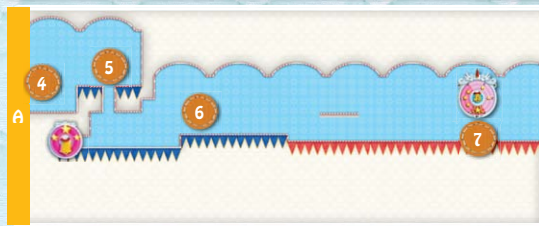
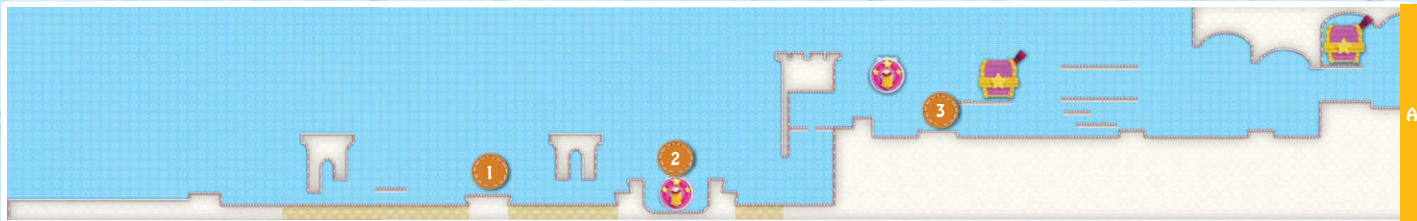
Rocket: Adds a second Rocket

Star Shooter: Adds a second Star Shooter



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Patch Castle



Prince Fluff's home has been invaded by Yin-Yarn's forces! Use the tutorial screens to learn about Kirby's abilities, and take the first step toward restoring peace to Patch Land.

Play through the level until you come across a Dropso sitting on a small platform.

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Wrap up the Dropso and use it to break one of the Cloth Blocks just past the platform. Return to the platform to grab additional Dropsos as needed. Be sure to destroy the Cloth Block under the Star Bead for a big boost in your medal rank!



Continue to the Swim tutorial screen. Jump into the water and

swim down to grab the Bonus Stars near the bottom.



Cross the water and climb the ladder on the other side. Jump up to collect the Bonus Stars above the Spear Waddle Dee.

TIP

Never dash into a Spear Waddle Dee—he's not the best fighter, but that spear can do some damage. Wait until a Spear Waddle Dee is facing you, then roll up his weapon for a super-charged throw!



Move to the platform below the Patch tutorial screen. Peel away the patch to uncover another Star Bead.



Climb the ladder just past the platform and peel the Treasure Patch to collect the Chandelier.

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Latch on to the brass button under the Swinging tutorial screen.



Swing to the left and jump up to the Treasure Patch on the platform above. Peel away the patch to collect the King's Throne.



Move to the Cloth Blocks under the Weight tutorial screen. Jump up and press  to smash through to the ground below.



When you land, move left and pass Bonus Stars from behind the small window.



Continue to the Dash tutorial screen. To collect the last treasure in Patch Castle, dash past the tutorial screen and race to the edge of the platform.



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Jump up and follow the red beads to the small platform above. Peel away the Treasure Patch to collect the Patch Castle music.



Continue to the Bonus Bell to complete the level. Remember that collecting all of the Bonus Stars in a level guarantees at least 200 additional beads to boost your medal rank!

Returning to Quilty Square

After completing the Patch Castle tutorial, Grass Land is stitched back into the kingdom. But that doesn't mean you're done with Quilty Square! Early on, most of Quilty Square is inaccessible, but new areas become available as you progress through the game.

Patch Plaza



Patch Plaza opens up after you complete the Patch Castle tutorial. This area contains six doors that you can use to review your progress in the game:

Cast: Learn a little more about the friends and enemies you've encountered in Patch Land.

Stuff: Examine the pieces of furniture you've collected.

Fabric: Compare swatches of fabric before you redecorate.

Medals: Keep tabs on the medals you've earned for each completed level.

Tunes: Flip through your music collection to hear your favorite songs.

Flicks: Replay any of the movies you've unlocked while playing through the game.

Patch Plaza keeps track of all of your achievements and lets you see how much is still ahead of you!

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Kirby's Pad



Kirby's Pad also becomes available after you complete the Patch Castle tutorial. Right away, you can start decorating this space with the treasures hidden in Patch Castle. Of course, you can redecorate Kirby's Pad at any time. If you find some furniture or fabric that catches your fancy, be sure to return to Kirby's Pad and put those items to good use!

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Friends in Need



As other areas of Patch Land are restored, Dom Woole offers new tasks that bring you back to Quilty Court. Complete these tasks to earn rewards, open the furniture and fabric shops, and add new floors to Dom Woole's apartment building. Attract tenants to vacant apartments to make new friends and unlock special game modes. Before long, Quilty Court will grow into the bustling center of Patch Land.

TIP



Kirby, I'm at your place and I must say it looks very fun!

Although some events will automatically lead you to Quilty Court, keep an eye out for special notifications calling you back to Kirby's Pad. Friends may reward your progress with gifts or new challenges!



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- Flower Fields
- Rainbow Falls
- Big-Bean Vine
- Fangora (boss battle)
- Mole Hole (bonus level)
- Weird Woods (bonus level)

Hot Land

Treat Land

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Space Land

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Playing with Friends

Welcome to
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Quilty
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Grass Land

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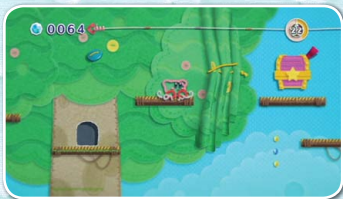
Water Land

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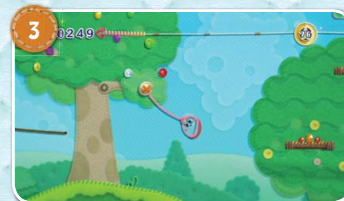
Enter the door and jump up along the platforms stitched into the tree. Yank the blue button to uncover a Treasure Patch hidden behind the leaves. Peel away the patch to collect the Flower Sofa.



Jump up to the Waddle Dee sleeping under the red button. Yank the red button to reach the tower's upper platform. After the tower springs back to its full height, jump toward the patch above the left tower. Peel away the patch and grab the Bonus Stars.



Be sure to check the patch above the right tower to collect a nice stash of beads before moving on.



Walk along the yarn to reach the brass buttons in the tree branches. Grab on to either of the buttons and swing back and forth to shake the medium beads to the ground.



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Clear all of the beads from the tree to find the Star Bead hidden in the leaves.



Yank the blue button to bring the treetop platforms within reach.



Jump up along the platforms to the two patches above the tree. Peel the first patch to uncover a nice stash of beads. Be sure to grab the Star Bead behind the patch at the very top of the platforms.



Destroy the Yarn Block to drop the falling block into place, and jump up to the zipper near the top of

the tower. Pull the zipper to open the area below the tower.



Drop down and follow the trail of beads to the Treasure Patch below. Peel away the patch to collect the Fountain.



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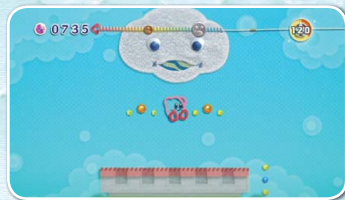
Water Land

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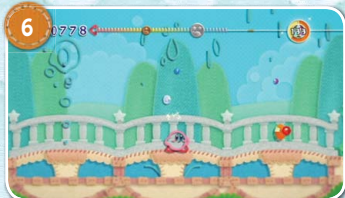
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Head to the right to find a Warp Seam. Yank the blue button and enter the Warp Seam. There's a stash of beads at the top of the tower.



There are three fountains under the bridge. Collect the beads

trapped in each fountain's spray and move to the center of the bridge.



Ride the blast from the fountain to the yarn high above. Peel the patch above the yarn to grab the hidden Bonus Stars.



If you miss the jump, use the stream from the third fountain to reach the clouds.

Dash to the right and jump at the end of the yarn to find the Treasure Patch nestled in the clouds. Peel the patch to collect the Fountain Gardens music.

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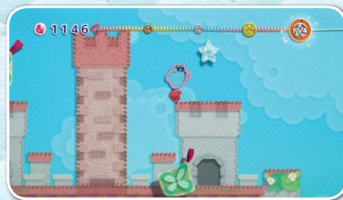
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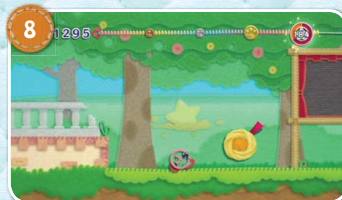
Peel away the patch at the castle's base to uncover a door. Enter the door and use the stitched platforms to collect the beads behind each of the windows.



When you reach the top of the castle, exit through the door in the left tower. Jump to the top of the tower and peel the patch to collect more Bonus Stars.



Jump down to the ground and head back through the door at the castle's base. Jump to the castle's top, and exit through the door in the right tower. Jump up and peel the patch above the tower to find another Star Bead.



Peel the small, round patch to uncover a Tankbot Metamortex. Jump near the Metamortex to activate this powerful transformation.



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TIP

There's a Tankbot tutorial screen just past the Metamortex, but you may also find it helpful to press  and review specific controls at any time. While playing through a level, press  to see details for Kirby's current form.



Use your missiles to drop the barrier near the Tankbot tutorial screen and continue through Fountain Gardens.



Watch the skies when you see Bronto Burt; he may be flying in with reinforcements or transporting valuable beads. Don't let Bronto Burt get the drop on you!

Fire a steady stream of missiles to clear the area of enemies, and be sure to deal with bomb-dropping Bronto Burts in the same way before it's too late.



Carefully approach the Waddle Dee at the top of the hill. This little guy packs quite a punch with his handcrafted bombs. You'll need to get in close before you can hit the Waddle Dee, so blast the bombs out of the air as you make your way up the hill. Once you're in close, finish off the Waddle Dee with a well-placed missile.

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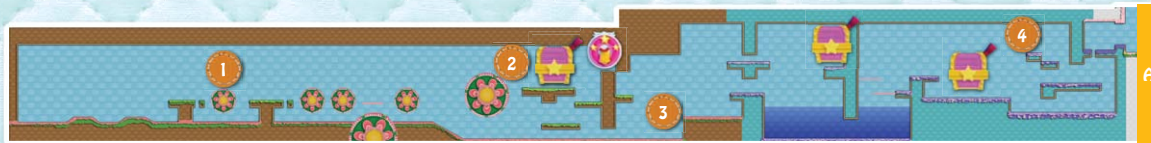


Aim high when you drop this barrier with your missiles. As the barrier falls, a Waddle Dee starts tossing bombs from the barrier's top. Keep your distance to get a better angle on the enemies above, and watch out for additional bombs from Bronto Burts.



When the barrier drops, take care of the Waddle Dee and grab the Star Bead as soon as the coast is clear.

Flower Fields



Swing your way through sunny fields and murky marshes. Use the Saucer Metamortex to float above your enemies for a bit of sightseeing in Flower Fields.



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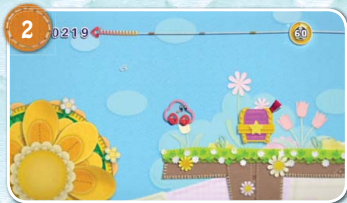
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Jump on these flower wheels and walk along the top to activate the budding petals. Spin the flower completely to reveal the beads around the outside of the wheel.



After you collect the beads from the large flower wheel, dash to the

Treasure Patch on the platform ahead.



Jump just as you reach the end of the platform to ensure a safe landing.

Peel the patch to collect the Flower Clock, and make a dashing jump to grab the Bonus Stars to the platform's right.



TIP

Watch out for the Uniclod below. As soon as it spots its prey, it readies its horn for a vicious charge attack. Sneak up from behind or jump over its charge to hit it with a Weight smash.



Grab on to these flowers to send their seeds floating through the air. Grab on to the seeds to collect the nearby beads and to reach the platforms above.

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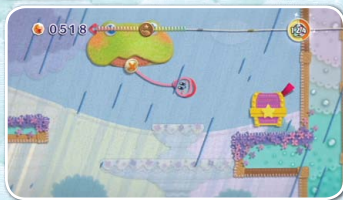
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Ride the seeds to the top platform, and swing across to the small ledge past the frog. Peel away the Treasure Patch to grab the Frog Umbrella Stand.



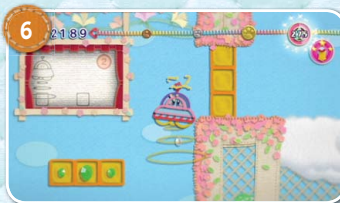
Swing across the two frogs to peel away a patch and uncover a hidden pull tab.



Follow the pull tab to the fountain, and wait as a special patch is revealed. Peel away the fountain to collect the Flower Fields music.



Swing your way from seed to seed to reach the platform at the top. When the last seed stops, jump over to the platform and grab the Bonus Stars.



After activating the Metamortex, head to the Saucer tutorial screen. Gather three Yarn Blocks with the Capture Beam and move to the screen's right side. Fire off the Thunder Spark to clear the path to the Bonus Stars.

CAUTION

The Thunder Spark will clear out all the enemies and Cloth Blocks on the screen, but it holds you in place until the attack is complete. Always make sure you're safely away from environmental hazards before firing.

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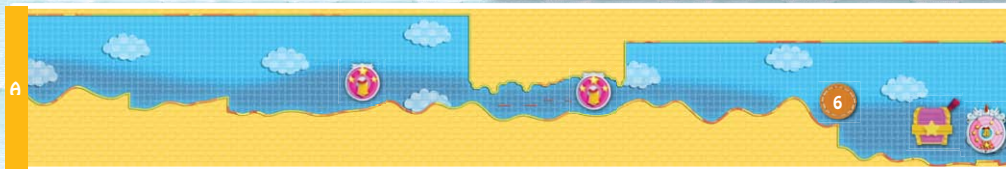
Use the Capture Beam to collect any beads that land near the Gordos. Taking damage near the end of a level can ruin your chances at a Gold Medal!



Buttonbees have short tempers and nasty stingers. Wait for a Buttonbee to finish its charge before moving in; then finish it off before it can begin another attack.

Fire the Thunder Spark to clear away the Cloth Blocks above the Star Bead. Use the Capture Beam near the Buttonbee hive for a quick charge if needed.

Rainbow Falls



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Cleaning up Yin-Yarn's mess can be like swimming upstream! Stay clear of hazardous drops, avoid the Gator's snapping jaws, and ride the waves with the help of a Spin Boarder Metamortex. Enjoy the lovely weather, but don't let valuable beads go with the flow in Rainbow Falls.



Unravel the Yarn Block to drop the falling block into the water. Hop onto the block as it floats downstream, and jump to the ledge above. When you land, peel away the Treasure Patch to collect the Rainbow Arch.



Hop back down from the ledge, and make a dashing jump from the platform's right side. When you land, peel the patch to collect the Bonus Stars on the next platform.



Avoid unraveling Gators as you make your way through Rainbow Falls. Time your jumps to land on top of the Gators just as their

jaws snap shut, and use the extra height to reach swing points and valuable beads.



CAUTION

Watch out for Parasol Waddle Dees on the move. Their parasols can keep them safe as they slowly push you toward danger. Jump to avoid these foes, or attack them from behind.

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Roll up the Spear Waddle Dee's weapon and jump up to hit the switch above it.



Carry the spear to the water and throw it to clear out the Waddle Dees floating downstream. Jump over any new Waddle Dees that

appear, and catch the Star Bead before it floats over the edge of the waterfall.



Before activating the Spin Boarder Metamortex, jump across the platform and climb the ladder to the left.



When you reach the top of the ladder, time your jumps to access the Treasure Patch across the row of Gators, and grab the Outdoor Bath.



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Use the Spin Boarder's Spin Attack to collect hard-to-reach objects. Jump up and press ② when you're close to an enemy to gain some extra air.



Spin Attack a Buttonfly to reach the bead-covered platforms. If you miss the first jump, be sure to take advantage of the Buttonfly under the platforms.



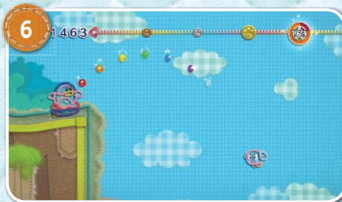
Jump off the edge of the third platform and Spin Attack in the air to grab the Bonus Stars above the Gator.



Jump from the top of the hill and Spin Attack the Bronto Burts to reach the Star Bead high in the air. The Spin Attack will recharge when you hit the first Bronto Burt, so be ready to time your second attack for maximum height.



Jump along the platforms inside the cave to collect four large beads. Use a jumping Spin Attack from the fourth platform to grab the Bonus Stars ahead.



Hit the switches to collect the hidden beads along your path. Jump up to collect the beads, but save your Spin Attacks for the enemies ahead of you.

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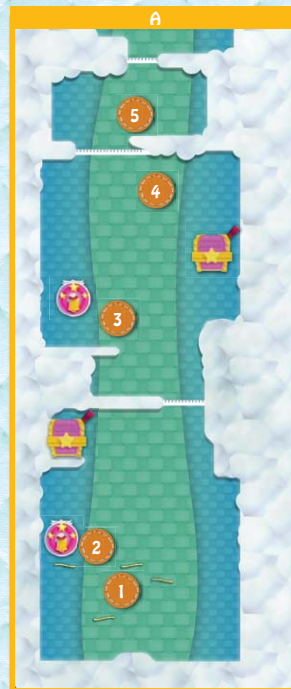
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Spin Attack across the three Bronto Burts near the end of the level to grab the Rainbow Falls music.

Big-Bean Vine

Head into the clouds to reach the top of Big-Bean Vine. Dodge arrows and energy balls as you spring from the vine's delicate sprouts. Catch a ride with the unsuspecting Balloon Waddle Dees; you'll need the chance to rest—this is one long climb!



Use the leaves to jump up alongside the Big-Bean Vine. Large leaves make for sturdy platforms, but the smaller sprouts will give way after a short time. Watch out for incoming arrows as you head past the Bow Waddle Dees.

CAUTION

Bow Waddle Dees don't put much force behind their shots, but the falling arrows can rain down from unexpected places. Dodge incoming fire, or Yarn Whip arrows right out of the air. Roll up both the bows and arrows for powerful projectiles.

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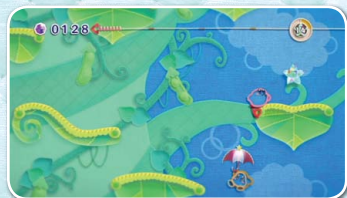
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Bounce off the sprout to grab the Bonus Stars on the vine's left edge.



Jump onto the floating Parasol Waddle Dee to reach the Star Bead above the large leaf.



When you reach the clouds, jump onto the Parasol Waddle Dees on the left side of the Big-Bean Vine. Hop up to collect the yellow beads, and grab the Lattice hidden behind the Treasure Patch.



Hop onto the Balloon Waddle Dees and ride along as they float upward. The balloons run out of air as you stand on them, so

quickly jump to platforms or hop over to Waddle Dees with fresh balloons. Watch out for Dandan's energy balls and collect the Bonus Stars from the left side of the vine.

TIP

Dandan's energy ball tires him out for a moment, so watch him closely to time his attack. Dodge or Unravel the energy balls to avoid damage, or find a path that leads around him.



Make a dashing jump from the last Balloon Waddle Dee to reach the Treasure Patch.

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Turn around and use the steady stream of Balloon Waddle Dees to jump across to the Treasure Patch on the vine's right side. Peel the patch to collect the Big-Bean Vine music.



Ride the Balloon Waddle Dees to the next layer of clouds,

and jump onto the leaves on the vine's right side. Grab the Star Bead near the Buttonfly before continuing to the next section of the Big-Bean Vine.

CAUTION

Once you pass through a cloud layer, there's no turning back! Make sure you've collected everything in each area before moving onto the next section of the vine.



Keep away from the Sulkworm, and roll up its spitballs as they fly through the air. Throw the balls back at the Sulkworm and peel the patch behind it to reveal a door.



Enter the door and jump up along the platforms stitched

into the vine. Collect the large beads on either side of the door before you exit to the platform, and move on to the next section.



Jump between the Balloon Waddle Dees and numerous platforms to reach the Star Bead on the vine's right side. Move quickly across the sprouts to avoid a fall, and continue up the vine.

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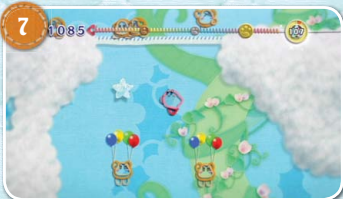
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When you reach the Butterfly, jump over to the clouds on the vine's right side. Peel away the Treasure Patch to collect the Cloud Pillow, then drop down from the ledge to grab the Bonus Stars.



Jump up along the Balloon Waddle Dees, and grab the Star Bead just below the next cloud layer.

Boss Battle: Fangora



Fangora is a formidable enemy, but its powerful attacks come at a price. Wait for Fangora to get tired, then yank its vulnerable red button at the end of its tongue to deal damage. Be sure to collect all of the beads that appear with each successful attack—you'll need them to earn the Mole Patch and unlock Grass Land's bonus levels!



Fangora flaps its wings to create a powerful knock-back effect. This attack does no damage but is always followed up with another attack. Be prepared to move as soon as you recover.



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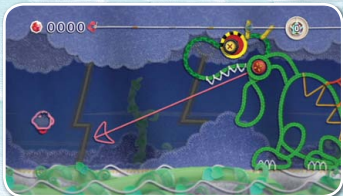
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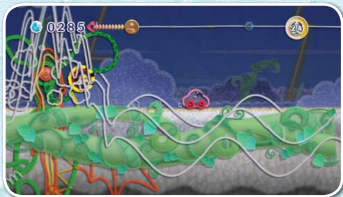
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Wait for Fangora to launch its tongue attack before making a move. Once the attack has started, jump up to dodge the tongue, and dash in to yank the red button on Fangora's tongue.



When Fangora flies off into the background, watch the yarn at the

bottom of the screen. When the yarn starts shaking, it means that Fangora is about to come flying up from below. Dash away from the tremors to avoid this sneak attack.



After another knock-back, Fangora spits out three low-flying fireballs. Roll up one of the fireballs and throw it back at Fangora. Jump over any remaining fireballs as Fangora's lost beads fall to the

ground. Move quickly to collect the beads before Fangora hits you with another knock-back.



As soon as you recover, Fangora fires off a double tongue attack. Jump up to dodge each of these attacks, and dash in to damage your exhausted opponent.

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Fangora flies back into the background for another pass from below. Again, watch for the tremor in the yarn, and dash away to avoid this attack.



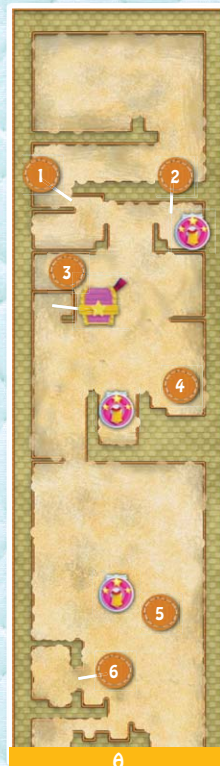
When Fangora lands, it launches another fireball attack. Roll up one of the fireballs and throw it back at Fangora. Collect the beads and prepare for Fangora's final attack.



After another knock-back, Fangora fires off three tongue attacks. These come very fast, so jump as soon as you recover. Jump over all three attacks, and dash in to finish off Fangora.

Bonus Level: Mole Hole

Tunnel your way into the caverns below the surface of Patch Land to uncover long-forgotten treasures. But be careful where you dig! falling blocks and temperamental Candlemanders make the Mole Hole a dangerous place to explore.



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TIP

It's usually best to avoid straight lines when digging down. If you're not sure where you're going, leave enough material available to dig your way back out!



Candlemanders are dangerous in tight spaces. Whenever possible, let the environment do your fighting for you. Push falling blocks over ledges, or dig the area

beneath the blocks to shake them loose. Falling blocks can take care of troublesome Candlemanders before they have a chance to attack.

TIP

As soon as they notice you, Candlemanders start a spinning fire attack. If you can't avoid direct combat, move quickly to surprise a Candlemander before it can react, or retreat to a safe distance until the attack ends.



Dig over the open area to grab the Bonus Stars on the Mole Hole's right edge. Watch out for falling blocks and head back to continue down.



When you land at the bottom of the open space, dig to the left. Follow the blue beads to uncover

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a Star Bead on the Mole Hole's left side, just above the cavern with the Carrot Dresser.



Turn around and dig past the blue beads to the right. Smash your way through the large purple crystal to reveal a door. Enter the door and follow the beads to the left.



Exit the door at the end of the passage, and jump up to grab the Carrot Dresser.



Watch out for the Gator just under the Bonus Stars. Stick to the side of the quicksand until its jaws are safely shut.

When you land, move over to the Mole Hole's right side, and dig straight down through the box to

collect some beads. Move back to the left to grab the Bonus Stars from the pit of quicksand.



Be careful not to dig past the Star Bead. There's no way to get back up if you break through to the area below!

Dig carefully around the boxed Candlemanders. Keep all of them safely trapped while you cross to the Mole Hole's right edge and dig down to the Star Bead hidden next to the boxed Bonus Stars.

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Move up to the boxed Candlemander above the Bonus Stars. As you approach, the Candlemander spins into a fire attack. Wait for the attack to end, and smash through the boxes to quickly grab the Bonus Stars. Move to the side to avoid the falling blocks, and jump back out of the enclosure to continue on.



Wait for the Candlemander to wander away, and dig through the box to release the falling blocks. Jump back up to the ledge before the blocks shake loose, and collect the Star Bead above. Be sure to smash through the large purple crystal before moving on—there's a huge stash of beads hidden behind it!



Dig down past the boxed Candlemanders to find another Star Bead hidden below. Avoid breaking through to the next area, and move back up to the falling blocks near the Candlemanders.

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- Rainbow Falls
- Big-Bean Vine
- Fangora (boss battle)
- Mole Hole (bonus level)
- Weird Woods (bonus level)

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Water Land

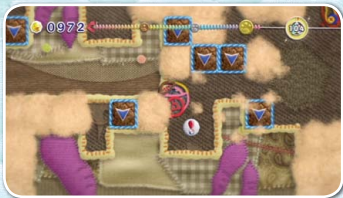
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Be sure to dig all the way to the switch. The second and third falling blocks must drop at the same time, or this path will be blocked.

Drop the first falling block into place. Jump up and dig through to the switch.



Dig down the narrow passage and smash through the large purple crystal to reveal a door. Enter the door and drop down. When you land, collect the Mole Hole music to the door's left.



Dig through the narrow passage and grab the Tree Stump Bed on the Mole Hole's right side.



Before collecting the yellow beads near the end of the level, dig up through the green beads above to find another Star Bead. Dig back to the Mole Hole's right side to activate a hidden switch. Make sure you have all the beads needed for that Gold Medal!

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TIP

The Weird Woods scroll by at a set pace, so keep an eye on the hazards in front of you. Obstacles can push you off the screen and cost you valuable beads. Keep the Thunder Spark charged as often as possible to quickly open blocked paths and clear away groups of dangerous enemies.



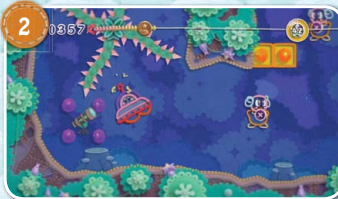
Fly up as you pass the first Shotzo, and activate the switch to reveal several beads. Use the Bronto Burts in the area to make sure the Thunder Spark is fully charged.

CAUTION

Shotzo has a steady aim and can't be destroyed. Keep moving any time you see one of these cannons, and listen for the muffled blast of Shotzo fire.



Swoop around the second Shotzo and fire off the Thunder Spark to clear the way to the Bonus Stars.



Fly carefully through the spinning thorns to collect the Telescope below. Clear out the incoming Waddle Doos with a Thunder Spark, or look for an opportunity to move in from above and hit them with the Capture Beam.

TIP

The Waddle Doo shoots a short, sweeping beam from its massive eye. Finish the Waddle Doo off before it can begin its attack, or retreat to a safe distance.

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When you reach the Cloth Blocks, use the Capture Beam on nearby Bronto Burts to fire off a Thunder Spark and collect the Log Cake.



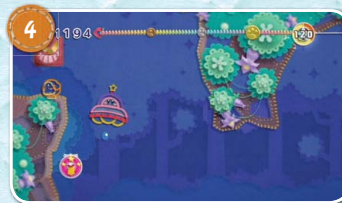
The Wicked Willow is one nasty-looking tree! Dodge its spiked seeds, and use the Capture Beam

to gather them as they pass by. A couple of Thunder Sparks will take the fight right out of this fearsome foe!



CAUTION

Keep your distance from Scarfy! The Capture Beam has no effect on it, and flying too close will provoke it. If Scarfy attacks, retreat until it calms down, or look for enemies to charge a fresh Thunder Spark.



Fire off a Thunder Spark when you reach the Cloth Blocks near the Waddle Dees. Swoop down to grab the Bonus Stars before it's too late.



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Fly carefully past the bumpers and use the Capture Beam on the Spear Waddle Dees. Fire off a Thunder Spark to clear away the Cloth Blocks, and collect the Weird Woods music.



After you grab the music, fly up to capture the two Buttonbees ahead. Swoop down to capture a Waddle Dee, and use the Thunder Spark to clear the line of Buttonbees above you. Once you've dealt with the Buttonbees, fly up and grab the Bonus Stars.



The second Wicked Willow encounter is similar to the first, but there are some new hazards to deal with. A strong wind is constantly pushing the Saucer down toward a row of spikes on the ground. Stay away from the spikes, but leave enough space to spot the spiked seeds as they fall from above. Use the Capture Beam to collect the seeds, and send this Wicked Willow packing with two Thunder Sparks.

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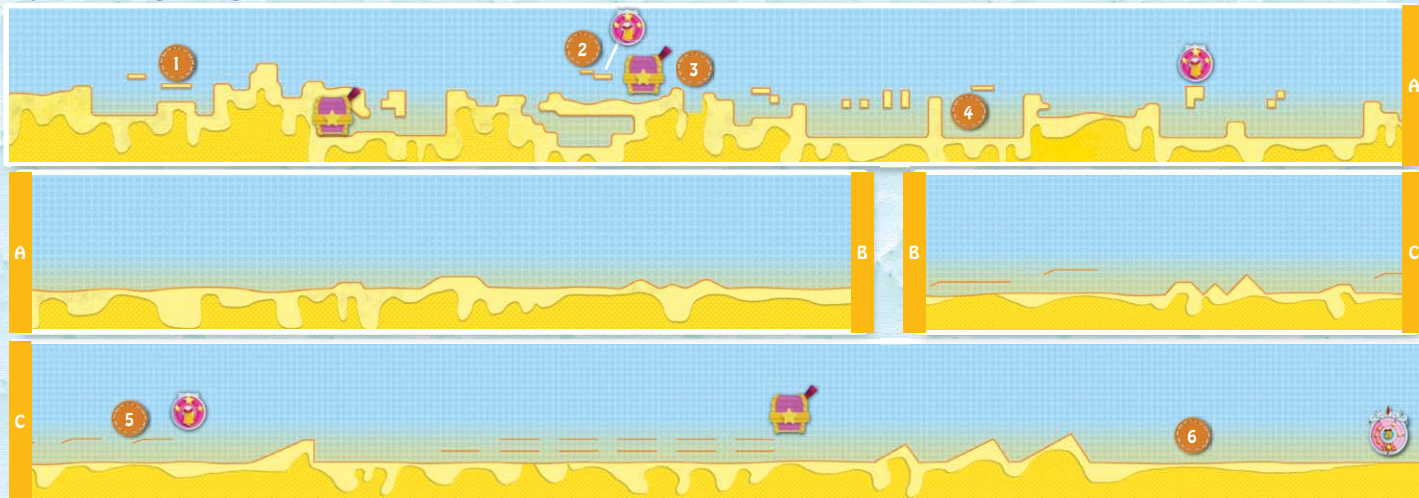
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Pyramid Sands



This is one dangerous desert. Tread lightly over the quicksand and watch out for Swadclods guarding the ancient ruins—these guardians don't take kindly to treasure hunters! Fight your way through roaming whirlwinds to the Off-Roader Metamortex. Speed your way to the finish line in Pyramid Sands.

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Be prepared to attack the Swadclod as soon as you're within range. Beads dropped in the quicksand are likely to sink out of reach before they can be reclaimed.

TIP

The Swadclod is slow to react, but his bandages have a surprisingly long reach. Move in fast to surprise him. Hold **Ⓢ** to roll up the Swadclod's protective layer, and use a quick throw to finish him off.



Yank the red button just past the whirlwinds to drop the Swadclod into a pit. Jump into the quicksand ahead and sink to the pit for a better angle on your enemy. Quickly roll up the Swadclod's bandages to reveal a Sneak Sack in disguise, and throw the bandages at him before he can escape.

TIP

The Sneak Sack is a terrible fighter, but this guy is a crafty escape artist. Sneak Sacks carry a stash of beads that you can collect, but they always run away. Quickly move near a Sneak Sack and Unravel it to claim the beads!



Move to the left and peel away the Treasure Patch to collect the Camel Sofa. Return to the quicksand and jump back up to the surface.



Yank the red button to split the large pyramid, and jump to the patch above. Peel the patch and collect the Bonus Stars before dropping back down to the red button.

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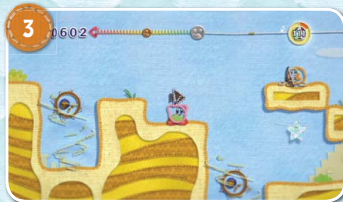


Yank the red button a second time, and drop into the area under the pyramid. Jump over the two Spear Waddle Dees as you cross the yarn, and peel the patch on the other side to reveal a pull tab.



Follow the pull tab out to a special patch, and peel the

pyramid away to collect the Cactus Juice.



Jump over the first Rolling Clod when the whirlwind dies down, and roll up an arrow from the Bow Waddle Dee. Wait for the whirlwind to lift the second Rolling Clod into range, and throw the arrow to clear the path to the Star Bead.

CAUTION

Never touch a Rolling Clod! Avoid this spike-covered ball or throw objects to attack from a distance.



Never get caught in a whirlwind with a Rolling Clod! You may not escape in time to recover your lost beads.

Be careful around the moving whirlwind. Take cover in the small nook to the pyramid's left, and wait for the whirlwind to sweep

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back to the right. Jump up along the platforms and roll up the Waddle Dee. Line up your throw to get rid of the Rolling Clod caught in the whirlwind.



Sink into the quicksand to avoid the first whirlwind, and make your way to the Spear Waddle Dee posted between the whirlwinds. Roll up the spear to clear the Rolling Clod from one of the whirlwinds; then use the Waddle Dee to take care of the other one.



Ride the first whirlwind back to the pyramid's left side, and peel the patch to collect the Bonus Stars hidden behind it.

TIP

The Off-Roader can reach impressive speeds but starts every race in the last position. Keep your speed up, and use the Off-Roader's huge jumps to reach alternate paths. Time your jumps to avoid Truck Monsters and track hazards—not all of the beads lost in a crash can be recovered. Jump over (or on)

Truck Monsters to avoid their spikes, or use a boost to smash right through them!



Jump across the ramp platforms and watch the path ahead. Jump right after you drive through the boost to grab the Bonus Stars before touching down on the sand.



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Follow the yellow beads in the row of double platforms. Plan your jumps carefully to keep your speed up, and improve your position in the race.



Jump up to follow the beads off the end of the platforms to collect the Pyramid Sands music.



As you race past the Truck Monsters, keep an eye out for the Uniclod racer. Pass the Uniclod before the finish line to win the race and collect a nice bead reward.



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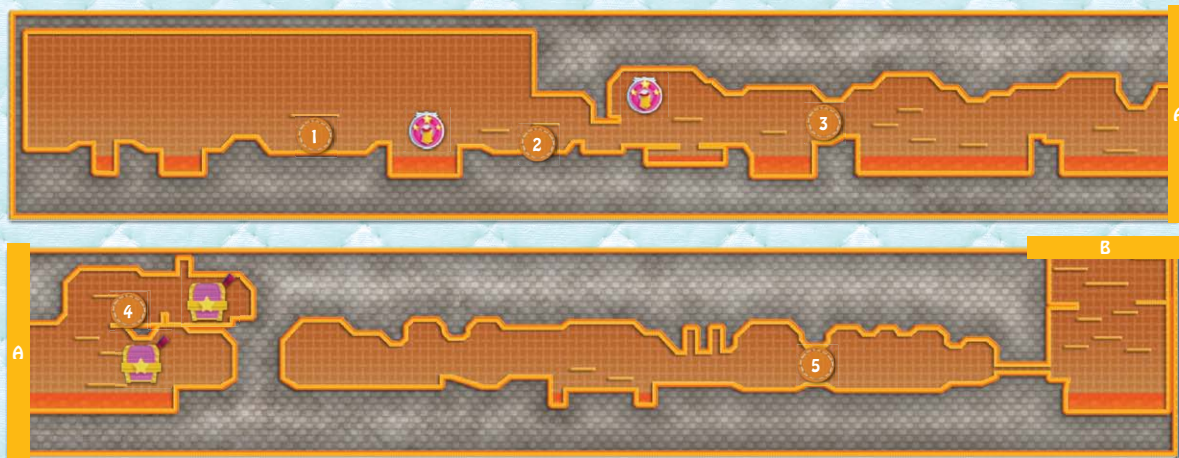
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Lava Landing



Keep your feet on solid ground in Lava Landing. Take on fiery Embas, explosive Bombers, and plenty of flowing lava as you make your way through these superheated caverns. A spray from the Fire Engine can cool off Yin-Yarn's troops, but no amount of water can stop this erupting volcano!

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When you trigger the switch, make sure to leave a few Cloth Blocks intact. Use these to reach the beads on the platform above.



Borrow a bomb from Bronto Burt to clear away the Cloth Blocks and grab the Bonus Stars.



Roll up the Bombers to clear the Cloth Blocks in the area. Throw a Bomber as soon as it starts blinking, and move away to avoid the blast.

TIP

Touching a Bomber triggers a short countdown. Move away from a blinking Bomber, or try to roll it up to reset its timer.



Jump up and throw a Bomber over the falling block. After the Bomber explodes, use the block to jump up and grab the Bonus Stars.



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Press  to drop a rolled-up Bomber on the Cloth Blocks, and let the beads fall into the lava. Yank the red button when the beads erupt from the geyser to safely collect them.



Hit the switch to drop a Star Bead into the lava, and move carefully above the Calderons to collect it at the next geyser.

CAUTION

Calderons are bad news! Try to avoid these angry little guys, and be on the lookout for an eruption of fireballs.



Jump from the Magmotamus before it sinks into the lava, and peel the patch above to uncover a pull tab.

TIP

Always take a moment to look around before jumping onto a Magmotamus. Plan your next jump before climbing onto these beasts—they sink quickly when you step on them!



Yank the red button to clear the path ahead. Follow the pull tab to the special patch above the geyser. Peel away the patch to collect the Stone Lamp.



Jump up along the yarn to the falling blocks above. Stay clear of the Bombers as they walk off the platform's edge.

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Throw a few Bombers to clear the blocks out of the way. Peel away the Treasure Patch to collect the Cartoon Meat.



Snake through the narrow passage on the right to grab some beads on your way to the Fire Engine Metamortex.



Use the Fire Engine's spray to extinguish Embas and fiery geysers. Be sure to blast the beads at the top of the cavern as you pass beneath them.



Jump up along the platforms to stay ahead of the rising lava. Use the Waddle Dee to clear the Cloth

Block and collect the Star Bead. Move quickly to grab other nearby beads before continuing up.



Unravel the three Yarn Blocks in front of the Treasure Patch, or borrow the Waddle Dee's spear to clear them all at once. Peel the Treasure Patch to grab the Lava Landing music.

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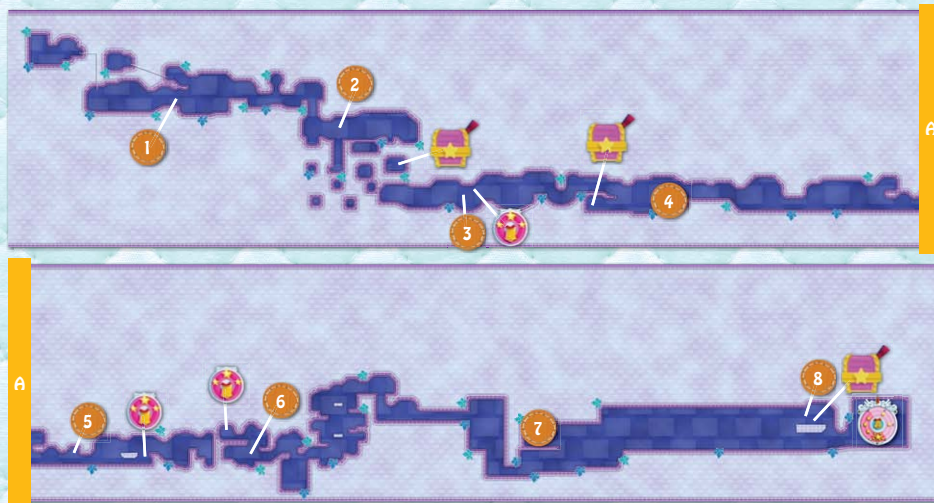


Turn back to grab the Bonus Stars behind the Spear Waddle Dee before continuing up.

TIP

If you have a substantial lead on the lava, try collecting the Bonus Stars before moving on to the Treasure Patch. Jump up to the yarn above the patch to collect few extra beads, and clear the Yarn Block out of the way to continue up. This route does take a little extra time; however, sacrifice these beads for a speedy exit if the lava is getting too close!

Cool Cave



It's a nice break from the heat, but the Cool Cave is no place to relax. Tremors shake the ground as jagged crystals fall from above. Stealthy creatures can swoop down from the ceiling or spring up from the ground, and a hungry Slobba is looking for a meal. Use the Digger to dodge angry Flamers and tunnel your way back to the daylight!

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Wind the spool past the Battins to form a temporary island in the pool of water. Make a dashing jump off the island to reach the platform above. Make a second dashing jump to the left to reach a hidden area before the platform gives way.

TIP

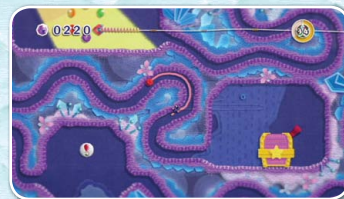
The Battins is happy to hang around until someone wanders too close. Roll up Battins for a throw that can spread to hit multiple enemies!



Snake through the narrow passage to grab the Star Bead before venturing deeper into the cave.



Peel the patch to reveal some hidden beads with a beam of light. Move to the left and stand on the platform until it gives way.



When you land on the platform below, snake through the narrow passage on the right. Peel away the Treasure Patch to find the Crystal.



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Move back to the platform, and smash down to snake your way back to the surface. Move past the beam of light, and approach the platforms to the right. Jump across the platforms to avoid Slobba's tongue attack and smash down from above.

TIP

Never attack a Slobba from the front! This monster is too big to jump over and too heavy to roll up. Throw objects from a safe distance, or look for a path to stay away from that sticky tongue.



Smash down onto the Cloth Block and follow the passage to the stash of beads.



CAUTION

Watch out for Snip-Snaps as you continue through the level. Snip-Snaps are right at home in narrow passages and will attack anything that passes by. Snip-Snaps move slowly but can stretch to almost any length. Keep moving to stay ahead of a Snip-Snap, and wait for it to head back to its hole.

3 Peel the patch above the first Rolling Clod to reveal the Bonus Stars. Avoid the Rolling Clod, or find a Battins to roll up and clear your path with a throw.

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To clear the Cloth Blocks in front of the Treasure Patch, jump over the spikes and look for the Rolling Clods to the right. When the Rolling Clods approach, move left and make a dashing jump back over the spikes.



When you land, wind the spool to cover the spikes. Climb the ladder to safety, and wait for the Rolling Clods to smash through the Cloth Blocks. When the coast is clear, jump down and peel away the Treasure Patch to collect the Cool Cave music.



TIP

The rolling tremors in the ground alternate between two sizes. Wait for smaller tremors before dashing under low ceilings, and use the larger tremors to reach patches, beads, and hidden areas.

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Stand below the narrow passage, and wait for a large tremor to come by. Snake into the passage when the tremor lifts you into position.



Collect the Star Bead from the small enclosure at the end of the passage.



Drop back down from the narrow passage and continue to the Dandan past the spikes. After a large tremor rolls by, dash under the Dandan to grab the Bonus Stars.



Dodge the falling crystals, and jump onto them to continue through the level. When you reach the Dropso on the cave's floor, roll it up and wait for a crystal

to fall just to the left. Jump up to the ledge above, and throw the Dropso to clear the Cloth Block to the left.



Make a dashing jump between the falling crystals, and peel away the patch to collect the Bonus Stars.



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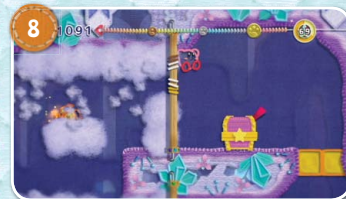
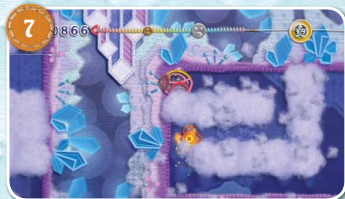
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Use the Digger to collect the beads in the area. Try to stay away from Flamers, but dig new tunnels to cut around them if they chase you.

TIP

Flamers are dangerous in enclosed spaces, so never try to attack them directly. Sneak around Flamers, or make sure you have enough room to dodge their attacks!

When you reach the end of the area, exit through the Reel Gate at the top of the cave to find a Treasure Patch. Peel back the patch to collect the Frog Mirror.

CAUTION

When you collect the last of the beads, don't get caught in the lower Reel Gate. You can reach the Frog Mirror only from the upper gate!

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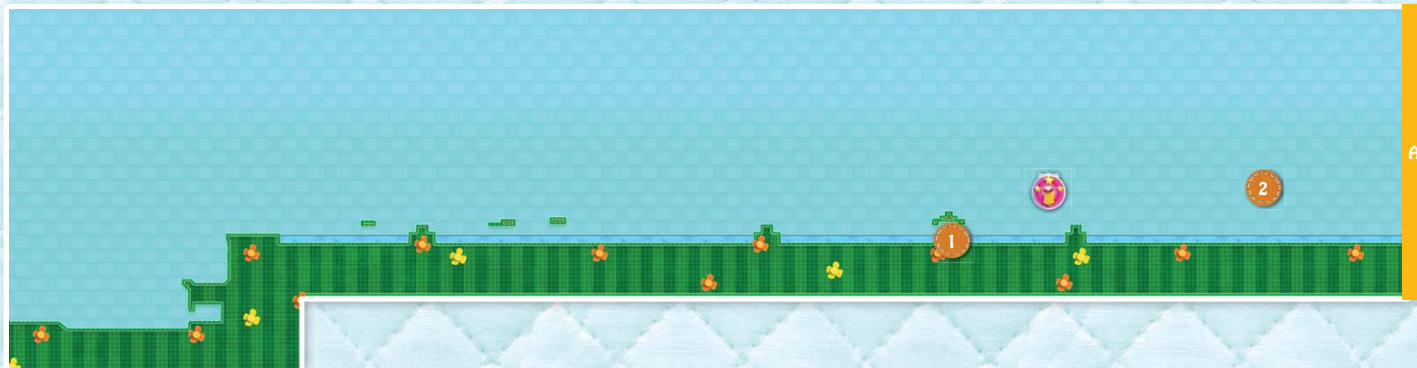
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Dino Jungle



With its giant inhabitants, Dino Jungle is a dangerous place. Escape the Buttonbee swarms and watch out for excitable Shelbies. Ride along with some helpful dinosaurs, but keep away from the snapping jaws in this blast from the past!

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Ride on the swimming dinosaur and crouch to collect the beads under the platform. When you reach the platform's far edge, jump back to the left and collect the Star Bead above.

TIP

Rolled-up Buttonbees make great projectiles, but it's best to jump over low-flying enemies when you're riding across the water. Thrown Buttonbees take time to find their targets, and the current makes it difficult to recover beads lost in a collision.



Swing across the pterodactyls to collect the Bonus Stars high above the next island.



Jump up to hit the switch, and follow the blue beads onto the tall dinosaurs to find a Treasure Patch. Peel away the patch to collect the Torch.



Walk on top of the first two dinosaur wheels to collect the green beads. When the pterodactyl flies within range, swing from its brass button and activate the switch. Jump to the third wheel to collect the extra beads before continuing into the next area.

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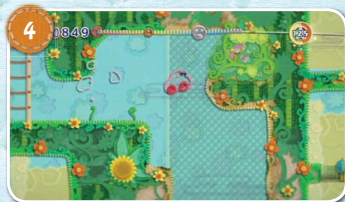
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Sneak up on the Waddle Doo near the ladder, and take care of it before it can begin its beam attack. Make a dashing jump from the ledge to grab the Bonus Stars hidden behind the vines to the right.



TIP

Look for the Shelby at the top of the ladder. When a Shelby sees you, he rolls into a ball and comes charging. Jump over the Shelby's attack, then move in to roll him up while he's dizzy. Thrown Shelbies roll along the ground, so choose your targets wisely!



Unravel the Candlemander before it can attack, and yank the blue button to drop down at the path's end. When you land, move past the blue button and deal with the Shelby hiding behind the vines.

Yank the blue button on the right side of the vines, and drop down to collect a Star Bead.



Before moving on to the next area, clear out the enemies above the Treasure Patch, and yank the blue button to drop into the shallow water.

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Walk to the left and jump up to find the hidden passage behind the vines. Move through the vines and peel the Treasure Patch to find the Dino Jungle music.



Watch out for the Bow Waddle Dee just past the waterfall. His elevated position can make it tough to dash under his arrows. Hang back and roll up one of his arrows to take him out from a distance.

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Stand on the edge of the first fighting dinosaur, and wait for the second dinosaur to open its mouth. Jump down and grab the Bonus Stars, then dash back out before the jaws shut again.



Drop to the ground and clear out the enemies under the dinosaurs. Peel the patch to the left to uncover a pull tab.



Follow the pull tab to the eggs, and peel away the special patch to collect the Bronto Slide.

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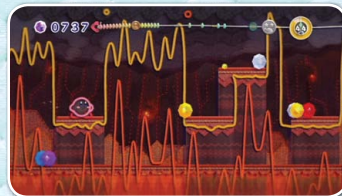
Boss Battle: Hot Wings



Hot Wings is the volcano's fierce protector, and it has quite a few abilities at her disposal! Predict her fiery attacks, and be sure to keep an eye on the lava below. Hang on to the beads you collect to earn the Hourglass Patch, and open a path to Hot Land's bonus levels.



When Hot Wings lowers her head, she's sending in a flock of Embirds. This is your chance to fight back! Roll up one of the Embirds and throw it at Hot Wings. Collect the beads while she's stunned, but dash over to Hot Wings and yank the red button before she recovers. The first time Hot Wings uses this attack, she sends only two Embirds. After you successfully damage Hot wings, expect a flock of six Embirds during each of these attacks.



If the platforms shift position after Hot Wings flies offscreen, it means the lava is about to erupt through the floor. Jump onto any platform and stay put until the lava settles down.

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After you damage Hot Wings, she retreats into the lava to reignite her wings. Watch the lava for signs of Hot Wings, and be ready to dash out of her path as you collect the last of the beads.



When Hot Wings spits out a row of fireballs, the platforms sink

into the lava. Position yourself between the falling fireballs to come through unscathed. After you've damaged Hot Wings for the second time, she doubles the size of her fireball attacks. Dodge the first round of fireballs, then reposition yourself to dodge the second wave.



After her fireball attacks, Hot Wings flies offscreen. Find a platform near the center of the screen and watch for a glow that

indicates her return. Use the platforms to avoid Hot Wings when she flies across the screen. Watch for another glow, and position yourself to dodge a second flyby.



Repeat the cycle of dodging attacks and damaging Hot Wings three times to defeat her. Each time you successfully stun her and yank the red button, you start a new cycle.

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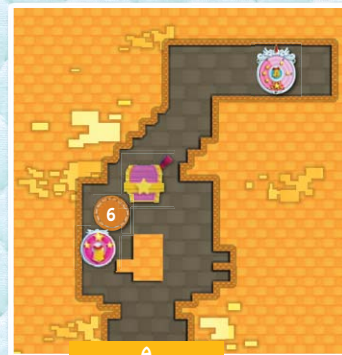
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Bonus Level: Temper Temple

Use the Fire Engine Metamortex to take on the devious traps in Temper Temple. Ride over pools of lava and battle through pillars of fire. Use a steady spray of water to wash away troublesome Embas, and be on the lookout for small eruptions in the lava. Massive Embacondas are protecting valuable treasures, so don't hesitate to fight fire with Fire Engine!



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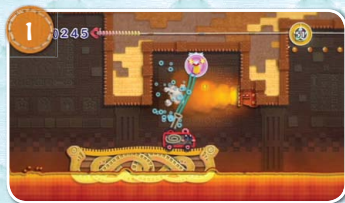
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NOTE

The three treasures available in this level are hidden inside Embacondas. Extinguish the Embacondas indicated in the walkthrough to automatically collect each of these items.



Use a steady flow of water to fight the fire above you. Jump up to grab the Bonus Stars before the platform floats past.



TIP

Blast some water to wear down the Embas, but let them get close before finishing them off. These Embas surrender a lot of beads, so keep them from falling into the lava.



Wait for the Embaconda to fly down into the lava, then jump up to hit the bead switch. Stand on the platform under the switch, and spray the Embaconda when it circles around. Finish it off to collect the Pyramid.

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TIP

Embacondas are big, slow, and resilient. These blazing behemoths can pop out from the scenery when you least expect it, but they also float along set paths. Aim your spray at its head to finish it off quickly, but beware that an Embaconda can survive several hits to its segmented body.



Finish off this Embaconda quickly. The moving platform prevents you from making a second attempt.

When the platform carries you upward, pay special attention to the left side of the passage. Spray the Embaconda's head to collect the Camel Pillow, then hit the switch to reveal a hidden Star Bead.



For a little breathing room, clear away the Embaconda circling the Bonus Stars.

These two platforms follow different paths, so jump between them to make the most of the ride. Start on the orange platform to hit the first switch, then jump onto

the pink platform when it floats into range. Jump to grab the Bonus stars, then drop back down to the orange platform to activate the second switch.

CAUTION

Watch out for the fireballs shooting out of the lava. Stay on your toes when the platforms float near the lava's surface.



When the beads appear, spray them to drop them onto the orange platform.

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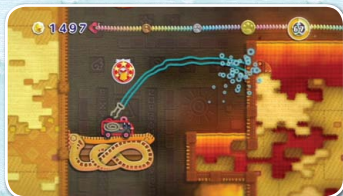
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Ride on the pink platform on the way up the temple.
Jump up to hit the switch, then jump across to grab
the Star Bead before the platforms float apart.



Stay on the orange platform when it splits off to the
left. Use a steady spray to clear away the fire, and
grab the Bonus Stars on the way up.



Finish off the Embaconda above to collect the Temper
Temple music and clear the path to another switch.



Jump across to hit the switch and land on the
pink platform to grab two Star Beads.

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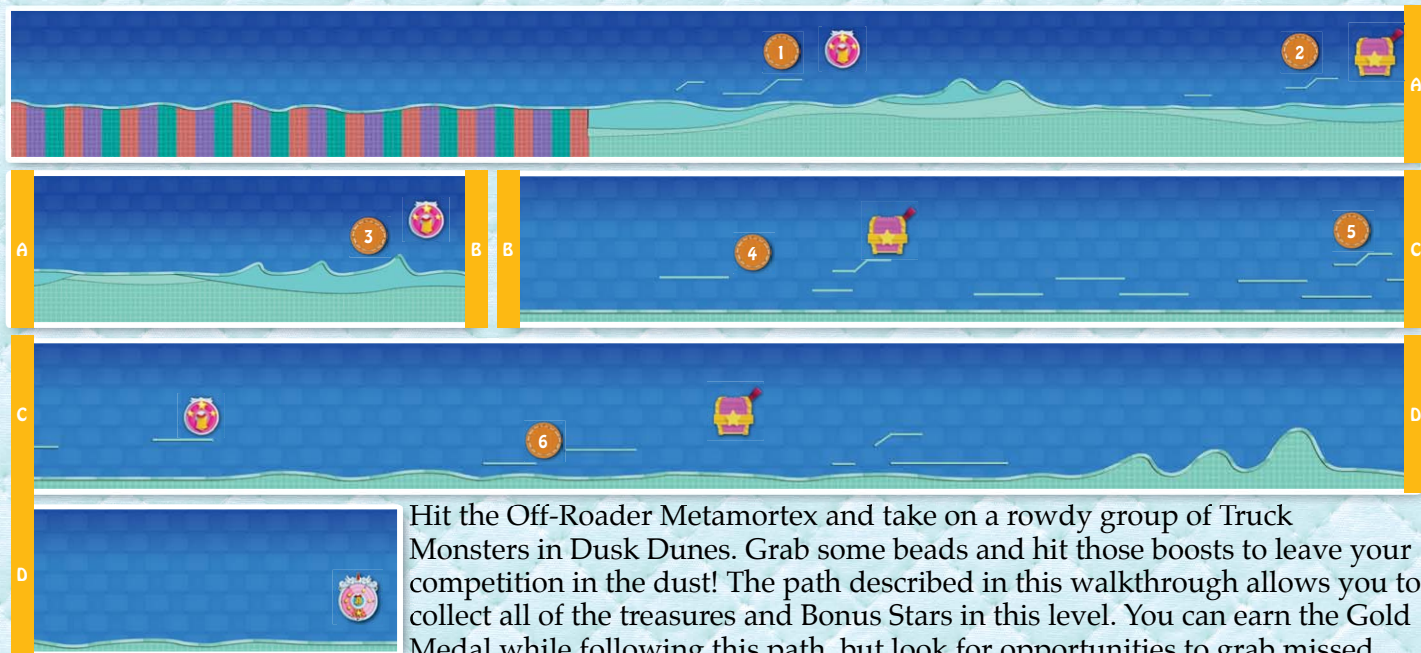
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Bonus Level: Dusk Dunes



Hit the Off-Roader Metamortex and take on a rowdy group of Truck Monsters in Dusk Dunes. Grab some beads and hit those boosts to leave your competition in the dust! The path described in this walkthrough allows you to collect all of the treasures and Bonus Stars in this level. You can earn the Gold Medal while following this path, but look for opportunities to grab missed Star Beads when replaying this level.

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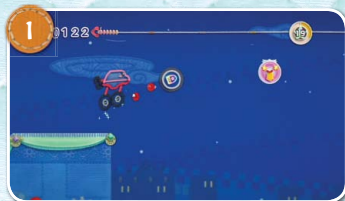
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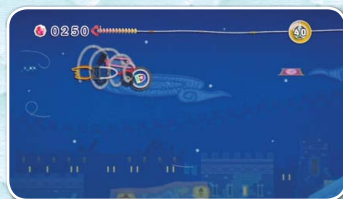
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Jump along the beads above the first two platforms. Jump from the end of the platforms to hit the boost and grab the Bonus Stars.



When you hit the boost on top of the platform, jump up and follow the trail of beads.



Soar right through a second boost to grab the Magic Carpet before dropping back to the ground.



Jump off the end of the dune and follow the trail of beads to grab the Bonus Stars.



TIP

These spring-loaded platforms are hidden along the track. Drive over one of these platforms to spring into the air.



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Jump up to the boost on this platform and drive right off the edge. Avoid jumping to combine the boost with a massive launch from the spring below.



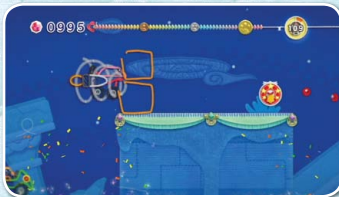
To grab the Star Bead instead of the hourglass, drive over the spring without touching the boost.

Land on the high platform to drive through the hourglass, and

follow the trail of beads back to the ground.



Jump up along the platforms to grab the Star Bead, then drop down to drive through the boost below.



Avoid jumping, and use the spring to smash through the Yarn Blocks and collect the Bonus Stars on the next platform.



Drive through the boost at the low platform and jump over the rocks ahead.



Drive through the boost and jump from the platform's edge. Hit the next boost to grab the Dusk Dunes music before landing on the ground.

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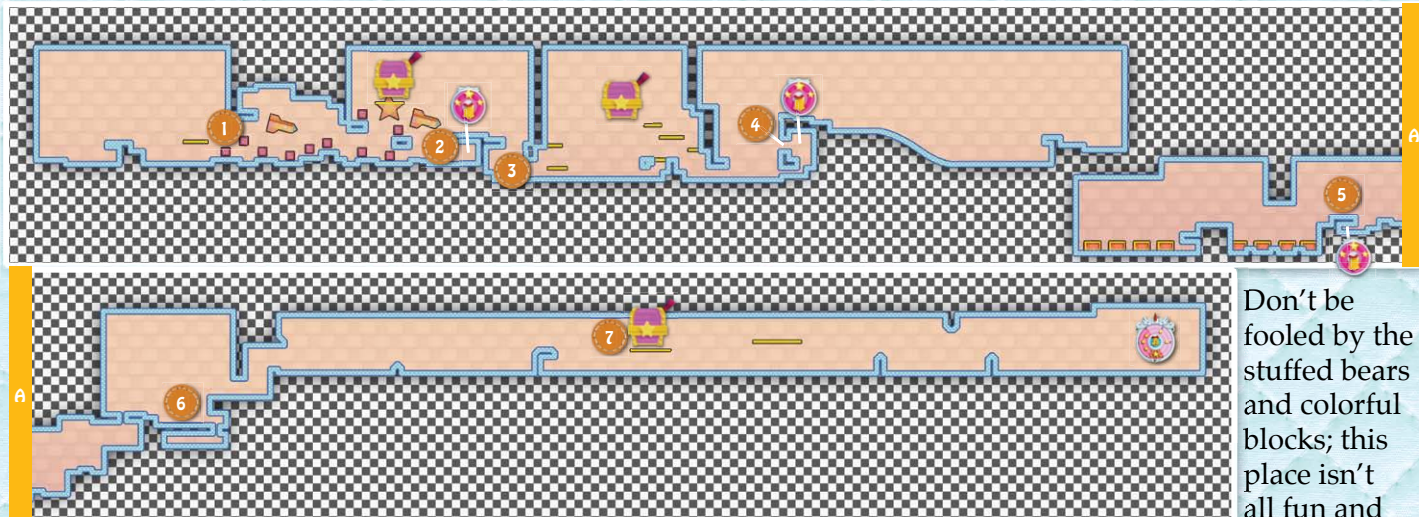
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Toy Tracks



Don't be fooled by the stuffed bears and colorful blocks; this place isn't all fun and

games. Yin-Yarn's troops are mixed in with the tin soldiers, and giant robots are constantly stomping through the area. Jump into a game of catch, and use the Train Metamortex to speed your way across Toy Tracks!

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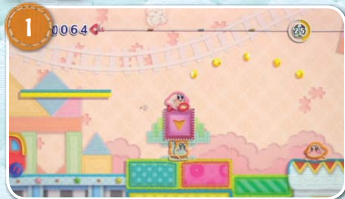
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Take advantage of the block-throwing Waddle Dees. Pull the toy car into position to reach the high platform next to the first Waddle Dee. When the Waddle Dee catches the falling block, jump down and take the block for a ride.



Jump onto the falling block at the next group of Waddle Dees. Stand on the block until the last Waddle Dee throws the block back to the left, and jump up to the rocket platform above. Make a dashing jump to the left and collect the stash of beads on the ledge.



Ride the next falling block, and jump to the Treasure Patch on the platform. Peel the patch to collect the Stuffed Bear.



Pull the toy duck away from the wall to reveal a patch. Peel the patch and Grab the Bonus Stars near the toy duck, under the toy soldier.

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TIP

When a patrolling Sword Soldier's back is turned, sneak up and roll up his sword. If a Sword Soldier spots you, he charges a slashing attack. Dash away to avoid the attack and move in while the Sword Soldier recovers.



TIP

Spear Soldiers lunge straight at their targets. If a Spear Soldier starts his attack, jump up and smash down from above.



Enter through the upper door in the line of toy soldiers to drop below the background. Move to the right and exit through the door behind the last leg. Peel the patch to uncover a pull tab.



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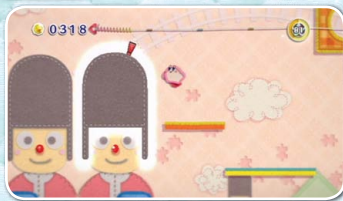
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Follow the pull tab up past the Cannon Soldier. Peel away the special patch to collect the Tin Robot.

TIP

Cannon Soldiers attack their enemies with powerful blasts. It's impossible to roll up or unravel these cannonballs; you have to dodge them.



Jump onto the large robot's foot and wait until it lifts up. There's a secret opening behind the blue polka-dot fabric. Jump through the opening and peel the patch to collect the Bonus Stars in the small enclosure.



Jump down from the moving robots and roll up the Waddle Doo. Throw the Waddle Doo at the pink Cloth Block and grab the Bonus Stars.



Clear the enemies in front of the large bear and climb down the ladder to the right. Yank the blue button to open the path above.

CAUTION

Whistle Soldiers summon reinforcements if they see you. Move fast to surprise a Whistle Soldier, or dash away to avoid being surrounded.

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After you activate the Train Metamortex, take the time to collect all of the beads in the area. Draw the tracks through the boosts to smash through blocks. boosts reappear after a short time; execute a U-Turn and pass through the boost if you miss the blocks on your first try. Smash through the Cloth Blocks to grab the Toy Tracks music, then circle down to collect the beads inside the Yarn Blocks.

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TIP

Controlling the Train can take some getting used to! Once you've got the Train up on tracks, draw new tracks just below them to keep the train from falling. It's best to draw tracks in short sections to keep the Wii Remote aimed near the Train.



Draw tracks through the train cars in the area. Each train car you carry through the Reel Gate turns into a Star Bead. Be sure to head back if you miss one or if any train cars fall off the tracks.



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Mushroom Run

Dodge Buttonbees and falling spores as you bounce across these overgrown mushrooms. A powerful smash can send you flying, but there's no telling what will be waiting for you when you land. Shelbies, Waddle Doos, Spore Jellies, and a hungry Slobba would all love to have you drop by. Watch your step to avoid a nasty fall in the Mushroom Run!



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Jump up and press  to smash down on this mushroom for a huge bounce. Grab on to the brass button at the top of your jump.



Swing to the right and jump off the brass button. Parachute down along the trail of beads to grab the

Bonus Stars on the platform near the Spore Jelly.

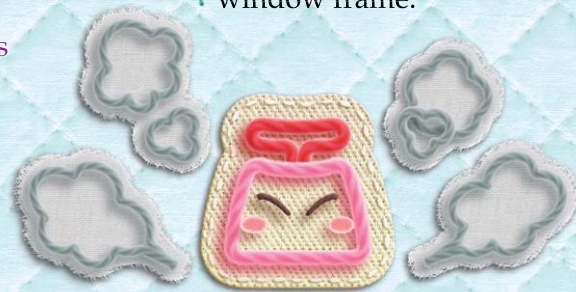
TIP

Watch out for floating Spore Jellies when you're bouncing through the air. These creatures drop troublesome spores from their tentacles, but they're harmless when you approach them from above.

Use their heads for emergency landings after missed jumps, but roll them up if you find yourself too close to their tentacles.



Smash down on the mushroom below this window to reach the hidden opening. Jump up to grab the Star Bead at the center of the window frame.



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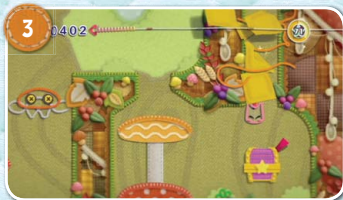
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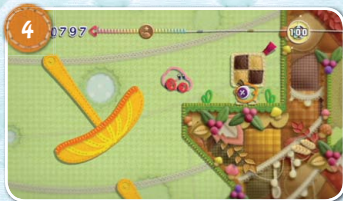
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Smash through the stack of Cloth Blocks to reach the Treasure Patch below. Peel away the patch to collect the Mushroom Bed.

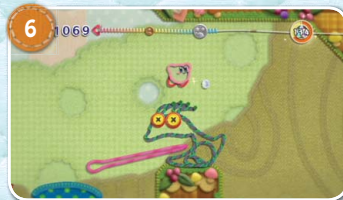


Use a jumping dash to move between the swinging mushroom platforms. Head to the end of the platforms and jump across to the ledge. Take care of the Waddle

Doo, and peel the patch to grab the Bonus Stars.



Move all the way up the swinging platforms to reach the ledge on the left. Jump across and peel the Treasure Patch to collect the Mushroom Lamp.



Smash down on each of the blue mushrooms to bounce over the Slobba perched on the ledge.

TIP

Blue mushrooms will bounce you off at an angle. When you land on the second blue mushroom, jump up to grab the Star Bead before smashing down to continue toward the Slobba.

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Smash off the blue mushroom all the way to the right. Peel the patch above the ledge and grab the Bonus Stars.



Look for the purple beads to the left of the mushrooms. Follow the beads to the Treasure Patch to collect the Mushroom Run music.



Smash down on the last mushroom and bounce straight into the air. Grab the Star Bead in the trees and drop back down. Smash off of the blue mushroom to reach the hidden patch to the left for another stash of beads.



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Sweets Park



This place is a dream come true for the hungry adventurer. Indulge your sweet tooth with donuts and cookies, and be sure to dig into that giant cake. Even the Waddle Doos can't resist the tasty treats in Sweets Park!

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Don't miss the pink zipper near the top of the layer cake! Pull the zipper and drop down to collect the beads below.

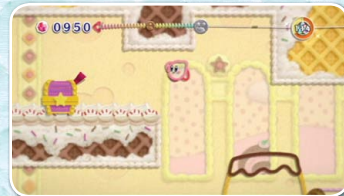


Jump up and smash through the cake and Cloth Block to grab the

Bonus Stars below. Drop the denim falling block into place to open a path back out.



Jump from a cake as it falls off the conveyer belt to grab the Star Bead to the left.



Move on to the next conveyer belt, and jump from a cake to reach the Treasure Patch. Peel the patch to collect the Donut Pillow.



Use the donut wheel to reach the platform above the ladder. Make a dashing jump to the left to reach the next ledge. Peel the patch on the ledge to collect the Bonus Stars.

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Jump onto the Parasol Waddle Dee near the donut wheel. Wait for the Parasol Waddle Dee to float back up and grab the Star Bead above.



Climb up the ladder to the giant cake, and use the Warp Seam to reach the Digger Metamortex at the top. Move to the cake's edge,

and dig down a single layer. Use the digger to carve a staircase through the cake.

CAUTION

To peel the Treasure Patch, you must jump to the cake's top using Kirby's normal form. Be careful to leave the necessary ledges as you dig down to the bottom of the cake.



Dig away the bottom-left corner of the cake to expose the hidden patch, then dig through the Cloth Block and follow the beads back

to the Reel Gate. Pass through the gate and climb the ladder back up to the cake. Peel the patch at the bottom-left corner of the cake and collect the Bonus Stars, then jump to the cake's top to collect the Dessert Dresser.



Drop into the center of the donut wheel and jump across to the Treasure Patch past the cookie. Peel the patch to grab the Grass Land music, and jump back into the donut wheel.

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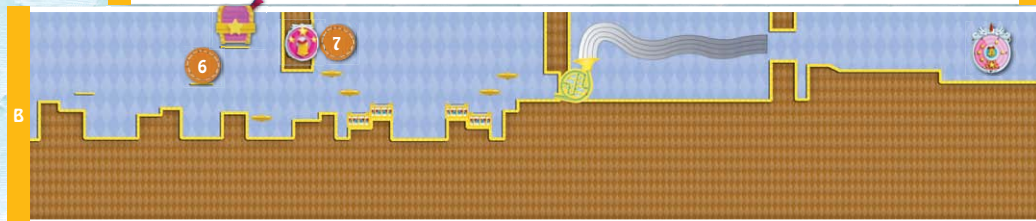
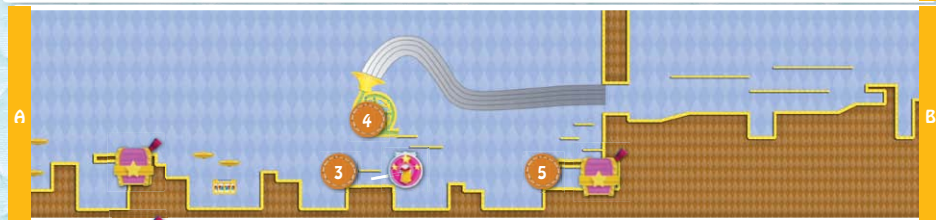
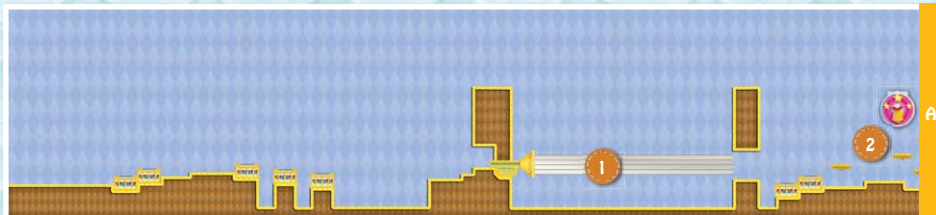
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Jump across to the next donut wheel and drop into the center. When the gap circles to the wheel's bottom, drop down and grab on to the brass button below. Swing to the right and jump from the button to grab the Star Bead near the donut wheel.

Melody Town



Welcome to Patch Land

Quilty Square

Grass Land

Hot Land

Treat Land

- Toy Tracks
- Mushroom Run
- Sweets Park
- Melody Town
- Squashini (boss battle)
- Cocoa Station (bonus level)
- Dark Manor (bonus level)

Water Land

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Strike up the band in Melody Town. Play a tune on some huge instruments and pluck the music right out of the air. Watch out for Yin-Yarn's minions—everyone wants in on this act!



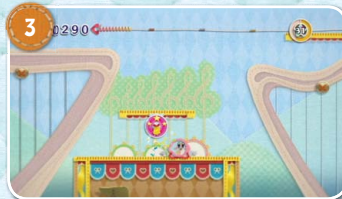
Snake into the trumpet to ride through the musical notes. Press and to hit each note as you pass by, and grab the Star Bead at the end of the music.



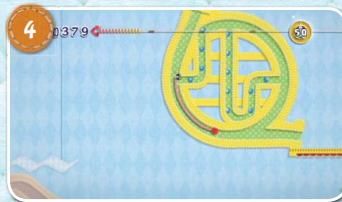
To grab the Bonus Stars high above, jump onto the Waddle Dee bouncing on the cymbals.



Continue to the left and jump across to the Treasure Patch under the Cannon Soldier. Peel the patch to collect the Toy Piano.



Swing across the harp and clear out the Spear Soldier. Peel away the patch to grab the Bonus Stars.



Snake into the horn to grab the blue beads, then head out the other side. Hit every note along the wave of music to reveal another Star Bead at the end.

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- ♪ Melody Town
- ♪ Squashini (boss battle)
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Water Land

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Space Land

Dream Land

Playing with Friends

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Snow Land

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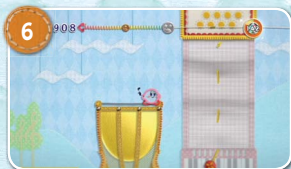
Dream Land

Playing with
Friends



Before moving on to the next area, drop down to find the

Treasure Patch to the harp's right. Peel away the patch to collect the Clef Tree. Jump over to the harp to swing back up to the platforms.



Wait for the drum to start moving down, then jump across and yank the red button.



Jump back onto the drum and hop atop the accordion.

Ride the accordion up to the Treasure Patch to collect the Melody Town music.

Jump up along the cymbals and clear away the Yarn Blocks to grab the Bonus Stars.



TIP

There's one last chance to ride along the music near the end of Melody Town. Make sure you hit every note to earn another valuable Star Bead. Don't let that Gold Medal slip through your fingers!

Boss Battle: Squashini



Squashini runs Treat Land, and this guy has more than a few tricks up his sleeve. Watch the

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machine in the center of the stage to predict Squashini's attacks. Look for a chance to strike back, and hang on to those valuable beads to unlock Treat Land's bonus levels.



Move fast during Squashini's hat trick. Dodge into the gap between the hats and wait for the red buttons to appear. Yank one of the red buttons to choose a hat. Hats can contain Squashini, a Rolling Clod, or a swarm of Flamers. If you uncover Squashini, yank his red button to damage him with

a toss across the stage. If you uncover the Flamers or the Rolling Clod, dodge their attacks until they leave the stage. If you don't choose a hat in time, both the Rolling Clod and the Flamers are revealed at the end of the trick.

TIP



Jump on top of the stationary hat each time they begin to shuffle. From here, you avoid hats dropping on you, and you are guaranteed to find Squashini under this stationary hat.



Dash away from Squashini during his card attacks. Let the cards stick into the

stage and turn around to roll up one of the cards. Jump and throw the card back at Squashini. Do this quickly to avoid the second wave of Squashini's card trick. Dash in to yank his red button and fling him across the stage.



Use Squashini's rope trick as a chance to grab some extra beads. Tap  and  to escape the ropes, then jump up and Yarn Whip the bell atop the giant bomb. Ring the bell until the bomb starts blinking, then dash around the stage to collect the beads before the explosion.

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- Melody Town
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- ☛ Cocoa Station (bonus level)
- Dark Manor (bonus level)

Water Land

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Playing with Friends

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Playing with
Friends

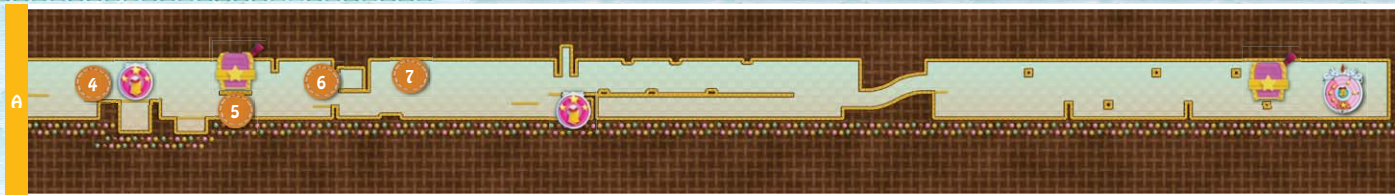


When Squashini uses his cape trick, you have another chance to damage him. Roll up one of the bombs Squashini drops from his cape, and throw it back to knock him to the ground. Yank the red button to fling Squashini across the stage before he recovers.



Dodge Squashini's attacks and damage him until you can yank his red button. You must repeat this cycle three times to defeat Squashini.

Bonus Level: Cocoa Station



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Use the Train Metamortex to smash through blocks, chase down elusive Star Beads, and find the train waiting in Cocoa Station. Keep an eye out for helpful boosts to barrel through this delicious detour!



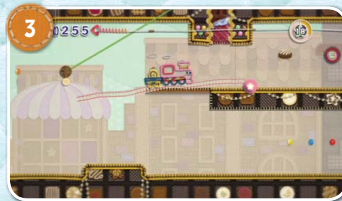
Draw a path through the boost to smash through the blocks and pick up the train car ahead.



Angle the tracks up and smash through the cake to grab the Bonus Stars.



Hit the switch to reveal an airplane made out of beads. The airplane is towing a Star Bead; collect these beads before they vanish. Before moving on, head back to collect the beads you missed during the chase.



Draw the tracks through the crank to open the gate. Continue through the gate to collect the Choco Ottoman.



Use the boost to smash through the cake and pick up another train car.

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Roll through the lever to lower the drawbridge and collect the Bonus Stars.



Activate the lever under the platform to drop the drawbridge to the left. U-Turn and roll back through the exposed lever, then

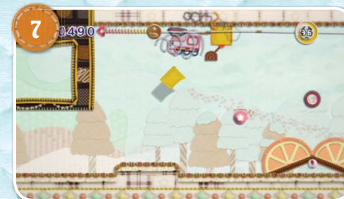
draw some tracks up to the platform to collect the Chocolate Bar.



Grab the Star Bead from the enclosure above the gate. U-Turn and draw some tracks up to the crank to open the gate.

CAUTION

Once you open the gate, the Star Bead is out of reach. Be sure to grab the Star Bead before activating the crank, and make sure your train cars are clear of the gate's path.



Hit the boost past the Cloth Blocks, then U-Turn to smash through the lever hidden behind them. U-Turn back to the right and drop down to the switch below.

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Draw some tracks up to the bead wheel. Keep drawing tracks to stay within range, and keep tapping **□** to stay in place as the beads circle around. Use the boost to smash through the blocks to the right and pick up another train car.



Continue to the right and drop onto the platform below. Smash through the Cloth Blocks before the boost wears off, and grab the Bonus Stars.

TIP

Hit the bead switch past the gate to reveal the bead train! The bumps along the passage can put an early end to this chase. Watch for the boost near the bottom of the passage, and use a single, steady track to avoid costly drops. Catch the Star Bead



before heading back up through the passage to pick up any train cars you left behind.



Smash through the Yarn Blocks to grab the Hot Land music. Be sure to pick up the last train car before you pass through the Reel Gate.

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Toy Tracks

Mushroom Run

Sweets Park

Melody Town

Squashini (boss battle)

Cocoa Station

(bonus level)

Dark Manor (bonus level)

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Snow Land

Space Land

Dream Land

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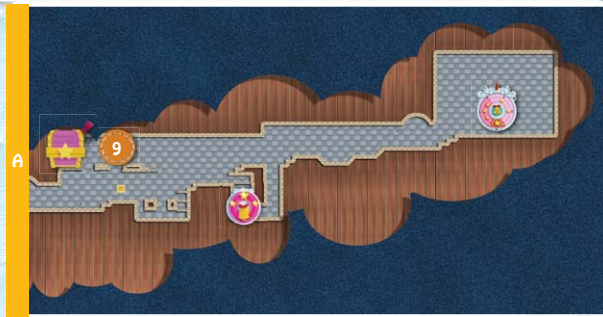
Dream Land

Playing with
Friends

Bonus Level: Dark Manor



Summon your courage to face the inhabitants of Dark Manor. Dash between the lanterns, or roll up a glowing Stogie to help light the way. Don't get lost in this spooky mansion!



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Toy Tracks
Mushroom Run
Sweets Park
Melody Town
Squashini (boss battle)
Cocoa Station
(bonus level)
Dark Manor (bonus level)

Water Land

Snow Land

Space Land

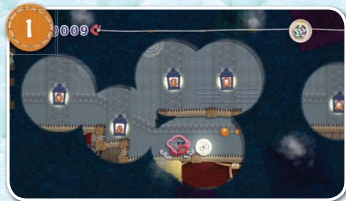
Dream Land

Playing with Friends

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TIP

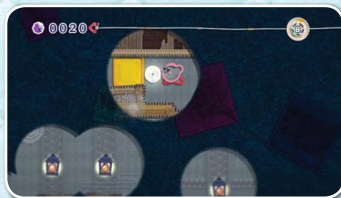
A Stogue may seem like a pest, but this floating ghost can be a great help! Roll one up for a handy light to get through dark places.



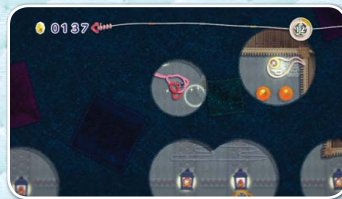
Peel the patch near the entrance to uncover a glowing ball of yarn. Carry the yarn to increase visibility as you head deeper into the Dark Manor.

TIP

Press  to drop an object without destroying it.



Jump up along the small platforms past the cluster of lanterns. Make a dashing jump to reach the ledge on the left. Throw the yarn to break the Cloth Block and grab the Star Bead hidden behind it.



Jump across and roll up the Stogue on the ledge to the right.



Jump from the step just past the two lanterns, and climb the ladder high above the ground.

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Dark Manor (bonus level)

Water Land

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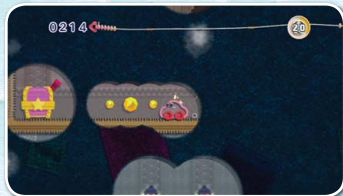
Water Land

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Playing with
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Peel the patch at the top of the ladder to reveal a path of beads. Follow the beads to the Treasure Patch and collect the Ghost-in-a-Box.

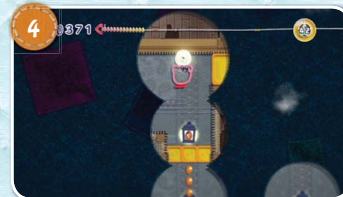


Clear out the falling blocks on the left side of the stairs, and peel the patch to grab the Bonus Stars.

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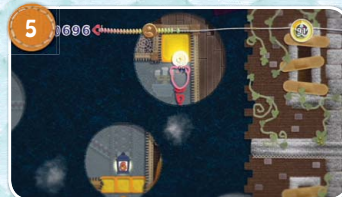
Move to the wall on the left and jump up to the ladder above. Climb the ladder to grab the Star Bead from the hidden area.



Wrap up the Stogue at the top of the stairs, and use it to clear away the large Cloth Block to the right. Follow the trail of beads up to the area above.



Yank the red button to light the path to the Treasure Patch. Peel the patch to collect the Pumpkin, and smash through the Cloth Blocks to return to the hallway.



Roll up a nearby enemy to clear away the Cloth Block hidden in the corner, and jump up to grab the Star Bead.

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Clear the two rows of falling blocks to reach the patch at the passage's end. Peel the patch to grab the Bonus Stars before moving on to the next section of Dark Manor.



Swim to the bottom of the water to collect the beads, and wrap up the Stogue as it floats by. Swim to the passage above the water,

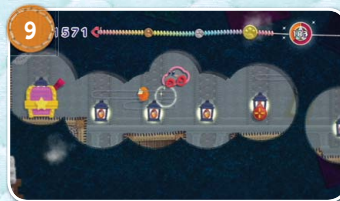
and clear away the Cloth Block to reach a stash of beads.



Peel the patch above the first platform to reveal a path of yellow beads. Follow the beads across the platforms to grab the Star Bead before it vanishes.

TIP

Clear the Flamers from the platforms to avoid falling in the water. Yarn Whip each Flamer to provoke it, then jump over it as it attacks.



Yank the red buttons to light up the area. Swing up and follow the lanterns to the Treasure Patch. Jump across and peel the patch to collect the Dark Manor music.



Head back to the right and drop down the passage at the top of the stairs. Peel the patch to grab the Bonus Stars before leaving the area.

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Water Land

- Splash Beach
- Glub-Glub Ocean
- Secret Island
- Deep-Dive Deep
- Capamari (boss battle)
- Boom Boatyard (bonus level)
- Fossil Reef (bonus level)

Snow Land

Space Land

Dream Land

Playing with Friends

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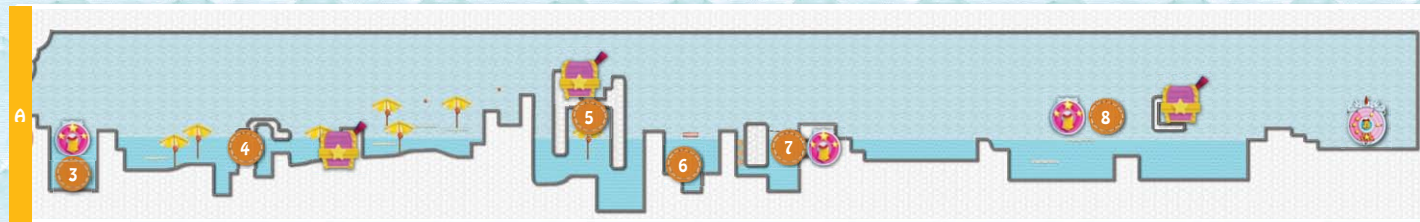
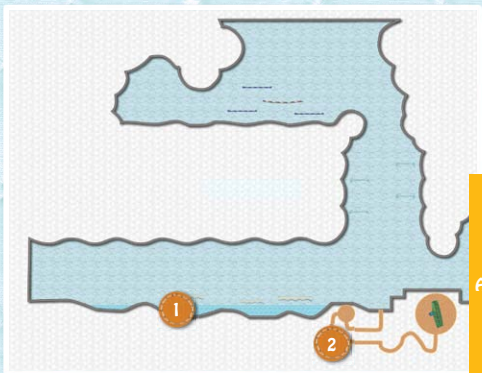
Dream Land

Playing with
Friends

Water Land

Splash Beach

It may be quiet at night, but visitors flock to Splash Beach when the sun is out. Jump across beach umbrellas and swimming turtles, and ride along with the rolling waves. Watch the water for Bobber Clods and circling Sawgills, and don't let the rising tide take you by surprise!



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- Boom Boatyard (bonus level)
- Fossil Reef (bonus level)

Snow Land

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Wait for the Sawgill to turn its back, and then roll it up from behind.

TIP

Never approach a Sawgill from the front. The Sawgill uses its nose to charge through underwater trespassers, so surprise this enemy from behind or use deep waters to sneak up from below. A Sawgill caught on dry land can't charge, but that flailing nose can still do some damage!



Jump onto the platforms to the right, and throw the Sawgill into the Bobber Clod under the patch. Peel away the patch to grab a Star Bead.

TIP

Bobber Clods aren't strong swimmers, but those inflatable rings keep them floating on the water's surface. Watch out for the Bobber Clod's charging attack, and look for chances to attack from below.



Snake down into the passage and hit the switch to the left. Keep moving to avoid the Snip-Snap, and follow the trail of beads to the Warp Seam. When you land, peel away the large patch to reveal the sunlight.



Jump up along the yarn platforms, and peel the patch to grab another Star Bead.

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Hop onto the swimming turtle. Wait for the water to drop, and then ride down to the patch below. Peel the patch to collect the Bonus Stars, and hop off the turtle to collect the beads at the bottom of the pool.



Clear out the Bobber Clods when the water rises, then swim under the switch and wait for the water to fall. When the tide rises again, jump up to hit the switch, then rush to grab the beads on the platform above.



Jump down from the platform's right side and peel the Treasure Patch to collect the Sun Clock.

CAUTION

Heads up! Watch out for that Bow Waddle Dee when you swim back up. Yank the red button and jump onto the open umbrella. Roll up one of the flying arrows, and take out the Bow Waddle Dee from a distance.

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Yank the red button and stand on the low umbrella. When the Bobber Clod begins to charge, jump over the attack to send him splashing into the water. Latch on to the brass button and swing over toward the tall umbrella to the left. Jump off and yank the red button. When the umbrella snaps open under you, jump up to grab the Star Bead above.

CAUTION

Wait until you're right next to the umbrella to yank the red button. If you yank the button too early, the umbrella won't catch you when it opens.



Wait for the water to rise, then yank the red button and jump onto the umbrella. Jump up to the ladder and climb to the Treasure Patch. Peel the patch to collect the Moon Clock.



When the water lifts the raft out of the way, swim down to the switch, then swim up to grab the Star Bead above you before it vanishes.



Wait for the Gordos to float up with the water, then swim through the beads to the patch on the right. Peel the patch to grab the Bonus Stars.



Swim along with the waves until you reach the patch above the platform. Peel away the patch to grab the Bonus Stars.

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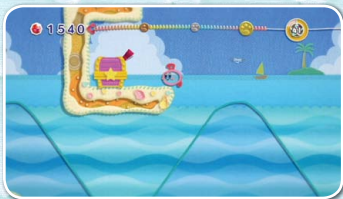
Water Land

Snow Land

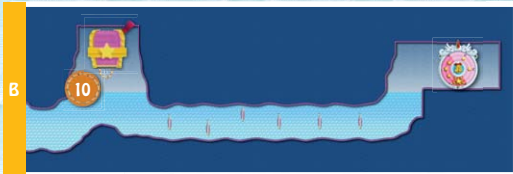
Space Land

Dream Land

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Friends

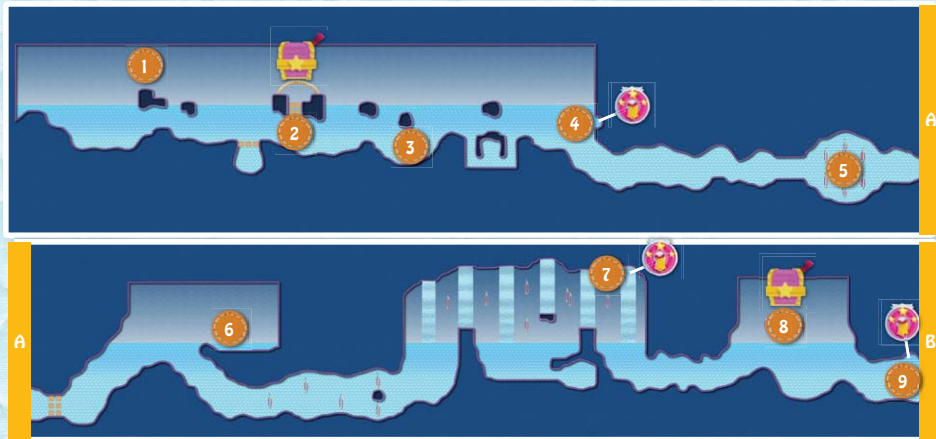


Continue through the waves, and jump back to the Treasure Patch on the ledge. Peel away the patch to collect the Splash Beach music.



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Glub-Glub Ocean



Battle the currents of Glub-Glub Ocean to face a wide variety of aquatic enemies. Check for Sawgills and Anemonees around each corner as you explore the underwater caverns. Survive the journey to the Dolphin Metamortex; after you transform into the Dolphin, swim through hoops, leap across waterfalls, and blast right through even the nastiest enemies!

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Jump onto the island, and grab the Star Bead near the top of the tree.



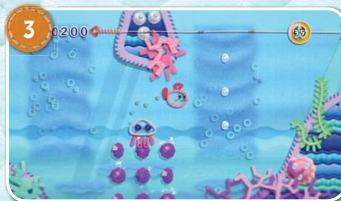
Head back into the water and clear away the Yarn Blocks under the currents. Hit the switch to reveal a ring of beads.



Roll up the Sawgill, and throw it through the Cloth Blocks above.



Swim to the surface and jump up to the Treasure Patch on top of the island. Peel away the patch to collect the Jellyfish Light.



Hit the switch above the Jelly Jr. to reveal a nice stash of beads.

TIP

Jelly Jr. may seem harmless, but this little guy can pack a punch! Wait for the Jelly Jr. to fire off its shock attack, then move in to finish it off.



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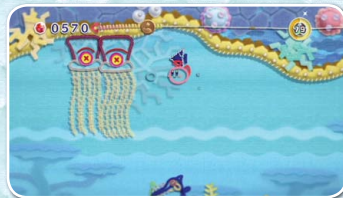


Continue to the right and swim into the current. Follow the current around to the left and swim up to grab the beads above you.



Swim to the patch at the end of the current. Peel away the patch to

grab the Bonus Stars, then swim up to grab the beads in the current above.



TIP

Don't get caught up in Anemonee tentacles! A rolled-up Sawgill is great for clearing the water of these troublesome guys.



After you activate the Dolphin Metamortex, be sure to swim through the hoops in the area. Hoops offer bead rewards, and they can help you earn that Gold Medal.



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- Fossil Reef (bonus level)

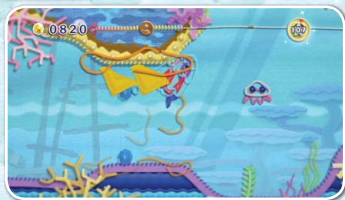
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Press ① to spin through the Cloth Blocks with a Surge Attack. Use a second Surge Attack to clear out the Jelly Jr. before it can react.



Use the Surge Attack to break through the water's surface and collect some additional beads.



Swim up through the waterfalls, and use the Surge Attack to jump across the hoops between them. Make your way to the last waterfall and grab the Bonus Stars at the top.



Move back to the left and drop down to the water. Surge Attack through the currents to hit the switch and reveal a ring of beads.



Give yourself plenty of room to reach the Dolphin's top speed, and Surge Attack at the surface of the water to collect the Glub-Glub Ocean music.



Surge Attack against the current to grab the Bonus Stars between the Anemonees.

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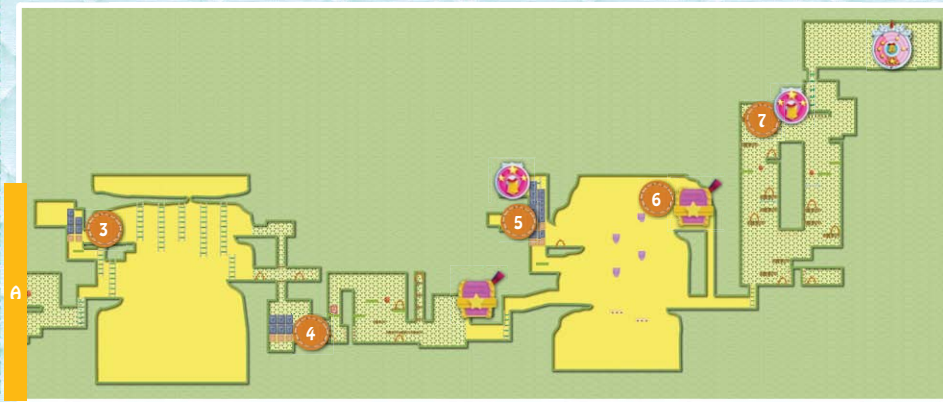
Swim up from below and press ② to balance the pink ball on the water's surface. Aim toward the basket above, and press ② again to shoot the ball. Get the ball in the basket to collect the Aquarium. Shoot the other balls into the basket to earn two more Star Beads.



TIP

The Surge Attack is powerful enough to attack Sawgills from the front. Get in close and power through any Sawgills you can't dodge!

Secret Island



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- Glub-Glub Ocean
- Secret Island
- Deep-Dive Deep
- CaPamari (boss battle)
- Boom Boatyard (bonus level)
- Fossil Reef (bonus level)

Snow Land

Space Land

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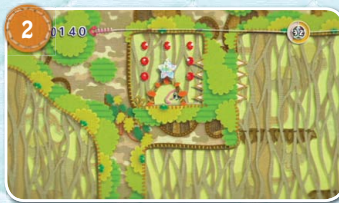
Yin-Yarn's Waddle Dees have taken over this uncharted island. Navigate through the twisting vines and drop falling blocks to open new paths—just watch out for spiky thorns and relentless Buttonbugs as you explore the area. Uncover the mysteries of Secret Island!



Jump up along the falling blocks to grab the Bonus Stars on the ledge. Head back down and yank the blue button to drop the falling blocks into place.

CAUTION

Don't yank the blue button before you collect the Bonus Stars. After the blocks drop, the ledge is out of reach.



Jump up along the platforms behind the vines. Exit through the door at the top to grab the Star Bead in the small enclosure.



Head back through the door and jump across the platforms to the right. Pass behind the Buttonbug, and exit through the door near the blue button.

TIP

Buttonbugs are determined little critters! Watch out for those stingers, and roll up these flying pests to give your throw a wide spread.



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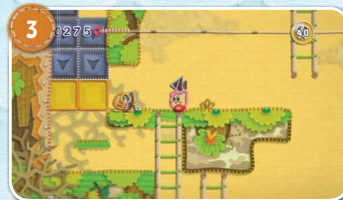
Space Land

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Yank the blue button and drop down to the Treasure Patch below. Peel away the patch to collect the Treasure Rug.



Roll up an arrow, and throw it straight at the Bow Waddle Dee to clear both of the Cloth Blocks

behind it. Jump up and hit the switch to grab the hidden Star Bead.

TIP

You must clear both Cloth Blocks with a single throw to drop the falling blocks into place.



Jump across the ladders and avoid the moving Gordos. Wait for each Gordo to move down its ladder

before jumping on, and climb down to collect the beads before the Gordo heads back up.



Climb down to the door at the ladder's base. Use the door to reach the Star Bead in the small enclosure to the right.

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Jump under the Spear Waddle Dee and roll up its spear. Throw the spear through the Cloth Blocks on the left to drop the falling blocks into place. Jump onto the blocks and peel the patch to uncover the pull tab.

TIP

If you roll up a Spear Waddle Dee instead of its weapon, throw it into the spikes to the right. Be patient! Wait until you roll up a spear before you attempt to clear away the blocks.



Enter the door near the spikes and follow the pull tab to the special patch.



Peel away the fossil to reveal a large bird, and jump up to the Treasure Patch on the ledge above. Peel the patch and collect the Totem Pole.



Ride the Balloon Waddle Dees up to the stack of blocks. Enter the door on the ledge, and pass behind the blocks to the left. Exit the door and roll up an arrow from the Bow Waddle Dee. Throw the arrow through the cloth falling blocks, then enter the door and move back down the ramp.



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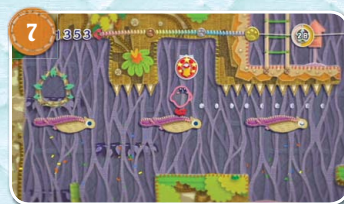
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Exit back to the ledge, and roll up another arrow. Throw the arrow through the Cloth Blocks on the left to drop the stack into place. Climb the ladder on the falling blocks to grab the Bonus Stars above.



Jump across the Balloon Waddle Dees to grab the Star Bead, then jump across to the Treasure Patch on the ledge to the right. Peel the patch to collect the Secret Island music.



Jump up along the platforms behind the background to reach the door at the top. Exit the background to land on the moving platforms below the door. Pass under the spikes and jump up to grab the Bonus Stars to the right.

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Head to the bottom of the ocean to face some of the most dangerous creatures around. The little jolt of a Jelly Jr. is nothing compared to the massive shock of an Amprey. Search for lost treasure in a sunken ship, and escape the jaws of the giant Danglerfish in Deep-Dive Deep!



Wait for the Ampreys to swim by, then follow them to collect the beads that trail behind them.

CAUTION

Watch yourself around the Ampreys that swim in deep water. These massive beasts deliver a jolt to anyone who wanders too close. Look for a hiding spot outside of the Amprey's path, and wait for it to pass by before swimming through the area.



Roll up a Blipper or a Sawgill, and throw it to stun the Danglerfish.

TIP

The Danglerfish uses its light to attract unsuspecting swimmers. When you swim too close, the Danglerfish creates a powerful current to suck you into its jaws. Swim against the current until the Danglerfish is exhausted, or throw an object to stun it from a distance.

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CaPamari (boss battle)

Boom Boatyard

(bonus level)

Fossil Reef (bonus level)

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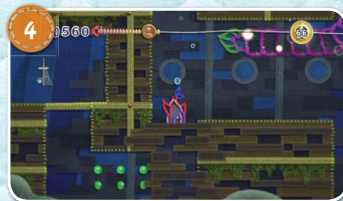


Continue up and clear away the next Danglerfish. Swim to the left and peel away the Treasure Patch to collect the Dangler Light.



Collect as many beads as you can, but stay far enough ahead of the giant Dangler to grab the Star Bead. Unravel the Yarn Block below the bead, or roll up a

Sawgill to clear a path through the Cloth Blocks.



Follow the Amprey down into the sunken ship, and continue through the planks at the bottom. Follow the green beads to the left, then swim up to collect the Mast above.



Swim back up to the surface and Surge Attack to jump across the platform. Slide into the water to the right, and Surge Attack up to grab the Star Bead.



Head back to the ship's bottom. Swim across to grab the Bonus Stars to the right, and wait for the Amprey to circle past.

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Surge Attack to drop the falling blocks into place. Swim through the purple beads below, and circle back up to collect the Deep-Dive Deep music.



Dodge the Gordos to stay ahead of the giant Dangler, and Surge Attack charging Sawgills to clear the path.



Swim around the Gordos to grab the Bonus Stars. Surge Attack

through the Sawgills and swim up to the surface when the next giant Danglerfish joins the chase.



Surge Attack through the water's surface to grab the Star Bead before you pass through the Reel Gate to the right.

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Boom Boatyard

(bonus level)

Fossil Reef (bonus level)

Snow Land

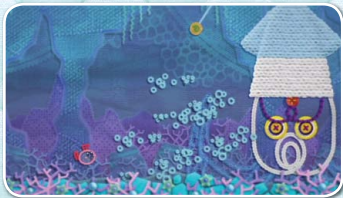
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Boss Battle: Capamari



Capamari rules the oceans of Water Land, and this boss has no interest in a fair fight. Capamari covers his red button with a knit cap, so destroying this protective barrier is the first priority. Turn Capamari's attacks against him, and claim his beads to open the path to Water Land's bonus levels.



Capamari attacks with his swarming tentacles, so keep moving to avoid his powerful grip. Grab the spool dangling from the top of him, and keep moving to dodge the white tips of the tentacles as you unravel the cap. Release the spool, and roll up one of the tentacles whenever you're surrounded. Tentacles recover after a short time, so make sure to unravel the cap while the coast is clear.



The cap is divided into two separate sections. After you unravel the blue section of the cap, throw the spool at Capamari and collect his beads. Roll up one of the tentacles and throw it at Capamari for a second shower of beads, then unravel the rest of the cap to send Capamari into hiding.

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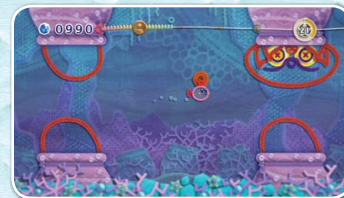
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After Capamari spits out his ink, he surrounds you with three spinning tentacles. When the tentacles stop spinning, they rush toward your current position. Roll up one of the tentacles before they stop spinning, then swim through the opening to dodge the attack.



When Capamari sends his Octopeas into the fight, swim over and roll one of them up. Wait for the rest of the critters to land in their attack positions, and swim into the gap as they corkscrew past.



Hang on to the Octopea, and watch the four octopus traps for Capamari to appear. When you spot Capamari, throw the Octopea to knock him out of the vase. Swim over and yank his red button to fling Capamari across the screen. Swim to the rocks below to grab the beads while Capamari recovers.

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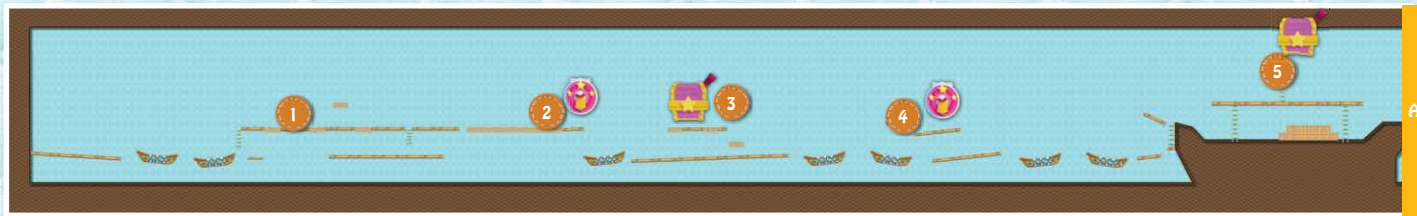
Capamari retreats into a octopus trap and prepares for a corkscrew attack. Stay near the screen's middle, and watch for movement from the

octopus traps. The traps rotate to fire Capamari at different angles, so stay clear of possible paths. Collect the beads that follow Capamari out of the trap after each attack; any beads left in Capamari's path will be destroyed when he spins through them.



Capamari repeats the same series of attacks until you defeat him, so use the same tactics for each attack. Hit Capamari with another Octopea, and yank his red button one more time to finish him off.

Bonus Level: Boom Boatyard



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Stay on your toes in this explosive environment. Dash across collapsing piers and sinking boats as bombs rain down from the sky. Bronto Burts and Bombers offer a little extra firepower, and a giant Cannon Mariner ends things with a bang!



Run along the pier's upper level. Take out the Spear Mariner, and wait for the bombs to clear the Cloth Blocks.

TIP

Mariner enemies behave exactly like their soldier counterparts. Disarm Sword Mariners and Spear Mariners, dodge the fire of Cannon Mariners, and take care of Whistle Mariners before they can summon reinforcements.

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After you collect all the beads on the platform above you, smash through the Cloth Blocks to drop onto the lower pier. Peel the patches and grab the beads, then climb up the ladder.



Jump over the Mariners or roll up a weapon to clear the path with a single shot. Move to the pier's end before the bombs take out the

Cloth Blocks. Jump up and peel the patch to grab the Bonus Stars, and follow the trail of beads to the boat below.



Jump up to the Treasure Patch before the Cloth Blocks are destroyed. Peel away the patch to collect the Treasure Chest, and drop from the platform's left side to collect the beads.



Dash across the boats, and jump up to grab on to the brass button. Swing to the right and jump across to the patch. Peel the patch to grab the Bonus Stars.



Climb up to the flag at the top of the mast, and yank the blue button to collect the Treat Land music.

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Move down to the Cloth Blocks at the bottom of the boat. Avoid the Bombers and smash through the blocks to grab a few extra beads.



Beat the bombs to the pier's end to peel the patch and grab the Bonus Stars.



Climb up the ladder and dodge the two Bronto Burts. Jump to the brass button and swing across to the flag. Yank the blue button to collect the Pirate Ship. Jump off the platform's right side and smash down on the Whistle Mariner before he can summon reinforcements.



CAUTION

Watch out for the giant Cannon Mariner at the end of the level! Roll up his smaller bombs to return fire, and stay away from explosions from his giant bomb!

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• Fossil Reef (bonus level)

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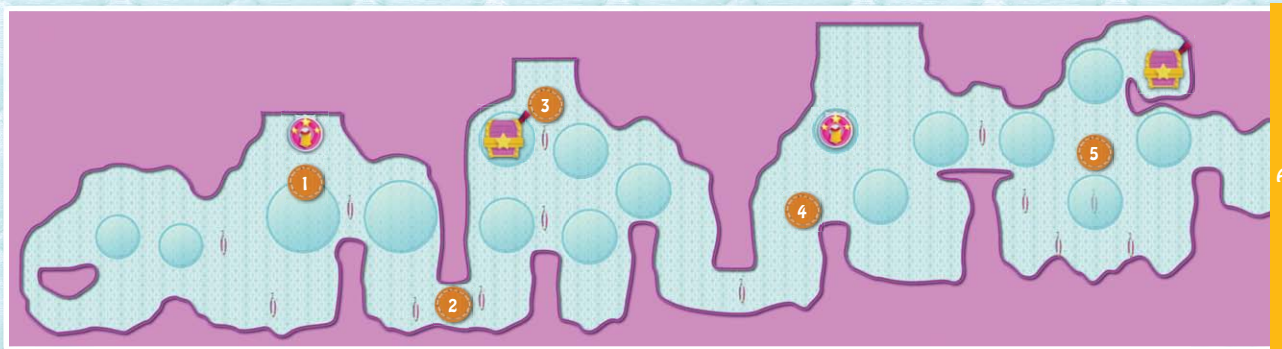
Space Land

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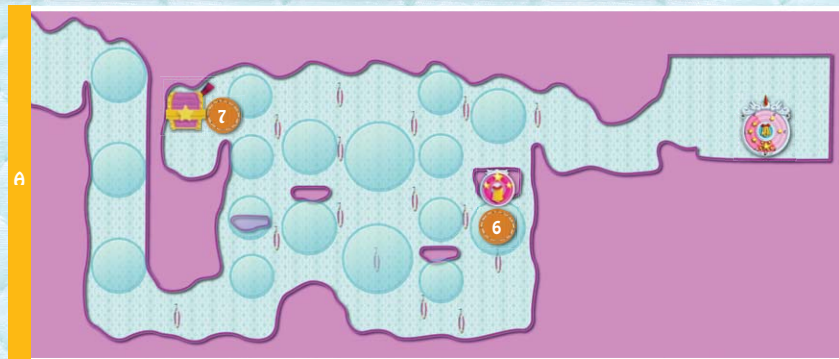
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Bonus Level: Fossil Reef



Jump through hoops as you leap from floating pockets of water, and collect the beads hidden in this underwater cavern. Watch out for swarming Cutfish, and Surge Attack your way through the Fossil Reef!



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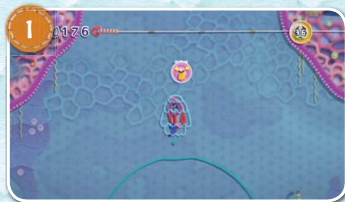
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Activate the Dolphin Metamortex and Surge Attack between water pockets. Make your way to the water pocket's top, and Surge Attack to reach the Bonus Stars above.



Swim through hoops and look for bubbles to collect extra beads. Surge Attack to clear the Cutfish out of the area.

TIP

It's no good trying to sneak up on a Cutfish—these guys are surrounded by tiny spikes! Swim up close, and Surge Attack to tear a path through this slow-moving hazard.



Follow the water pockets around to collect the Anemone Sofa, then Surge Attack up to grab the Star Bead.



Wait for the water pocket to approach, then Surge Attack up to the switch and collect the orange beads.

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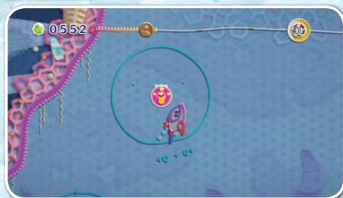
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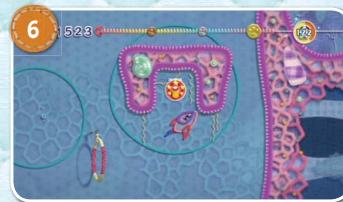
Surge Attack up and grab the Bonus Stars from the water pocket above.



Wait for the water pockets to pass through the platform, then hop across to grab the Star Bead.



Move onto the next pocket, and follow it to the top. Surge Attack to the right and collect the Fossil above the shallow pool.



Follow the water pockets to the right and float up to grab the Bonus Stars.



Follow the hoops up to collect the Water Land music, then Surge Attack to the right to reach the Reel Gate.

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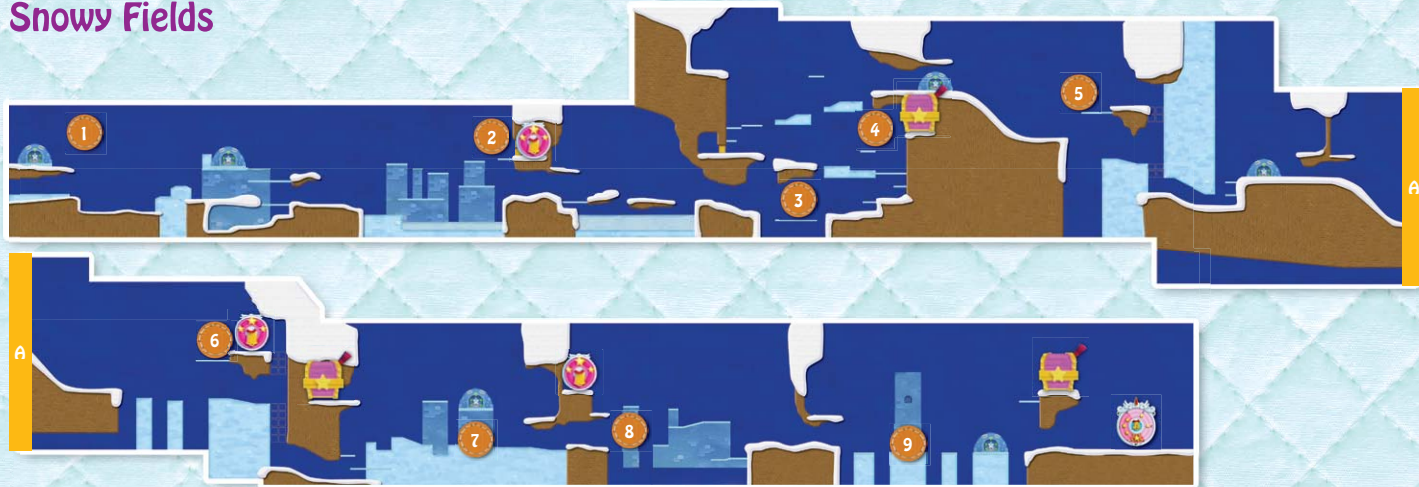
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Snowy Fields



Bundle up and head into Snowy Fields. Dodge Yin-Yarn's Waddle Dees and Chillies as you slip and slide across icy platforms. Watch your step around the hazardous drops, and be sure to avoid those giant snowballs!

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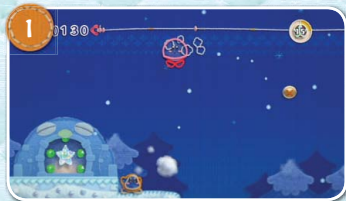
- Snowy Fields
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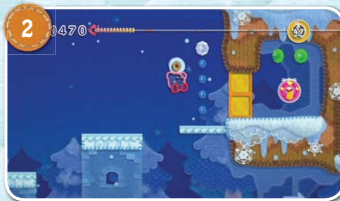
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Jump up along the platforms and use the brass buttons to swing back to the left. Parachute past the Waddle Dee and grab the Star Bead inside the dome.



Swing back across the brass buttons, and enter the dome to the right. Drop down to grab the Star Bead below.



Roll up the Chilly and jump across to the ledge on the right. Clear away the Cloth Blocks and grab the Bonus Stars in the small enclosure.

TIP

Don't get too close to Chillies; these little snowmen can freeze you solid. A Chilly's freezing attack has a short range. Stay back and roll up this enemy—just watch your speed on icy platforms!



Stand on the platform under the switch, and wait for a snowball to approach. Hop onto the snowball and jump up to hit the switch.

CAUTION

Jump onto snowballs to reach beads and platforms, but don't get caught in a snowball's path! When you touch a snowball from the side, it rolls you up and carries you along its path. Snowballs can move you out of position or carry you over dangerous drops.

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Follow the beads to the right and dash under the snowball. After the snowball rolls past, jump up and clear out the Waddle Dee.



Jump onto a snowball to reach the platform, then swing across to the Treasure Patch on the ledge. Peel

away the patch to collect the Big Bear Bed.



Move to the left and dodge the snowballs along the way. Wait for the Waddle Dee across the gap to throw a fresh snowball, then hop onto the snowball and jump over the Waddle Dee. Roll up the Waddle Dee, and throw it at the Cloth Block to grab the Star Bead.



Continue up the path, and use a snowball to reach the small platform above. Jump up and swing across the brass buttons to collect two more Star Beads.



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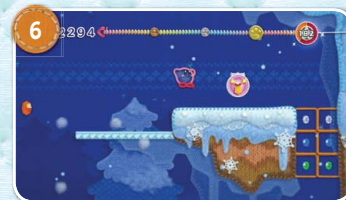
Dream Land

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Wait at the bottom of the hill, and jump off of a snowball to reach the ledge above the drop. Grab the Star Bead and smash through the Yarn Blocks to the right.



Wait for the Waddle Dee to throw a giant snowball. Jump on, and ride the snowball through the trail of beads. Jump up to follow the beads onto the platform. Grab the

Bonus Stars, and smash through the Yarn Blocks to the right.



Move across the ice, and duck into the pits to avoid the giant snowballs. Enter through the base of the tower, and jump up to the door at the top.



Cross the platforms to the left, and swing over to the Treasure Patch on the ledge. Peel away the patch to collect the Penguin Mirror.



Wait for the Waddle Dees to drop their snowballs, then jump across the gaps.

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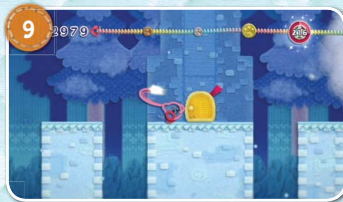
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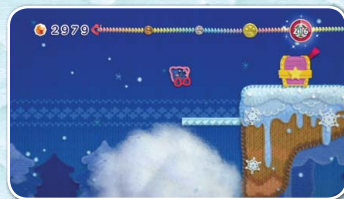
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Friends




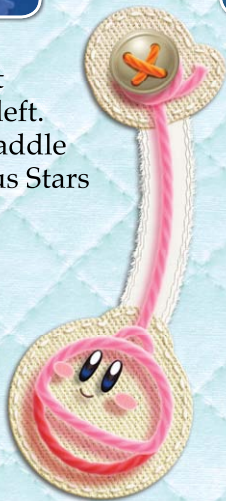
Jump to the top of the platforms, and take out the Waddle Dee to the left. Swing over the next Waddle Dee, and grab the Bonus Stars from the ledge.



Follow behind the giant snowball, and peel the patch at the tower's base.



Enter the tower, and jump up along the platforms to reach the door at the top. Wait for a snowball to roll under the door and press  to drop down. Ride the snowball over to the platform, and jump across to the Treasure Patch. Peel the patch to collect the Snowy Fields music.



Welcome to Patch Land

Quilty Square

Grass Land

Hot Land

Treat Land

Water Land

Snow Land

Snowy Fields

Cozy Cabin

Mt. Slide

Frosty Wheel

King Dedede (boss battle)

Frigid Fiords (bonus level)

Evergreen Lift
(bonus level)

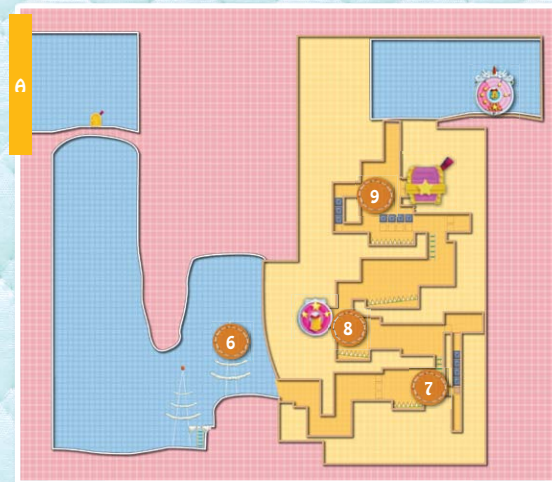
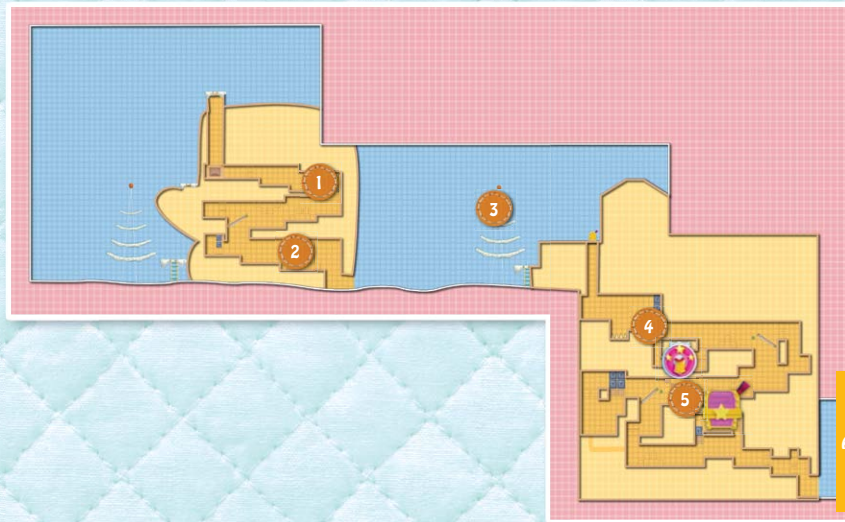
Space Land

Dream Land

Playing with Friends

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Cozy Cabin



Take a break from the cold in Cozy Cabin. Switches, Star Beads, and treasures are around every corner. Parachute along warm air currents, and decorate a few festive trees. But don't get too comfortable; Waddle Dees are guarding the area, and the cabins are closing down for the night!

Welcome to Patch Land

Quilty Square

Grass Land

Hot Land

Treat Land

Water Land

Snow Land

- Snowy Fields
- Cozy Cabin
- Mt. Slide
- Frosty Wheel
- King Dedede (boss battle)
- Frigid Fiords (bonus level)
- Evergreen Lift (bonus level)

Space Land

Dream Land

Playing with Friends

Welcome to
Patch Land

Quilty
Square

Grass Land

Hot Land

Treat Land

Water Land

Snow Land

Space Land

Dream Land

Playing with
Friends



When you enter the cabin, the roller begins to drop. Wind the spool to raise the platform, and slip into the gap to drop down. Move quickly to stay ahead of the roller, and give yourself some extra time to collect beads.



Unravel a Yarn Block and hit the switch above. Grab the beads and clear a path to the Treasure Patch. Peel the patch to collect the Fireplace, then wind the spool and slip down through the gap.



When you land, roll up the Yarn Block to the left. Clear away one of the falling blocks, and grab the Bonus Stars from the enclosure.



Smash through one of the Yarn Blocks to hit the switch. Jump up and grab the Star Bead on the way out of the cabin.

Welcome to Patch Land

Quilty Square

Grass Land

Hot Land

Treat Land

Water Land

Snow Land

- Snowy Fields
- Cozy Cabin
- Mt. Slide
- Frosty Wheel
- King Dedede (boss battle)
- Frigid Fiords (bonus level)
- Evergreen Lift (bonus level)

Space Land

Dream Land

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Hit the switch and jump up to grab the Star Bead in the treetop. Drop down and collect the rest of the beads before they vanish.



Unravel the Yarn Block to drop the rest of the stack into place. Smash through the falling blocks and grab the Bonus Stars to the right. Hop onto the short platform to jump back up to the hallway.



Dash past the spool, and unravel one of the Yarn Blocks at the hall's end. Jump through the gap and drop down to the Star Bead below.



Roll up one of the Yarn Blocks to clear a path to the switch. Jump up to hit the switch, and drop down on the Star Bead below.



Wait for the Spear Waddle Dee to face you, then roll up his spear. Throw the spear through the Cloth Blocks to drop the stack into place. Jump over the falling blocks and grab the Star Bead. Smash through the Yarn Blocks and snake down to the bottom of the cabin.

Welcome to Patch Land

Quilty Square

Grass Land

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Water Land

Snow Land

- Snowy Fields
- Cozy Cabin
- Mt. Slide
- Frosty Wheel
- King Dedede (boss battle)
- Frigid Fiords (bonus level)
- Evergreen Lift (bonus level)

Space Land

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Roll up an arrow from the Bow Waddle Dee, and use it to drop the falling block into place. Jump to the ladder and climb up to the Treasure Patch. Peel the patch to collect the Chimney.



134

TIP

Take your time when you parachute down through the switches. Use the air currents to head back for any beads you miss. Make sure you hit the switch all the way to the left—float back to the current and grab the Star Bead before you land!



Hit the switch and jump up to grab the Star Bead in the treetop, then grab the rest of the beads before you head into the last cabin.



Roll up the Yarn Block and drop the falling blocks into place.



Move into the air current, and parachute to the switch above. Grab the Star Bead and unravel the Yarn Block to clear your path.

Welcome to Patch Land

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Snowy Fields

Cozy Cabin

Mt. Slide

Frosty Wheel

King Dedede (boss battle)

Frigid Fiords (bonus level)

Evergreen Lift
(bonus level)

Space Land

Dream Land

Playing with Friends

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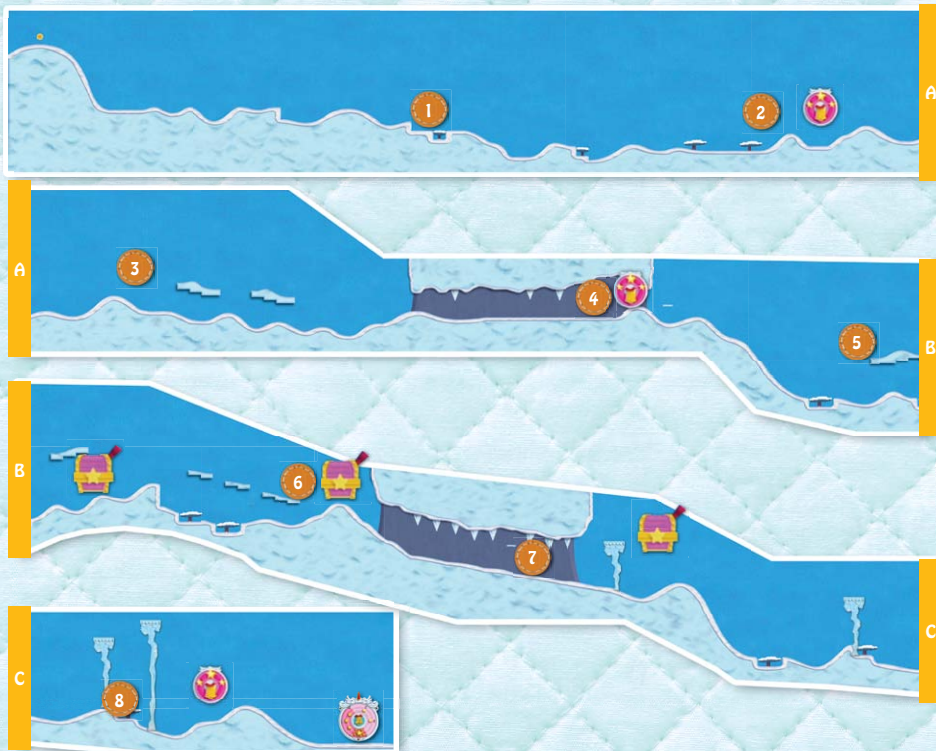


Parachute across the currents and grab the Bonus Stars on the ledge.



Parachute over the currents, and roll up the Yarn Block to reach the Treasure Patch. Peel the patch to collect the Cozy Cabin music.

Mt. Slide



Welcome to Patch Land

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Snowy Fields
Cozy Cabin
★ Mt. Slide
Frosty Wheel
King Dedede (boss battle)
Frigid Fiords (bonus level)
Evergreen Lift (bonus level)

Space Land

Dream Land

Playing with Friends

Welcome to
Patch Land

Quilty
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Grass Land

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Water Land

Snow Land

Space Land

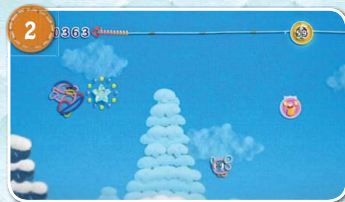
Dream Land

Playing with
Friends

Use the Spin Boarder Metamortex to hit the slopes on Mt. Slide. Dodge the Waddle Dees and falling icicles, and watch the skies for Bronto Burts. Spring from the treetops and use the boosts to soar to new heights!



Slide off the short drop and hit the dark blue tree. When the tree springs up, jump and grab the Star Bead ahead.



Spring across both of the trees and grab the Star Bead. When you reach the Bronto Burt, use a Spin Attack to bounce up and grab the Bonus Stars.



Slide through the boost and jump from the top of the hill. Use a Spin Attack to trigger the boost and grab the beads on the platform.



Grab the next boost, and jump over the Spear Waddle Dee at the end of the platforms. Spin Attack when you grab the Star Bead, and fly through the beads to the right.



Welcome to Patch Land

Quilty Square

Grass Land

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Water Land

Snow Land

Snowy Fields

Cozy Cabin

• Mt. Slide

Frosty Wheel

King Dedede (boss battle)

Frigid Fiords (bonus level)

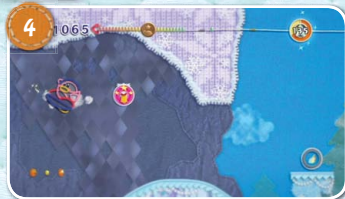
Evergreen Lift
(bonus level)

Space Land

Dream Land

Playing with Friends

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Jump off the icicle at the end of the cave, and Spin Attack to grab the Bonus Stars. Snag the next boost, and save it as you slide down the hill.



Bounce off the springing tree, and Spin Attack to reach the boost on the platform.



Grab the Star Bead and Spin Attack to collect the Mt. Slide music.



Jump up to slide across the next group of platforms. Jump over the Spear Waddle Dee, and Spin Attack off of the Bronto Burt to collect the Knit-Cap Sofa.



Move across the icicles and jump up to grab the boost. Jump from the last icicle to grab the Star Bead, and Spin Attack to reach the boost above.

TIP

Make sure you're in position to grab the boost! Use the beads to time your jumps across the icicles.

Welcome to Patch Land

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Snow Land

- Snowy Fields
- Cozy Cabin
- ❖ Mt. Slide
- ❖ Frosty Wheel
- King Dedede (boss battle)
- Frigid Fiords (bonus level)
- Evergreen Lift (bonus level)

Space Land

Dream Land

Playing with Friends

Welcome to
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Grass Land

Hot Land

Treat Land

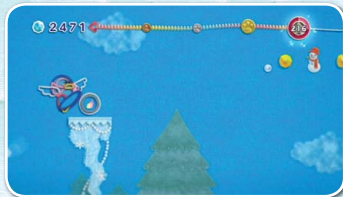
Water Land

Snow Land

Space Land

Dream Land

Playing with
Friends



Grab the boost and jump from the platform. Spin Attack through the beads to collect the Snowman ahead.

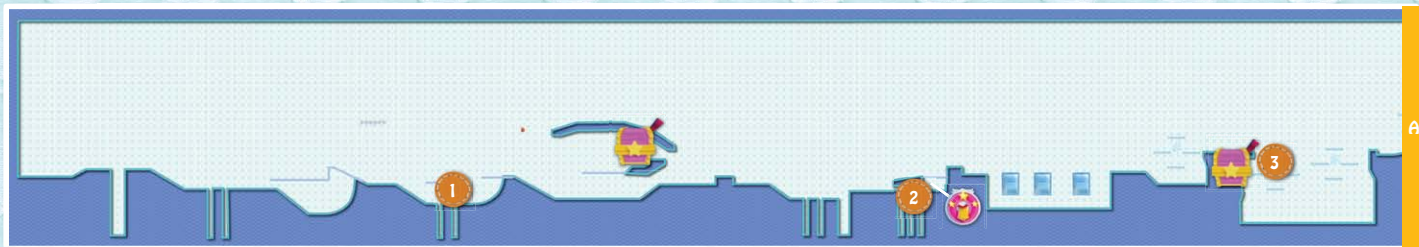


Slide through the boost and continue over the springing tree.



Spin Attack through the beads to grab the Bonus Stars near the Reel Gate.

Frosty Wheel



Welcome to Patch Land

Quilty Square

Grass Land

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Treat Land

Water Land

Snow Land

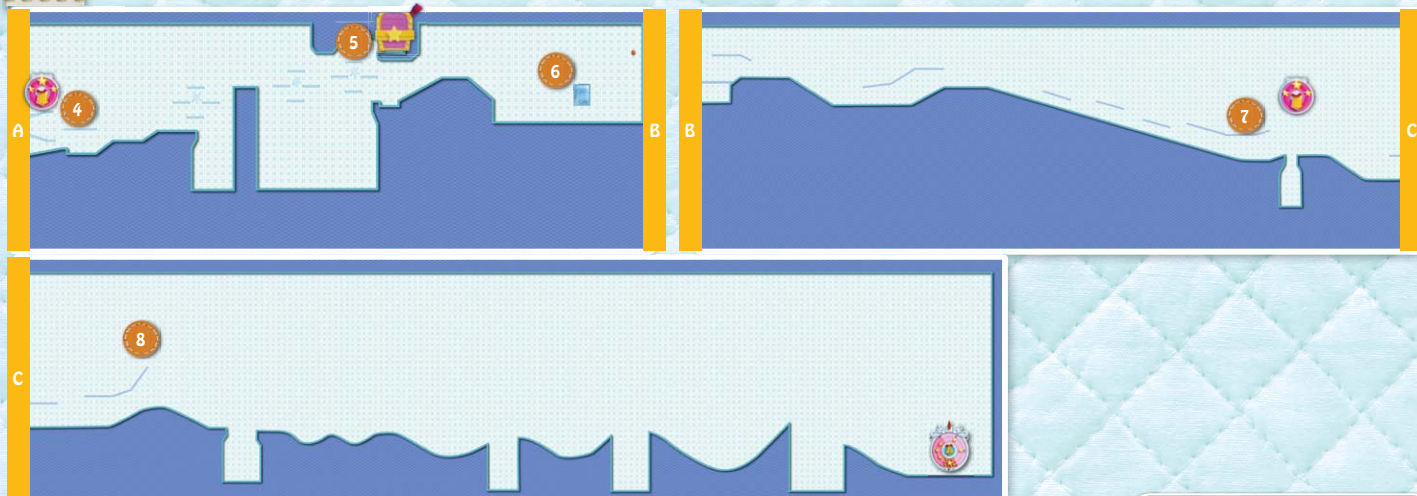
- Snowy Fields
- Cozy Cabin
- Mt. Slide
- ❖ Frosty Wheel
- King Dedede (boss battle)
- Frigid Fiords (bonus level)
- Evergreen Lift (bonus level)

Space Land

Dream Land

Playing with Friends

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Dash through the snow in this winter wonderland. Watch out for freezing geysers and swimming Sawgills as you coast across ice and water. Keep your speed up, and hit those ramps to soar across Frosty Wheel!



speed as you hit the curve at the end of the ice.

Dash to slide over the small gaps, and maintain your

Grab on to the brass button high above, and swing across to the platform. Clear out the Chilly, and peel the patch to grab a Star Bead.



Welcome to Patch Land

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Frigid Fiords (bonus level)
Evergreen Lift (bonus level)

Space Land

Dream Land

Playing with Friends

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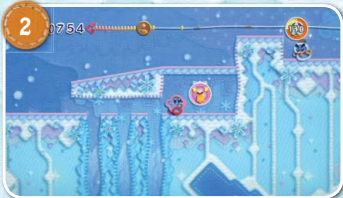
Space Land

Dream Land

Playing with
Friends



Drop down to the ice. Dash along the water's surface and jump to the platform above. Peel away the Treasure Patch to collect the Snow Clock.

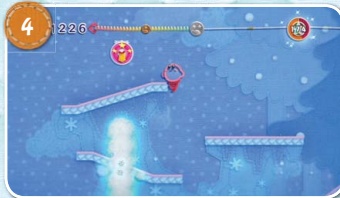


Dash across the gaps in the ice, and grab the Bonus Stars below the platform.

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Jump onto the wheel and ride down to the Treasure Patch. Jump across and peel the patch to collect the Snow Globe.



Stay clear of the geyser, and jump up along the platforms to grab the Bonus Stars.



Jump to hit the switch above the wheel. Ride to the bottom of the wheel, and jump up to grab the Star Bead.



Welcome to Patch Land

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- Frigid Fiords (bonus level)
- Evergreen Lift (bonus level)

Space Land

Dream Land

Playing with Friends

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Jump across to the next wheel, and drop down to roll up the Chilly. Jump back up the wheel and clear away the Cloth Blocks to the right. Peel away the Treasure Patch to collect the Frosty Wheel music.



Dash across the water's surface, and jump onto the block of ice.



Jump off the ice, and grab the brass button to swing across to the platform. Peel the patch and grab another Star Bead.



Dash through the beads and jump up to grab the Bonus Stars at the platform's end.



Dash across the platforms above the water. Hit the jump at the end of the platforms to grab the Star Bead above.

Boss Battle: King Dedede



King Dedede is the top of the heap in Snow Land, but Yin-Yarn is the one pulling the strings. King

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Dedede slides across the ground between attacks; don't let this bully catch you off guard! Use throws to stun King Dedede, and slam down on his back to reveal his red buttons. Cut the puppet strings to free King Dedede, and hang on to his beads to unlock Snow Land's bonus levels.



When King Dedede pulls out his mallet, dash away from him before he pounds the ground. Roll up one of the stars, and throw

it at King Dedede to stun him. Collect the beads and jump onto King Dedede when he falls to the ground. Smash down on him, and yank the red button to sever one of the strings.

TIP

King Dedede is vulnerable at the end of his slide attack, but wait for a chance to roll up a star. Successful throws reward extra beads, so always stun King Dedede before you yank one of his buttons!



When the Gordos appear at the screen's top, King Dedede jumps into the air for his slam attack. The Gordos drop when King Dedede lands, so position yourself in the gaps between them. Roll up one of the waves, and wait for King Dedede to slide toward you. Jump over the attack, and throw the wave to stun King Dedede when he slides to a stop. Smash down on him and yank the second red button.

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King Dedede (boss battle)

Frigid Fiords (bonus level)

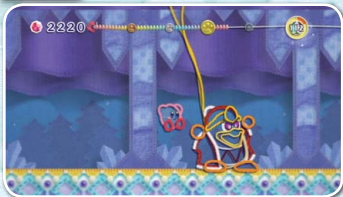
Evergreen Lift
(bonus level)

Space Land

Dream Land

Playing with Friends

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After you yank away two of his buttons, King Dedede rotates through more powerful versions of his attacks. Avoid the extended attacks, and look for the same opportunities to stun King Dedede.



King Dedede adds a spin to his mallet attack. This attack is harder to dodge, and the impact creates only one star.



King Dedede's slam attacks gain one slam for each red button you yank away. Jump over the extra waves, and keep moving to dodge the falling Gordos.



Dodge his attacks, and use throws to stun King Dedede. Slam down on his back, and yank away all four red buttons to defeat him. Collect his beads to open up Snow Land's bonus levels.



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Mt. Slide
Frosty Wheel
King Dedede (boss battle)
❖ Frigid Fiords (bonus level)
Evergreen Lift
(bonus level)

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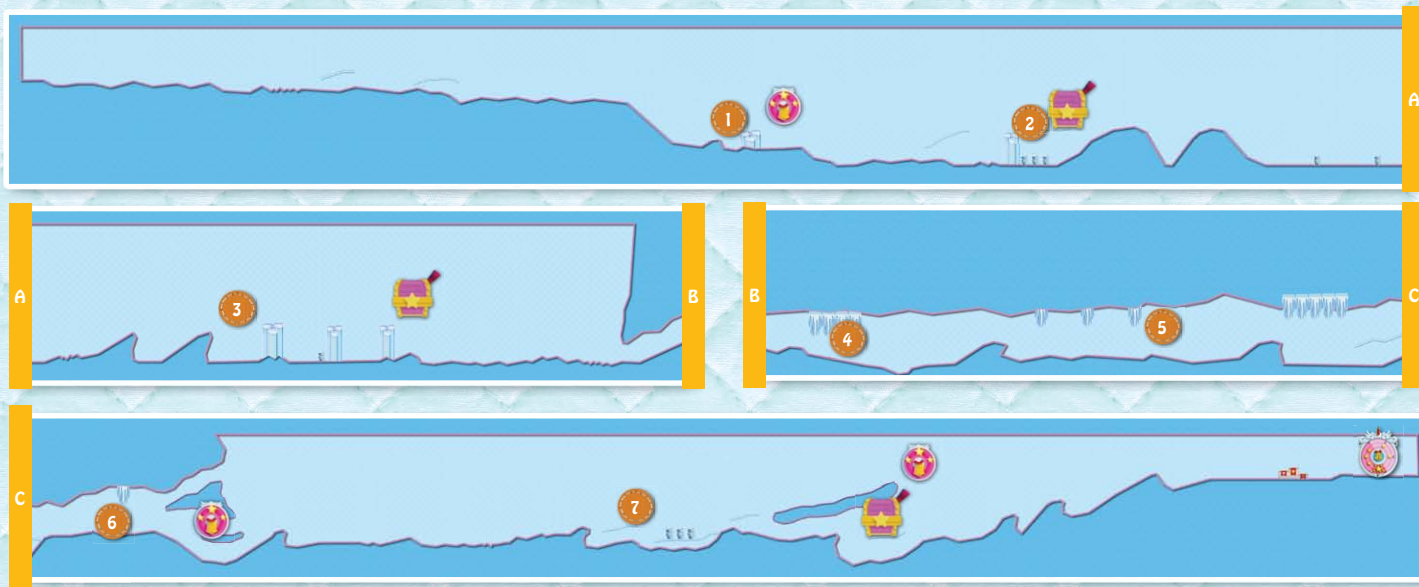
Snow Land

Space Land

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Playing with
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Bonus Level: Frigid Fiords



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- King Dedede (boss battle)
- ❖ Frigid Fiords (bonus level)
- Evergreen Lift (bonus level)

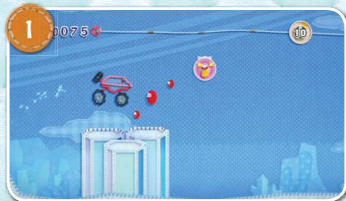
Space Land

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Hit the Off-Roader Metamortex to test your skills in Frigid Fiords. Hop over dangerous ice crystals, and jump from the crumbling platforms to hit the boosts along the course—you'll need the extra speed to overcome the stiff competition!



Jump from the hill to land on the platform. Jump up and grab the Bonus Stars before the ice falls away.



Jump from the platform's edge to hit the boost, and collect the Penguin Chest when you land.



Jump from the hilltop to hit the boost, and jump across the platforms to follow the trail of beads.



When you land on the third platform, jump up to collect the Sleigh before the ice drops away.



Jump onto the icicles when you drive into the cave. Jump up to grab the boost at the end of the icicles.

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- ❖ Frigid Fiords (bonus level)
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TIP

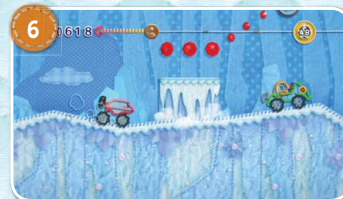
The uneven platforms can make it difficult to time the jump. Release **①** to slow down near the end of the icicles, and hold **①** again after you jump through the boost.



Jump across the icicles to reach the line of boosts.



Bounce through the boosts and land in the shallow water. Drive right through the Truck Monster and grab the Star Bead at the end of the water.



When the last icicle drops down, stay on the ground to drive right past it.



Jump across to grab the Bonus Stars from the platform ahead of you.



Jump up and grab the boost on the platform. Smash through the three stacks of rocks to hit the hidden switch.

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- ❖ Evergreen Lift (bonus level)

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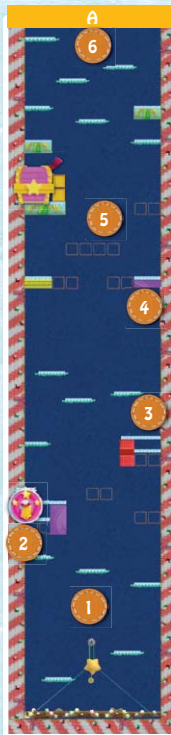
Follow the trail of beads and drive through the boost. Jump across to the platform to collect the Frigid Fjords music.



TIP

You can't collect the Frigid Fjords music and all of the Bonus Stars in the same race. To grab the Bonus Stars instead of the Frigid Fjords music, jump over the rocks and follow the platforms along the high road. The Bonus Stars are a big help in claiming the Gold Medal, so consider taking this path any time you replay this level.

Bonus Level: Evergreen Lift



Wind the spool and take a ride on the Evergreen Lift. Watch out for unwelcome passengers as you head up through Dandans and Waddle Dees. Don't let the Freezos get you down—unwrap a few gifts, and lift your spirits with some holiday cheer!

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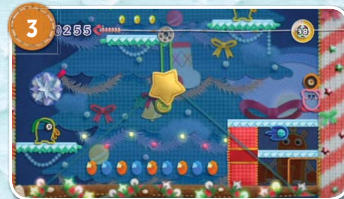
The Evergreen Lift stops at regular intervals, and you must wind the spool to continue up. Take your time! Collect valuable items, clear out Cloth Blocks, and deal with troublesome enemies before you restart the lift.



Clear out the Parasol Waddle Dees, and hit the switch near the lift's center. Grab the beads when the lift comes within range.



When the Bronto Burt flies in with the Waddle Doo, dash over to the left and roll up one of the Yarn Blocks. Throw the block at the Waddle Doo, and jump up through the platform to grab the Bonus Stars.



Roll up one of the Yarn Blocks and jump to hit the switch. Watch out for the Dandan's attacks, and throw the Yarn Block to take him out from a distance. Dash through the beads and peel the patch to the left.



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Space Land

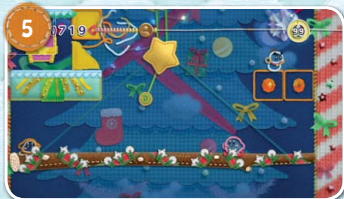
Dream Land

Playing with Friends

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Peel the patch below the Bow Waddle Dees and grab the Star Bead.



Let the lift stop below the Treasure Patch. Roll up a Yarn Block, and throw it at an angle to clear away one of the Cloth Blocks. When the path is open, wind the spool to get the lift moving. Head in and peel the Treasure Patch to collect

the Holiday Tree. Dash back out to peel the patch to the right for some extra beads.



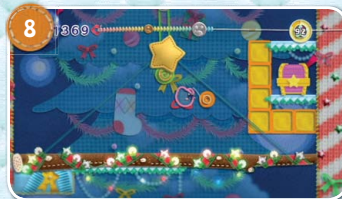
Dodge the Uniclouds, and roll them up to clear away the Freezos above you.

TIP

Freezos can be a big problem on the Evergreen Lift. This icy cannon fires snowballs that can freeze you in one spot, and it is too cold to attack directly. Roll up a Unicloud to take out a Freezo before it can catch a ride on the rising lift.



Dodge the snowballs, and take out the Waddle Dee on the left. Jump to grab the Bonus Stars on the platform above.



Roll up a Waddle Dee near the Treasure Patch, and clear away one of the Cloth Blocks. Peel away the patch to collect the Star Wreath.

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Roll up the Waddle Dee and throw it at the Yarn Blocks to the left. Peel the patch above you, and jump up to hit the switch. Dash through the beads and grab the Bonus Stars from the ledge. Roll up the Uniclod on the ledge above, and take out the Freezo as you continue up the lift.



Grab the Star Bead, and dodge the snowballs to roll up the Waddle Dee. Peel away the Treasure Patch to collect the Evergreen Lift music. Jump up and peel the patch above to grab another Star Bead before you reach the lift's top.



Welcome to Patch Land

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- Future City
- Tube Town
- Mysterious UFO
- Stellar Way
- Meta Knight (boss battle)
- Moon Base (bonus level)
- Outer Rings (bonus level)

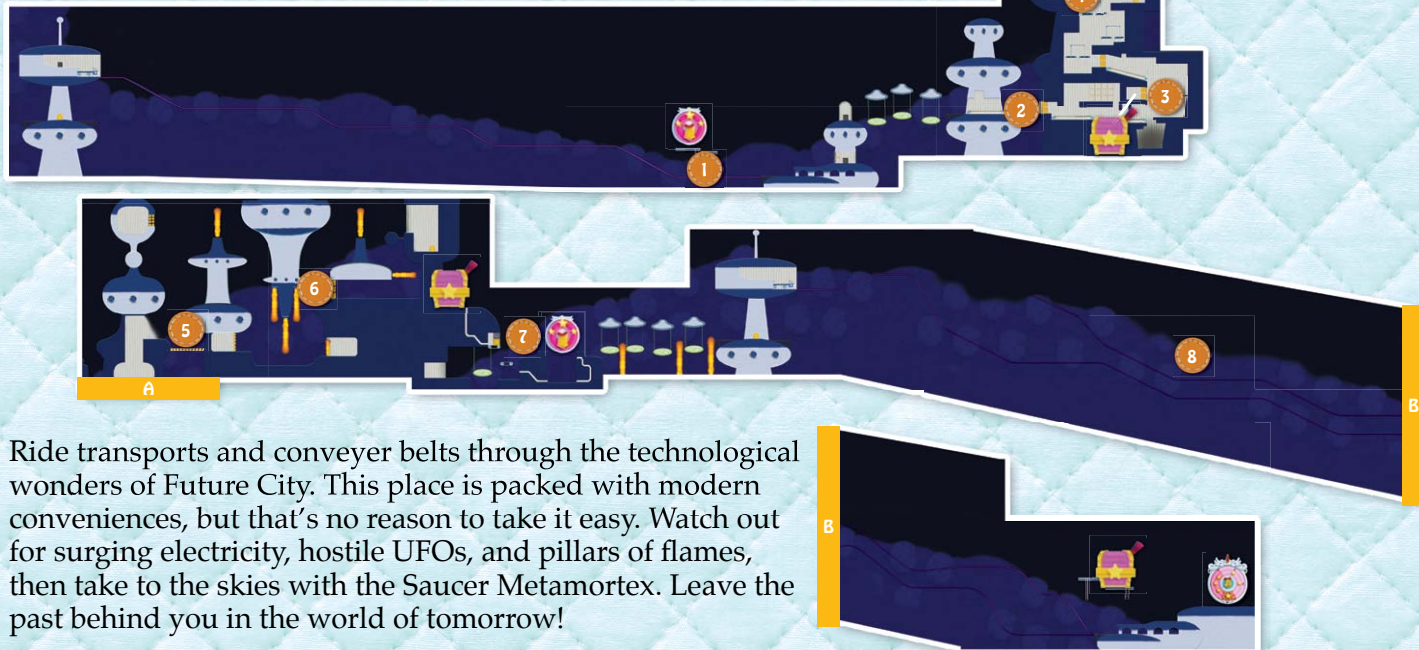
Dream Land

Playing with Friends

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Space Land

Future City



Ride transports and conveyer belts through the technological wonders of Future City. This place is packed with modern conveniences, but that's no reason to take it easy. Watch out for surging electricity, hostile UFOs, and pillars of flames, then take to the skies with the Saucer Metamortex. Leave the past behind you in the world of tomorrow!

Welcome to Patch Land

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Space Land

- Future City
- Tube Town
- Mysterious UFO
- Stellar Way
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- Moon Base (bonus level)
- Outer Rings (bonus level)

Dream Land

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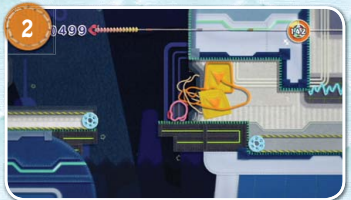
Space Land

Dream Land

Playing with
Friends



Ride to the transport down the hill, and jump to the ladder above the yellow beads. Climb up to the platforms and grab the Bonus Stars. Climb back down the ladder and wait for another transport to roll under you. Drop down and continue to the track's end.



Roll up a Waddle Dee to take out the

UFO at the end of the conveyor belt. Grab a second Waddle Dee and clear a path through the Cloth Blocks.



TIP

The UFO is a flighty little guy! It's tough to roll up this elusive enemy, and the UFO's laser makes it dangerous from any range. Throw objects to clear out UFOs from a distance, or roll them up during the brief pauses in their

flight patterns. It's often worth the effort—throw a single UFO to take out up to three enemies!



Yank the red button to flatten out the electricity, and jump up to the stack of Yarn Blocks. Clear away all the Yarn Blocks to collect the hidden beads.

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- Stellar Way
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- Moon Base (bonus level)
- Outer Rings (bonus level)

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Roll up a Waddle Dee, and jump across to the red button. Press  to drop the Waddle Dee, and yank the red button to flatten the electricity. Pick up the Waddle Dee and jump up to clear away the Cloth Blocks to the left. Peel away the Treasure Patch to collect the Space Monitor.



Move up along the

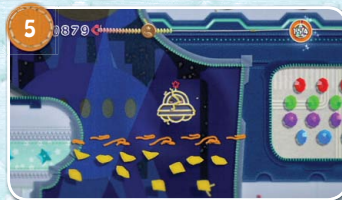
hanging platforms, and jump

across to grab the Bonus Stars to the left.



TIP

The Waddle Dees keep the hanging platforms out of balance. Roll up a Waddle Dee to remove its weight from a platform, and jump up to bring the two platforms level. Drop the Waddle Dee to weigh the platform down again, and jump across to the attached platform as it's pulled back up.



Capture the UFO and Waddle Dees, then fire off the Thunder Spark to take out the Cloth Blocks. Fly down and collect the beads before you head back up.



Capture three enemies on your way to the tower's top. Use the Thunder Spark to take out the Space Jelly and clear away the Cloth Blocks. Grab the Star Bead in the enclosure, and continue to the right.

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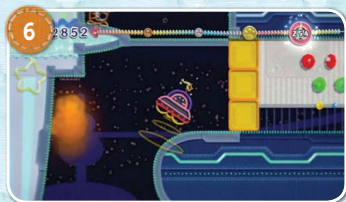
Space Land

Dream Land

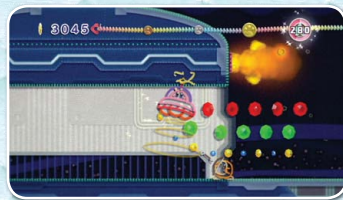
Playing with
Friends

TIP

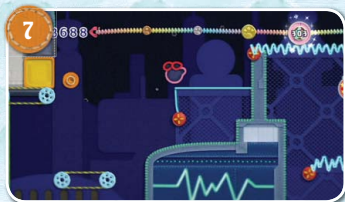
Space Jellies shoot balls of energy from their tentacles. Use the Thunder Spark to take out Space Jellies, and make the skies a little safer!



Stop below the platform, and use the Thunder Spark to clear away the Cloth Blocks to the right.

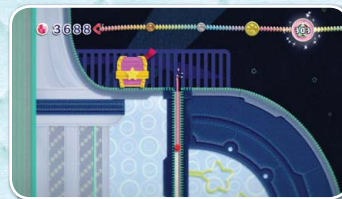


Fly along the top of the passage to stay above the arrows. Use the Capture Beam to collect the beads and clear out the Bow Waddle Dees. Keep the Thunder Spark charged to deal with the Space Jelly and Scarfy near the Reel Gate.



Roll up the Waddle Dee on the

swinging platform, and jump over to the red button. Drop the Waddle Dee on the ledge, then yank the button to flatten the electricity. Grab the Waddle Dee and jump up to clear away the Cloth Block to the left.



Wait for the falling block to drop the conveyer belts, then jump across and snake up to the Treasure Patch. Peel the patch to collect the Space Table, and head back down to the conveyer belts.

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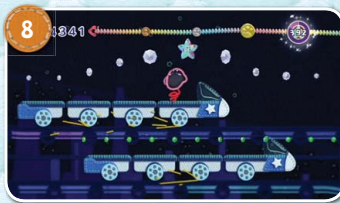
Dream Land

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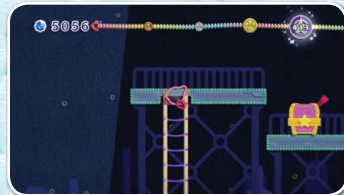
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Follow the conveyer belts down to the falling block, and snake into the narrow passage. Yank the red button to flatten the electricity, and snake through the next passage to grab the Bonus Stars at the top.

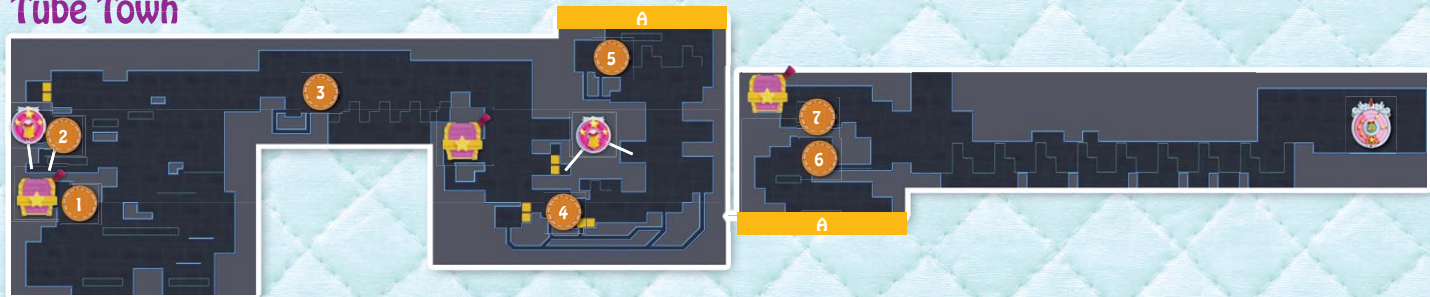


Ride along the tracks until a second transport appears. Jump up to the second transport to grab the Star Bead, and continue along the upper track.



Ride along the tracks and jump over to the ladder when the transport dips down. Climb the ladder and peel the Treasure Patch to collect the Future City music. Climb down the ladder to the right, and drop to the platform below.

Tube Town



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Head in and look at what makes this place run. Dodge electricity, ride beams of energy, and use Snip-Snaps to complete vital circuits. Clear out the Dandans and Waddle Doos as you make your way through the inner workings of Tube Town!

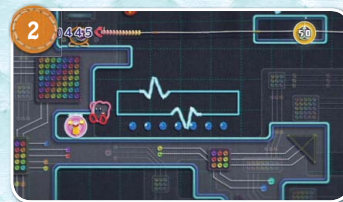


Roll up the Waddle Doo, and clear away the Cloth Block to uncover the brass button. Swing across to the Treasure Patch on the left. Peel the patch to collect the Digital Clock.

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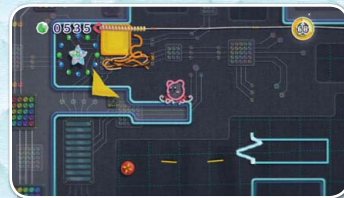


Move back to the right, and yank the red button to flatten the electricity. Jump up and yank the next red button, then swing up to collect the Star Bead.



Follow the electricity across the top of the platform, and drop down to grab the Bonus Stars.

Wait for the electricity to pass by, and follow it back under the platform.



Jump up to yank the red button, then roll up the Waddle Doo before he can fire his beam. Jump up and clear away the Cloth Block to grab the Star Bead.

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Stellar Way

Meta Knight (boss battle)

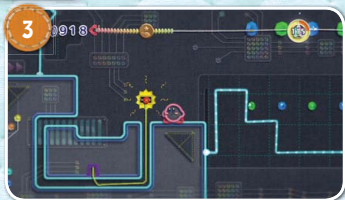
Moon Base (bonus level)

Outer Rings (bonus level)

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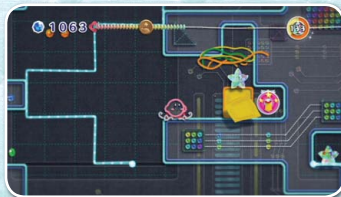


Snake into the narrow passage and pass by the Snip-Snap's hole. Lead the Snip-Snap up to the outlet to create moving platforms in the beam to the right.

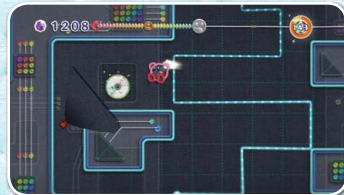


Ride across to the next group of moving platforms. Stand near the wall to the right, wait for a break in the platforms, and then drop down to the Dandan. Take out

the Dandan, and peel the patch to uncover the pull tab.



Wait for a gap in the moving platforms, and drop to the ledge below. Roll up the Dandan and jump to clear away the Cloth Block on the stack's top. Jump onto the remaining Cloth Block to grab the Star Bead, then smash down and grab the Bonus Stars.



Drop down under the moving platforms, and jump up to ride to the special patch on the left. Peel the patch and collect the Tube Town music, then drop down and wait for a gap in the platforms.



Take out the Dandan, then smash down on the Cloth Block to uncover the hidden outlet. Move to the left, and unravel the Snip-Snap stuck in the outlet. Snake

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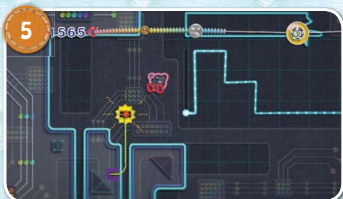
down past the Snip-Snap's hole, and lead it over to the right. Wait for the Snip-Snap to plug into the outlet, and grab the Star Bead when it falls from above.



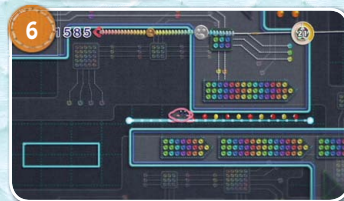
Unravel the Snip-Snap, and snake back down to collect the beads below you. Return to the Snip-Snap's hole, and head back to the right. Snake up to the outlet near the second Dandan, and wait for the Snip-Snap to attach. Hop onto the Dandan, and jump up to the moving platforms.



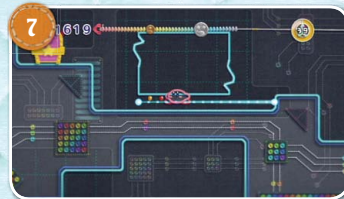
Ride the platforms up, and grab the Bonus Stars on the left.



Snake into the passage to collect the beads, then pass by the Snip-Snap's hole to lead it to the outlet.



Jump onto the beam, and crouch down to pass under the wall.



Wait for the electricity to pass by, then step onto the beam and crouch to move under the platform. Jump to the Treasure Patch on the ledge, and peel it away to collect the Circuitry Rug.

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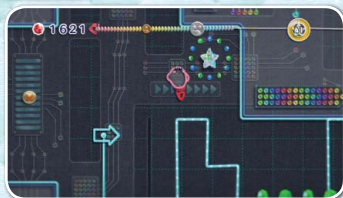
Space Land

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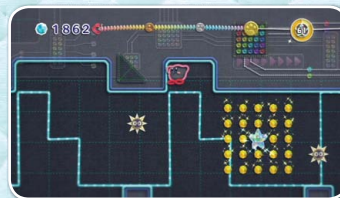
Dream Land

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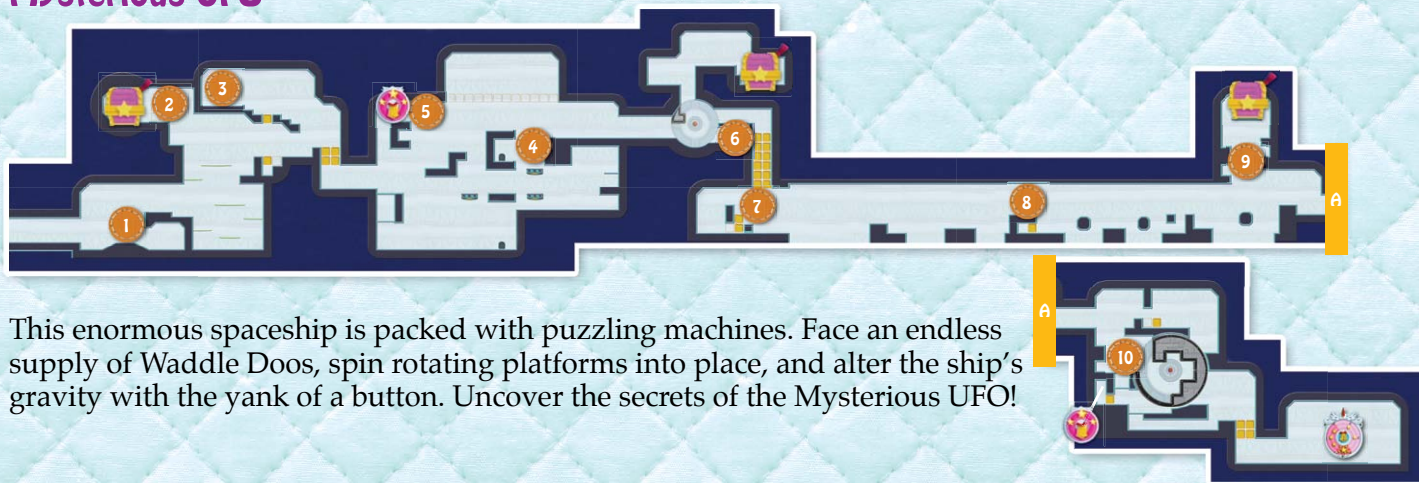


Move to the right, and swing across to grab the Star Bead above the moving platforms.



Ride on the platforms, and dodge the Gordos along the way. Jump up to hit the switch, and collect the Star Bead to the right.

Mysterious UFO



This enormous spaceship is packed with puzzling machines. Face an endless supply of Waddle Doos, spin rotating platforms into place, and alter the ship's gravity with the yank of a button. Uncover the secrets of the Mysterious UFO!

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Yank the red button to reduce the gravity, and jump up to the ledge above.

TIP

Low-gravity environments are great for jumps but limit the effectiveness of your smash attacks. A low-gravity smash can help you dodge environmental hazards, but it can't break through boxes or enemies. Look for hidden gravity controls as you make your way through the Mysterious UFO.



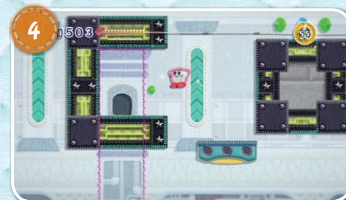
Jump up to the Treasure Patch, and peel it away to collect the Communicator.



Jump up to the gravity controls at the area's top, and yank the red button. Move back to the Cloth Block on the right.



Smash through the Cloth Blocks and grab the Star Bead below.



Jump across to the door at the end of the moving platforms. Enter the door and drop to the area below.

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Exit through the door, and yank the red button to reduce the gravity. Move to the left, and jump up to grab the Star Bead on the platform above you.



Jump to grab the Bonus Stars on the platform above the Waddle Doo.



Jump back to the right, and stand under the row of Yarn Blocks. Roll up one of the Yarn Blocks and jump through the gap. Hit the switch to reveal two Star Beads mixed in with a hidden stash of beads.



Yank the red button to rotate the platform out of the way, and peel the patch to uncover the pull tab.



Rotate the platform into position, and follow the pull tab into the passage above. Yank the red button to increase the gravity, and move to the special patch on the right. Take out the Waddle Doo, and peel away the window to collect the Space Food.



Smash down on the Cloth Blocks, and clear the Yarn Block on the left. Yank the red button to reduce the gravity, and head out to the right.

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Jump up and yank the red button to drag the platform into range. Grab the Star Bead, and continue across the platforms to the right.



Roll up the Waddle Doo, and drop down to the Cloth Block. Clear away the Cloth Block to grab the Star Bead.



Dodge the Gordos as you cross the platforms, and drop down to grab the Bonus Stars.



Grab the Star Bead on the last platform and jump across to the ledge on the right. Make a dashing jump back to the left, and roll up

the Waddle Doo. When you float up, turn and roll up the Waddle Doo on the right, then land on the ledge above.



Jump up to the Treasure Patch above the Waddle Doos, and peel it away to collect the Space Land music.



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Roll up a Waddle Doo, and move to the right. Press \oplus to drop the Waddle Doo, and yank the red button to rotate the platforms.



Grab the Waddle Doo and drop to the passage below. Clear away the Cloth Block to grab the Bonus Stars, then jump up through the platforms to grab the Star Bead.

Stellar Way

Visit Stellar Way, and take a stroll across the stars. Jump around revolving planets and orbiting moons as you head into deep space.

Watch out for sudden meteor showers, patrolling Soldiers, and swarming UFOs. Hit the Rocket Metamortex and blast a path right through your enemies—the fate of the galaxy depends on it!



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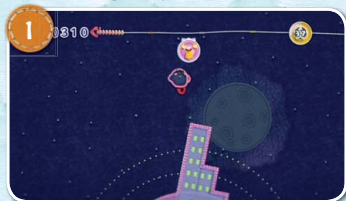
Space Land

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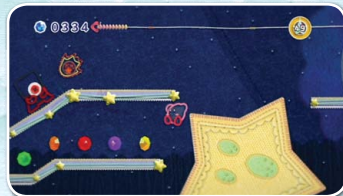
NOTE

Stellar Way is filled with rotating planets, moons, and stars. When you're attempting to earn a Gold Medal, it's important that you fully explore the surface of each rotating object.



Walk along the top of the planet as it rotates. Jump over the small building, and dodge the comets circling along the dotted lines. When the tall cluster of buildings reaches the planet's top, jump up to grab the Bonus Stars above you.

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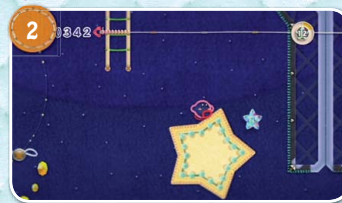
Jump through the gaps in the meteors, and avoid the Soldiers patrolling the platform. Drop to the platform below, and move back to the left.



Peel the patch at the end of the platform to uncover a switch. Hit the switch and jump up to collect the beads inside the shooting stars.

TIP

The platform's uneven surface can make it difficult to deal with the Soldiers. Smash down on them from above, or unravel them from the platform below. Focus on dodging the meteors, and clear out the remaining Soldiers before you hit the switch.



Swing across the brass buttons and jump over to the Star Bead. Jump back to the right, and ride the brass buttons back up to the ladder.

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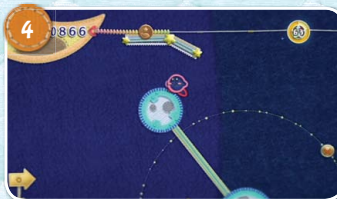
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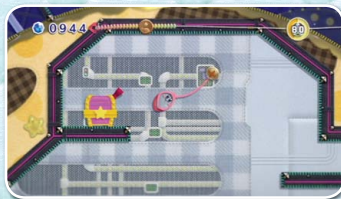
Dodge the UFO lasers, and jump across the spinning platforms. Use the door on the ledge to reach the Treasure Patch to the left. Peel the patch to collect the Star Candy.

TIP

Avoid the UFOs swarming around the platforms. Roll up a UFO if it flies into your path, but focus on dodging laser fire. Don't attempt to clear the entire area—UFOs return to the platforms very quickly!



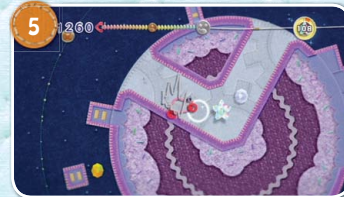
Stand near the ledge and wait for a moon to approach. Jump onto the moon, and then ride it as it circles up to the next platform.



Continue to the left, and clear away the Yarn Blocks to reach the area above the spinning platforms. Use the brass button to swing across to the Treasure Patch. Peel away the patch to collect the Stellar Way music.



Swing back across the brass button, and jump onto the spinning star on the right. Jump to the building's top, and clear away the Spear Soldiers under the patch. Peel the patch to grab the Bonus Stars before moving on.



Grab the Star Bead from the passage in the large planet, then snag one of the brass buttons as the planet spins around.

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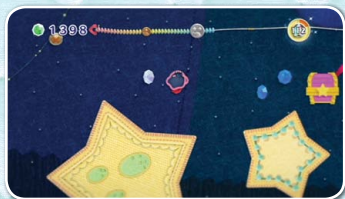
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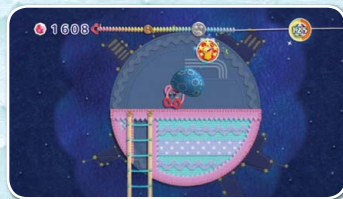


Swing across to the stars on the planet's right side, and peel the Treasure Patch to collect the Rocket Bed.



Swing back over to the planet, and ride to the top. Stay at the planet's top until the Star Bead circles up.

Jump to grab the Star Bead, then climb the ladder above you.



Peel the patch near the top of the ladder, and grab the Bonus Stars.



Move through the meteors to reach the platform's end. Jump up to the brass button, and swing

over to hit the switch. Drop down and dash across the platform to collect the beads from the shooting stars.



After you activate the Rocket Metamortex, tap ① to shoot a spread of stars in front of you. Keep moving to clear the smaller enemies, such as Orbitflies, above you, and collect the beads before they pass by.

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TIP

Orbitflies travel in swarms and usually attack in special formations. These foes can sneak into position and use their stingers to tear through the background for a surprise attack. Keep shooting, and dodge any Orbitflies that make it through your fire.



When you reach the Space Jelly, hold **①** to focus your fire, and move down to give yourself some room. Take out the Space Jelly, and dodge through the gaps in its energy attack.

Boss Battle: Meta Knight



The noble Meta Knight has been twisted by Yin-Yarn's sorcery, and he is now the acting guardian of Space Land. Meta Knight uses his collection of swords to unleash increasingly powerful attacks. Keep moving to stay away from him, and look for opportunities to disarm this skilled warrior. Knock some sense into Meta Knight, and collect his beads to open a path to Space Land's bonus levels.



When the fight begins, Meta Knight summons his green blade and flies around the area. Keep moving, and jump between the platforms to avoid his spinning attack. When Meta Knight fires his wave attack, roll up the wave and continue to dodge. Wait for Meta Knight to use another spinning attack, and throw the wave at him when he lands. Collect the beads, and yank the red button on Meta Knight's sword to disarm him.

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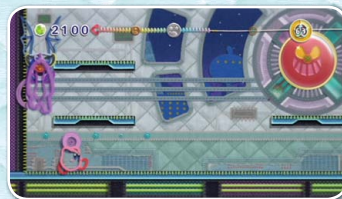
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When Meta Knight recovers, he summons his blue blade. This sword adds a homing wave attack to his abilities. Meta Knight alternates between one large wave and two smaller waves that home in on his target. Roll up any of Meta Knight's waves, and keep moving to avoid additional attacks. Wait for Meta Knight to complete another spin attack, and throw the wave at him. Yank the red button to disarm Meta Knight, and collect the beads as he summons his next blade.



Meta Knight's purple blade adds two new attacks to his arsenal. When Meta Knight's sword extends to the screen's top, you know he's preparing his slash attack. Move to the room's edge, or jump to a high platform to avoid this massive attack.



When Meta Knight aims his sword down, move out of his path before he plunges the blade into the ground with his dive attack. Dodge his sword until he fires off one of his wave attacks. Roll up a wave, and dodge any additional attacks. Meta Knight is vulnerable to throws after his spin and dive attacks; wait for an opening to throw the wave, and move in to yank the red button on his sword.

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Meta Knight's red blade is his most powerful weapon. This sword improves Meta Knight's homing wave attacks and adds a new whirlwind attack. When Meta

Knight summons two whirlwinds to the room's center, dash away from him and stand near the wall. When Meta Knight follows up with one of his wave attacks, roll up a wave and wait for the whirlwinds to disappear.



Meta Knight adds a third small wave to his homing wave attack. Draw the three waves to one side of the room, then dash forward and dodge between them. Avoid

Meta Knight's attacks, and wait for an opportunity to stun him. After Meta Knight completes a spin or dive attack, throw the wave at him. Yank the red button to destroy Meta Knight's sword, and collect his beads to move on to Space Land's bonus levels.

Bonus Level: Moon Base



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Hit the Tankbot Metamortex, and take back control of the Moon Base. Take on Bombers, Bronto Burts, and automatic turrets, then head out to blast your way through the meteor shower. The Moon Base may be well defended, but the Tankbot's missiles are up to the task!



When you reach the falling blocks, move back to the left and jump from the ledge. Follow the trail of beads and collect the Cosmic Bin.



Fire your missiles at the cannon above the orb. When the orb opens, fire into its exposed core. If the cannon is still active, move toward the core to dodge the cannonballs, and keep firing to destroy the barrier.



When the barrier drops, jump up to grab the Bonus Stars. Move onto the Yarn Blocks to smash down to the level below.



Move carefully through the pillars of fire. Clear the Bronto Burts from the air, then focus your missiles on

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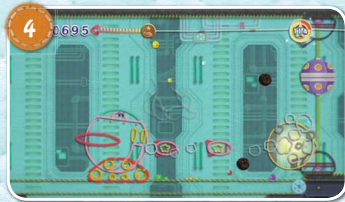
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the Bombers. Jump up to collect the Porthole, and then float over to the ledge.



Fire a stream of missiles to take out at least one of the cannons, then focus your missiles on the exposed core.



When the barrier is destroyed, jump up to grab the Bonus Stars,

and clear away the falling blocks to the right.

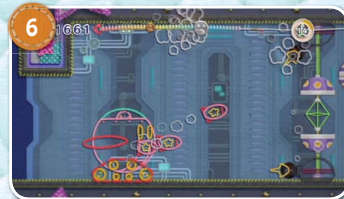


Move slowly and use your missiles to sweep a path through the meteor shower. Jump up to grab the Mega Yin-Yarn music near the end of the meteors.



TIP

Be sure to shoot the larger meteors; it takes several missiles to destroy them, but they reward many more beads than smaller meteors.



When you reach the two barriers, hang back and take out the first pair of cannons. Dodge incoming fire from the second set of cannons, and fire your missiles into the exposed core. Destroy the first barrier, and continue to the right.

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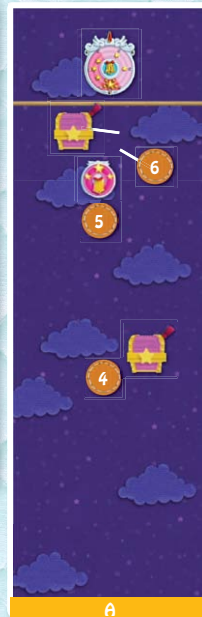
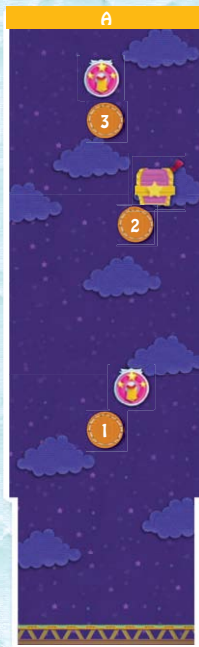


The remaining cannons are protected by the second barrier. Use your missiles to take out incoming fire, and aim at the exposed core to destroy the barrier.




After you destroy the second barrier, grab the Bonus Stars and continue through the Reel Gate.

Bonus Level: Outer Rings



Use the Rocket Metamortex to battle the invading forces of the Outer Rings. Take on Orbitflies, UFOs, and Space Jellies on your way to face the mighty Space Kracko. Collect the beads from defeated enemies, and blast these baddies into deep space!



When you reach the two large comets, hold  to focus your fire and take them out quickly.

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Destroy the comet on the right to grab the Bonus Stars.



After the first group of comets, move to the screen's center and aim at the bumps in the background fabric. Wait for the Orbitflies on the left to burst through the background, and shoot them as they appear. Move over to the right, and clear out

the next line of Orbitflies. Destroy all eight Orbitflies to collect the Saturn Stand.



When three lines of Orbitflies fly toward the screen's center, rapidly tap ① to fire a wide spread. Try to hit all of the Orbitflies, but focus on the line in the middle.



Shoot all four of the Orbitflies in the center of the formation, and grab the Bonus Stars.



TIP

The UFOs in the Outer Rings each fire a spread of three lasers—don't get caught between their attacks! Move to the screen's far side, and wait for them to fire. Slip around the lasers, and hold ① to focus your fire as you pass below them.

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Hold ① to focus your fire, and dodge the Space Jellies' attacks. Take out all three Space Jellies to collect the Saturn Donuts.



Move under the large comets as they appear, and rapidly tap ① to clear the area around you.



Destroy all three of the large comets, and grab the Bonus Stars.



When the Space Kracko appears, fly under him and hold ① to focus your fire. The Space Kracko has three different attacks, so watch him carefully to avoid costly damage.



When the Space Kracko shoots out a stream of comets, move to the side and let the first wave of comets pass by. Rapidly tap ① to spread your fire, and dodge around the rest of the attack.

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When the Space Kracko moves to the screen's center, fly into the corner to dodge his spinning beams.



When the Space Kracko glows with electricity, he's about to charge down to the screen's bottom. Fly to the side to avoid his attack, and wait for the Space Kracko to return to his normal position.



Defeat the Space Kracko to collect the Outer Rings music, and move on to the Reel Gate.



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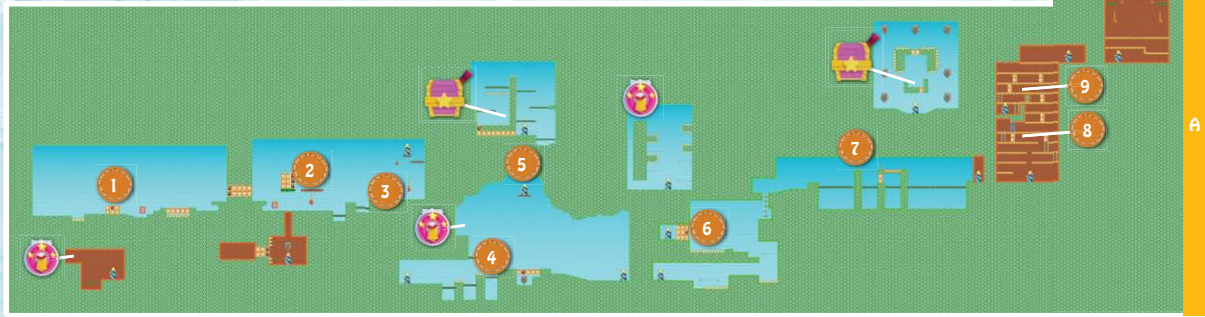
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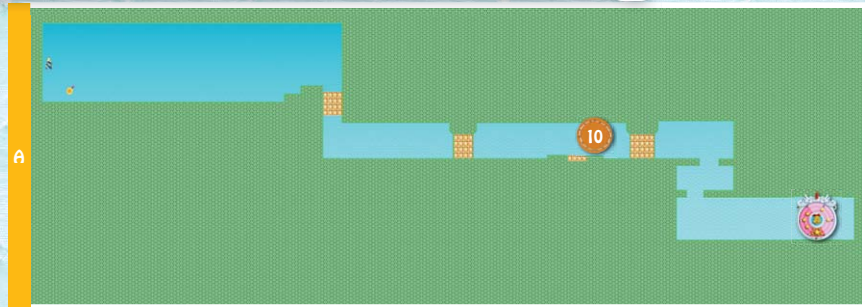
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Whispy's Forest



Head deep into Whispy's Forest to confront an old enemy. Watch out for charging Grizzos as you make your way through these troublesome trees. Launch yourself from spinning cannons to reach the secret treasures of the forest, and use the Tankbot Metamortex to put Whispy Woods in his place!



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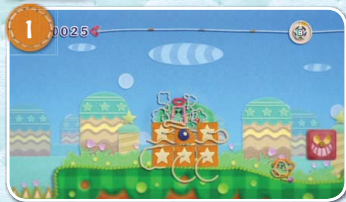
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Smash down onto the bomb block to clear the area in front of the door.



Enter the door to warp down to a secret area. Hit the switch to the left, then jump up to grab the Bonus Stars on the ledge.



Yank the red button to lower the tree, and quickly roll up a Waddle Dee. Jump onto the platform, and clear away blocks when the tree springs back up. Jump across to the door, and take out the Spear Waddle Dee.



Enter the door to warp down to a secret area. Jump up to load yourself into the spinning

cannon. When the cannon points to the left, press ② to fire yourself through the blocks. Peel away the Treasure Patch to collect Whispy Woods, and jump back into the cannon. Wait for the cannon to point up, and fire yourself back to the surface.

CAUTION

Spinning cannons are useful, but be sure to pick the right moment to fire one off. A badly timed shot can send you flying right into a dangerous situation.

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Watch out for falling Gordos, and yank the red button on the Twiggy Woods.



Jump up to grab the brass button, and wait for the Twiggy Woods to spring back up. Swing over to the Star Bead, and jump to the patch

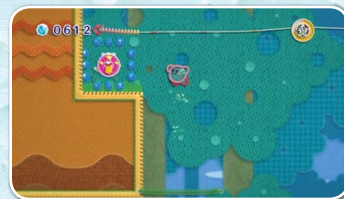
above you. Peel the patch and enter the door.

TIP

Twiggy Woods may look nice, but this tree drops nasty Gordos! Hang back and wait for the Gordos to drop down, then dash in and yank the red button.



Use the green springs to bounce over the spikes, and take out the Spear Waddle Dee on the ledge.



Jump to the spring above the last set of spikes, and bounce up to grab the Bonus Stars to the left.



Jump down to the right, and take out the Bow Waddle Dee. Smash down on the bomb block to reach the cannon below you.

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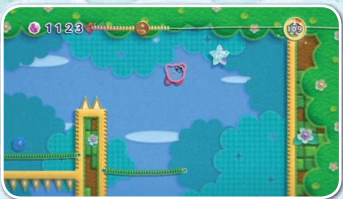
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Fire yourself out of the spinning cannon to reach the platform high in the trees. Enter the door to warp to a secret area.



Dodge the cannonballs, and jump along the springs to grab the Star Bead high above the Shotzo on the room's right side.



Bounce over the spikes, and drop down to the next Shotzo. Move across the spring and drop to the Treasure Patch below you. Peel the patch to collect the Apple Table, and smash down on the bomb block to clear a path back to the door.



TIP

A rampaging Grizzo is one tough customer! Jump over his charge and smash down on his back, or throw objects to take him out from a distance. It takes two successful attacks to defeat a Grizzo—don't let up until you finish off this brute!



Roll up the Waddle Doo, and clear away the blocks to the left. Jump over to the door, and warp up to the secret area.

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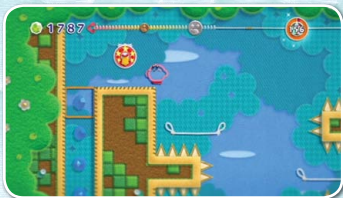
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Jump along the moving platforms, and avoid the spikes as you collect the beads. Jump up to the ledge to grab the Bonus Stars, then smash through the Yarn Block to the left. When you land, return to the door and exit the area.



Move under the Gordos, and jump to roll up a Yarn Block. Hit the first switch, and drop down to clear away one of the star blocks.



Hit the second switch, and jump up to grab the Star Bead on the platform above you.



Roll up the Waddle Dee, and wait for the Waddle Doo to move right. Jump up and clear away one of the star block locks near the switch; then roll up the Waddle Doo to clear one of the blocks to the right.



Hit the switch and collect the Star

Bead to the left, then climb down to grab the Star Bead on the right.

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Roll up the Spear Waddle Dee, and clear away one of the star blocks to the left. Climb down the ladders, and enter the door to warp to a secret area.



Fire yourself between the spinning cannons. Collect the beads between the cannons, then fire straight down through the star blocks at the top of the spikes.



When you land, peel away the Treasure Patch to collect the Green Greens music.

CAUTION

Watch out for the Ookies in Whispy's Woods—instead of beads, these nasty little guys throw bouncing apples!

Jump up and land on the blocks to uncover the



platform, then jump across to grab the Star Bead. Blast through the

star blocks to the right, and drop down to face Whispy Woods.



Whispy Woods drops bouncing apples from his branches, and he spits powerful blasts of air from his mouth. Stay near the wall to the left, and use your missiles to clear out Whispy Woods's attacks. Blast Whispy Woods between his attacks to defeat him.

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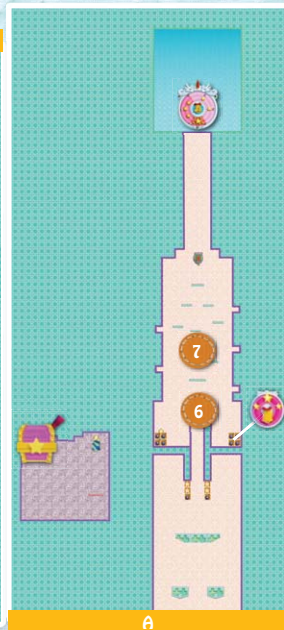
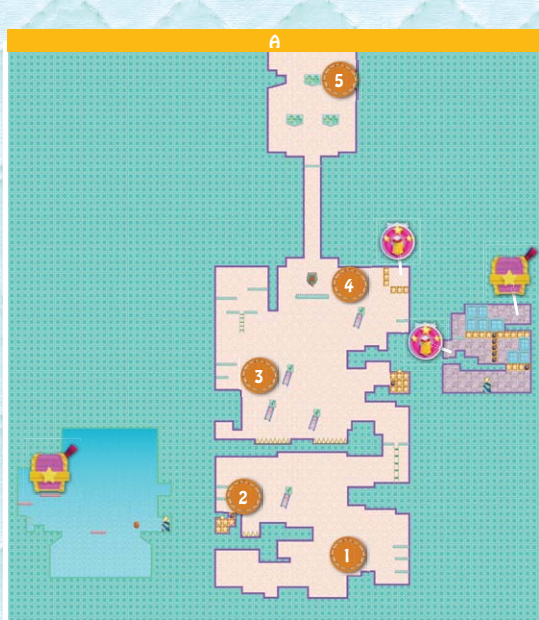
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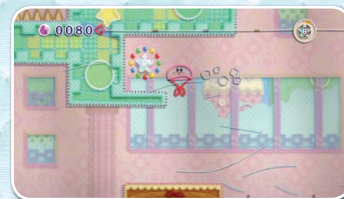
Tempest Towers



Ride the wind to the top of Tempest Towers. Dodge Gordos, Scarfies, and Shotzo fire as you parachute along powerful gusts of air. The wind is strong enough to push you right off the platforms, and it can change direction at a moment's notice. Don't expect to breeze through this area!



Stand on the ledge past the Spear Waddle Dees, and wait for the wind to blow to the left.



Make a dashing jump to the left, and parachute across to grab the Star Bead.

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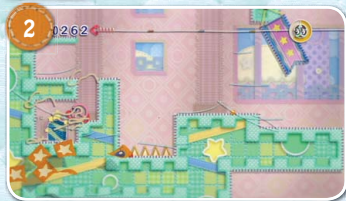
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Smash down on the bomb block to uncover a door. Drop down and enter the door to warp to a secret area.



Yank the red button, and jump onto the pink platform. Ride the platform over to the left, and unravel the Yarn Block to drop the Shotzo into the small hole.



Jump up to the Treasure Patch, and peel it away to collect the Bookcase. Wait for the wind to blow to the right, and parachute across to grab the Star Bead.



Wait for the wind to blow left, and jump across the banners to reach the Spear Waddle Dee on the ledge.



Roll up the Spear Waddle Dee and wait for the wind to blow right. Make a dashing jump from the ledge, and parachute across to the stack of blocks. Clear the blocks out of the way, and enter the door to warp to a secret area.



Roll up a Waddle Doo, and clear away the blocks on the right to drop the platforms into place.

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Roll up a second Waddle Doo, and jump to the ledge above you. Clear away the bomb blocks to the left, and grab the Bonus Stars before the next set of platforms drops into place.



Jump to the top of the platforms, and peel away the Treasure Patch on the ledge to collect the Pancakes.



Jump into the spinning cannon, and fire yourself through blocks to the right to grab the Bonus Stars. Parachute back over to the cannon, and fire yourself up to continue through Tempest Towers.



Parachute to the Shotzos, and dodge the cannonballs to hit the switch.



Parachute up to grab the two Star Beads above you, and dodge the Scarfies to continue up.



When you reach the bomb-throwing Waddle Dees, move to the side and drop to the ledge.

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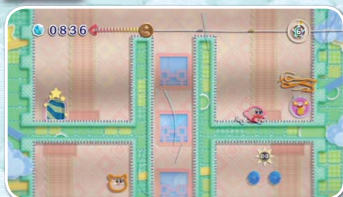
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Roll up the bombs, and clear away

all of the blocks. Grab the Bonus Stars on the right, then parachute to the door on the left. Enter the door to warp to a secret area.



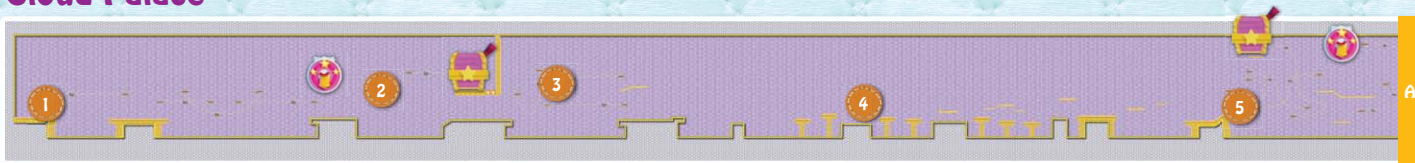
Drop down to hit the switch below

the door, and jump up before the platform gives way. Parachute through the Gordos, and follow the trail of beads to the Treasure Patch. Peel the patch to collect the Butter Building music. Parachute back over to the door to exit the area.



Parachute up through the Shotzos and grab the Star Bead. Dodge the cannonballs and falling Bombers, and parachute up to the level's end.

Cloud Palace



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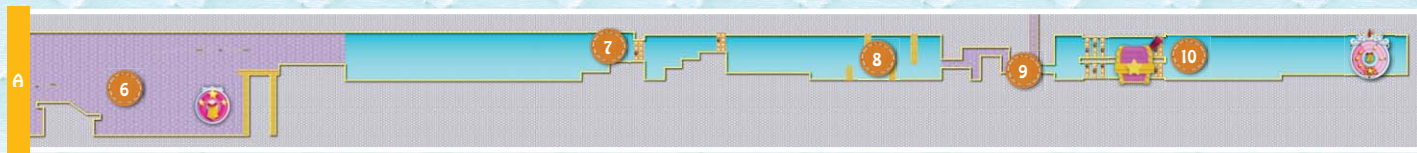
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Cloud Palace floats high above Dream Land, so watch out for dangerous drops. Swing across brass buttons to reach narrow platforms, and put a spring in your step with some helpful Boingers. Use the Star Shooter Metamortex to soar above the clouds, but watch yourself around that angry Kracko!



Jump onto a brass button, and swing through the beads as you ride across the gap.



Swing to the right and jump up to grab the Bonus Stars before the brass button disappears through the buttonhole.

Jump along the Boingers, and follow the beads to the right.



TIP

Boingers are always happy to give you a lift. Jump across groups of them, or smash down on one of them for a huge jump. Just make sure you time your smash properly; Boingers are always on the move!

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Smash down for a big jump, and grab one of the brass

buttons above the Boingers. Swing across to the Treasure Patch, and peel it away to collect the Cloud Rug.



Ride past the lower line of brass buttons, and jump across

to grab one of the buttons above them.



Swing across the brass buttons to reach the platform on

the right; grab the Star Bead.



When you reach the Waddle Dee, Kracko appears and begins his

attack. Dash to the right, and jump across the platforms before Kracko fires his beam.



Dash across the platforms to stay ahead of Kracko's

beam, and time your jumps to avoid a costly fall.

TIP

Collect as many beads as you can, but focus on staying ahead of Kracko. You can't reclaim beads that fall from the platforms, so keep moving to avoid Kracko's beam attack.



Jump up to grab on to a brass button, and ride along as it

circles above the beads. Grab the beads, then swing across the brass buttons to the right.



Grab on to one of the brass buttons moving

along its path, and ride to the Treasure Patch near the buttonhole. Drop down and peel the patch to collect the Bubbly Soda.

Jump from the platform, and swing across the



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brass buttons to reach the patch on the right. Peel the patch to grab a Star Bead, and grab on to a brass button to the right.



Follow the brass button to the end of its path, and jump across to the buttons on the left. Ride the brass button up to grab the Bonus Stars, then drop down through the orange beads.



Dodge the Buttonbee, and jump across the Boingers.



When you reach the ledge to the right, parachute down to the patch near the bottom of the Boingers. Land on one of the Boingers, and peel the patch to grab the Bonus Stars. Ride the Boingers back up to the ledge, and continue to the Star Shooter Metamortex.



Shoot the bomb block to clear your path, and fly up to take out the Buttonbees. Swoop down to shoot a few Bow Waddle Dees, and grab the beads before they move off the screen.



Move carefully through the Shotzos. These foes fire clusters of three cannonballs. Wait for all three cannonballs to pass by, then dodge through before the Shotzo fires another round.



When you reach the falling blocks, move in close and keep shooting. Clear away all of the blocks, and grab the Star Bead.

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Stay near the screen's bottom, and blast your way through the blocks. Clear out the Bronto Burts, and collect the Bubbly Clouds music.



When you reach Kracko, stay near the screen's left side and keep shooting. Watch out for waves of Lil' Krackos, and dodge any that survive your attacks.



When Kracko surges with electricity, wait for him to charge, then move out of his path.



Kracko has two different beam attacks, so be ready to dodge them both. When you see a pulse of energy to Kracko's left, fly out of the path of his wide beam. When Kracko moves to the screen's center, fly into the corner to avoid his spinning beams.



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- Cloud Palace
- Castle Dedede
- Yin-Yarn (boss battle)
- Meta Melon Isle (bonus level)
- Battleship Halberd (bonus level)

Playing with Friends

Welcome to
Patch Land

Quilty
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Grass Land

Hot Land

Treat Land

Water Land

Snow Land

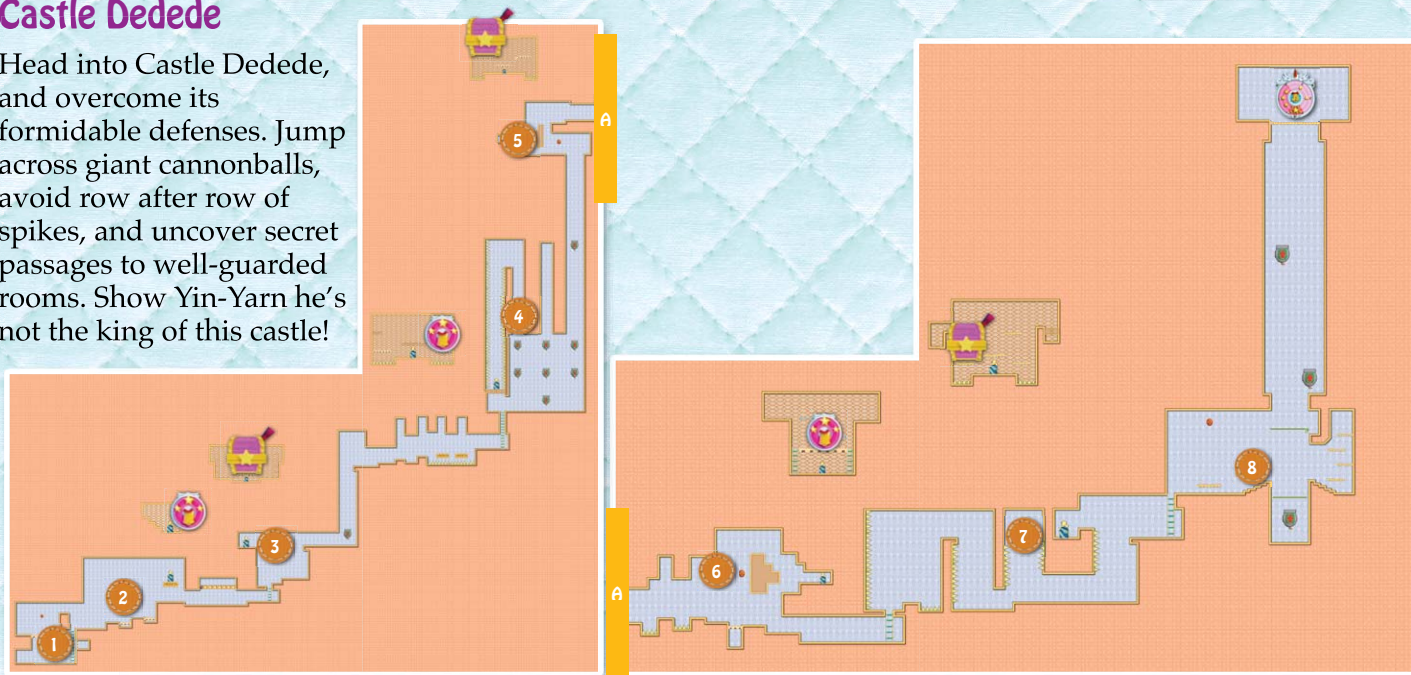
Space Land

Dream Land

Playing with
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Castle Dedede

Head into Castle Dedede, and overcome its formidable defenses. Jump across giant cannonballs, avoid row after row of spikes, and uncover secret passages to well-guarded rooms. Show Yin-Yarn he's not the king of this castle!



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Climb to the top of the ladder, and wait for the cannon to fire. Drop down and ride the cannonball across to the left, and jump up to grab the Star Bead on the ledge.



Stand on the cannon to the left. Ride the cannonball up to hit the switch, then jump off to grab the Star Bead to the right.

CAUTION

These giant cannonballs may be colorful, but they're still dangerous. Cannonballs explode on impact—make sure you hop off in time!



Stand on the next cannon, and ride the cannonball up past the platform. Jump over to the platform, and enter the door to warp to a secret area.



When you arrive, move to the Waddle Dees on the left side of the room. Take out all three Waddle Dees to reveal a pull tab.

Follow the pull tab to the special patch on the right, and peel it away to grab the Bonus Stars.



Jump up along the cannonballs, and hop over to the ledge on the left. Enter the door to warp to a secret area.



Jump up to the platforms above the door, and stand between the falling arrows. Roll up the arrows to clear away the falling blocks, then take out both of the Bow Waddle Dees to reveal a pull tab.

Follow the pull tab up to the special patch, and peel it away to collect Castle Dedede.



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- Battleship Halberd (bonus level)

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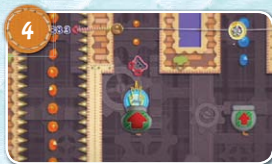
Water Land

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Fire yourself between the spinning cannons to reach the cannon on the upper left. Avoid the spikes, and follow the orange beads down to the door. Enter the door to warp to a secret area.



Jump along the platforms, and take out all six Bombers to reveal a pull tab.

TIP

You need the Cloth Blocks above the door to reach the Bombers at

the room's top. Throw Bombers away from Cloth Blocks to ensure you can reach the room's top.



Follow the pull tab to the special patch on the room's right side. Peel away the patch to grab the Bonus Stars. Exit through the door to return to the spinning cannons.

TIP

Be sure to grab the Star Bead above the spinning cannons before you move on to the next area! Once you leave, there's no way to get back.



Yank the blue button, and jump up to the door on the left. Enter the door to warp to a secret area.



When you arrive, take out all six UFOs to reveal a pull tab.



Follow the pull tab to the special patch on the left. Peel away the patch to collect Dedede's Robe.

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(bonus level)

Battleship Halberd
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Stand on the cannon at the hall's end, and ride up to the blue

button. Yank the button, and jump across to the passage on the right. Enter the door at the passage's end to warp to a secret area.



Climb to the two Sulkworms, and roll up their

spitballs to use against them. Defeat both of the Sulkworms to reveal a pull tab.



Follow the pull tab to the special patch in the room's

center. Peel away the patch to grab the Bonus Stars.



Jump across the cannonballs to grab the Star Bead

above the spikes. Drop down, and continue to the right.



Stand in front of the cannons, and jump up along

the cannonballs to reach the ledge above them. Make a dashing jump to the left, and enter the door to warp to a secret area.



When you arrive, avoid the Bombers near the door.

Touching or using the Yarn Whip on them activates their timer and they will explode. On the top-left platform, trigger the Bomber's timer and wait for it to explode. Jump onto the Bomber above the door, and jump up to the empty platform. Clear out the Bombers near the top of the room, then drop down to finish the rest. Take out all seven Bombers to reveal a pull tab.



Follow the pull tab to the special patch, and peel it away to collect the Castle Dedede music.

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Roll up the Spear Waddle Dee's weapon, and throw it at the giant Waddle Dee at the top of the stairs. Follow the pull tab to the special patch on the left, and peel it away to reveal a statue of King Dedede.



Jump to the top of the statue, and grab on to the brass button above you. Swing across to the ledge, and pull the zipper on the right.



Drop down and parachute across to the platforms on the right. Jump up and grab the Star Bead at the top of the platforms, and drop down into the spinning cannon below the zipper.

Boss Battle: Yin-Yarn

Yin-Yarn is behind all of the trouble in Patch Land, and this is your chance to set things right. Yin-Yarn is a powerful sorcerer, and he uses his knitting needles to launch



a variety of attacks. Overcome each attack Yin-Yarn throws your way, and use throws to turn his minions against him. Defeat Yin-Yarn, and claim his beads to open the path to Dream Land's bonus levels.



At the start of the fight, Yin-Yarn summons Fangora.

Roll up one of Fangora's fireballs, and throw it back to collect some beads. Dodge Fangora's next round of fireballs, and yank his red button before he recovers.

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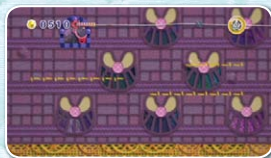
Yin-Yarn (boss battle)

Meta Melon Isle
(bonus level)

Battleship Halberd
(bonus level)

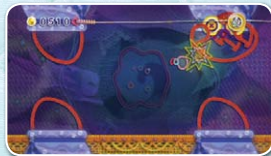
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When Yin-Yarn begins his Soocher attack, stand in the window near the center of the fabric. Wait for the Soochers to stitch platforms across the screen, and jump over each Soocher as it passes by. Jump up along the stitching to reach the door in the screen's top-left corner.

For his next attack, Yin-Yarn summons Capamari. Roll up an Octopea, and wait for Capamari to show his face. Throw the Octopea at Capamari, and yank his red button.



When Yin-Yarn begins his second Soocher attack, stand below the door near the screen's top-right corner. Dodge the Soochers, and jump up along the stitching to reach the door above you.



When you land, Yin-Yarn summons four Uniclods and two Scarfies. Stay put, and roll up the Uniclod to the right. Throw the Uniclod straight up at Yin-Yarn, and yank his red button before the remaining Uniclods can attack.



When Yin-Yarn recovers, he unravels the ground into three separate platforms. Stand near the screen's center, and wait for the Scarfies to appear. Let the Scarfies get close, then jump over to one of the other platforms. Keep dodging the Scarfies until they vanish, or you can pound down on them. Wait for Yin-Yarn to summon a Chilly and two Giant Waddle Dees. Dodge the falling enemies, and roll up the Chilly. Throw the Chilly at Yin-Yarn, and yank his red button before his next round of Scarfies can attack.

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Yin-Yarn may be finished, but his wicked knitting

needles aren't! Use the Tankbot to fire a stream of missiles at Mega Yin-Yarn. Aim for Mega Yin-Yarn's tires to knock him off balance. Keep firing as his missiles fly harmlessly through the air.



When Mega Yin-Yarn knits a stream of small

missiles, move to the left. Aim up and shoot his small missiles out of the air, then aim back down at Mega Yin-Yarn to continue your attack.

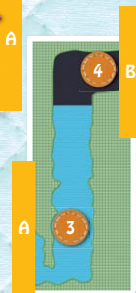


When Mega Yin-Yarn hops onto his knitting needles, keep

shooting and move to the screen's far left side. Clear out any incoming missiles from Mega Yin-Yarn's spin attack. Keep shooting until you defeat him, and collect his beads to unlock Dream Land's bonus levels.

Bonus Level: Meta Melon Isle

Get away from it all at Meta Melon Isle. Travel through five distinct environments, and transform between the Off-Roader, Fire Engine, Dolphin, Train, and Spin Boarder. This place has something for everyone, and a Metamortex for every occasion!



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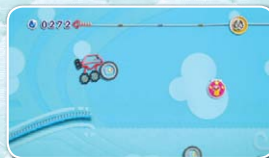
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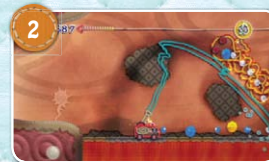
As the Off-Roader, jump off the first group of rocks to grab the boost. When you land, smash through the next group of rocks to hit the hidden switch. Follow the trail of beads to grab the Star Bead, then jump up to dodge the cactus.



Jump onto the springing platform, and bounce to the platform above you.



When you reach the platform's end, jump up to hit the boost, and grab the Bonus Stars to the right.

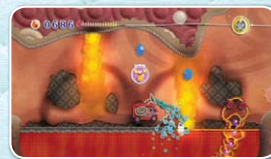


As the Fire Engine, spray down the surface of the lava, then take out the Embaconda to collect its beads. Continue across the lava before the surface melts.

Spray down the next pool of lava, and move to the Magmotamus. Spray the Star Bead at the cave's top, and jump



up to grab it as it falls on the Magmotamus.



Spray down the last pool of lava, and put out the fiery geysers. Move onto the lava, and jump up to grab the Bonus Stars. Wait for the Embaconda to surface, and take it out to collect the Palm Chair.



As the Dolphin, swim between the Gordos to grab the Star Bead. Surge Attack through the Sawgills, and swim through the hoops for extra beads.

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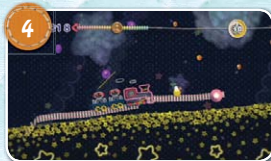
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As the Train, draw your tracks along the bottom of the area to collect the Ice Cream. Take the time to hit every switch, and collect the beads before they vanish. Be sure to pick up all three train cars before passing through the Reel Gate.



As the Spin Boarder, Spin Attack through the first Gator and grab the boost to the right.

Jump up, and Spin Attack across to the tall platforms.



Jump across the rainbows, and Spin Attack off the Bronto Burts. Slip under the Buttonbees, and jump over the Gator to grab the Bonus Stars.



Jump up and Spin Attack off of the Buttonbee, and hit the switch above the rainbow.



Spin Attack across the Bronto Burts, and grab the Ice Cream Island music just before the Reel Gate.



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Meta Melon Isle
(bonus level)

✦ Battleship Halberd
(bonus level)

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Bonus Level: Battleship Halberd



Hit the Star Shooter Metamortex, and make a daring run across Battleship Halberd. This flying fortress is covered with mounted cannons, and swarming UFOs are itching for a fight. Blast a path through the cannon fire, and take back Meta Knight's battleship!



To deal with troublesome UFOs, fly up close and use the Star Shooter's short-range spread to keep their laser fire away from you.

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2 Fly up to the first large cannon, and shoot the cannonballs as they appear. Damage the cannon between its attacks to destroy it, and grab the Bonus Stars.

TIP

The small cannons mounted along Battleship Halberd are a great source of beads, and the large cannons contain even more valuable items. Fly in close to take advantage of the Star Shooter's spreading fire, and take out the cannons before they move offscreen.



3 Fly just above the barrel of the second large cannon, and hit it with your spread fire. Destroy the cannon to collect the Galaxia Stand.



4 Watch out for the giant cannon! The upper half of this weapon launches huge cannonballs, and the lower half fires a powerful beam attack. Shoot the cannonballs as they appear, and hit the upper section until the barrel rotates to the

right. Fly in close to avoid the beam attack and to damage both sections of this weapon at the same time.



5 Approach the third large cannon from above. When the cannon fires, swoop under the cannonballs. Move in close, and take out the cannon before it can fire off another attack. Destroy the cannon to collect the Knight Helmet.

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Fly along the screen's bottom, and wait for a break in the

fire. Fly to the right, and grab the Bonus Stars.



When you reach the two large cannons near the

level's end, move in close and keep shooting. Dodge away from the cannonballs, and take out the cannon on the top to grab the Bonus Stars. Fly down and finish off the cannon on the bottom to collect the Battleship Halberd music.



When you reach the two flamethrowers, stay on the screen's left side, and attack them from a distance. Dodge the fire attacks, and take out at least one of the flamethrowers. Watch out for the UFOs, and move in close to destroy the core.



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- Going Out
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Playing with Friends

At different points in the game, Dom Woole asks you to help him attract new tenants to his apartment building. Complete Dom Woole's tasks to meet new friends and unlock new challenges. Return to Quilty Court and visit your new friends any time you want to play through available challenges.

NOTE

You must complete each level in the Story mode before you can play any of the challenges associated with it.

Game Types

Hide-and-Seek

Decorate Apt. #102 with the following items:

- The Flower Sofa from Fountain Gardens
- The Flower Clock from Flower Fields

Place furniture over the matching silhouettes to make friends with Zeke.

Talk to Zeke to play any available Hide-and-Seek challenges.



Find and tag Zeke and his friends within the time limit to complete the challenge. As you progress



through the game, Zeke offers a total of 18 Hide-and-Seek challenges.

Complete each of Zeke's challenges to receive a fabric reward.

General Strategies

Don't rush yourself. The time limit usually allows for a very thorough search of the area. Don't risk dashing past potential hiding spots!

Check behind objects. Destroy Cloth Blocks and pull rolling objects to make sure you don't miss any of Zeke's friends.

Watch for movement. These little guys don't always stay put. Scan each area to catch brief glimpses

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- Hide-and-Seek
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of Zeke and his buddies as they pop in and out of the background.

Map Name	Difficulty Rating	Objective	Fabric Reward
Fountain Gardens	●○○○○	Find everyone in 3:00!	Blue Sky
Rainbow Falls	●○○○○	Find everyone in 3:00!	Rainbow Dot
Big-Bean Vine	●●○○○	Find everyone in 1:00!	Natural Dot
Pyramid Sands	●●○○○	Find everyone in 3:00!	Red Dot
Cool Cave	●●○○○	Find everyone in 3:00!	Red Tartan
Flower Fields	●●○○○	Find everyone in 3:00!	Sunflower
Dino Jungle	●●●○○	Find everyone in 3:00!	Dino Egg
Toy Tracks	●●●○○	Find everyone in 3:00!	Colored Blocks
Mushroom Run	●●●○○	Find everyone in 3:00!	Mushroom
Sweets Park	●●●○○	Find everyone in 3:00!	Gifts of Love
Melody Town	●●●○○	Find everyone in 0:20!	Music Lover
Splash Beach	●●●○○	Find everyone in 3:00!	At the Beach
Glub-Glub Ocean	●●●○○	Find everyone in 3:00!	Waves
Snowy Fields	●●●○○	Find everyone in 2:00!	Igloo
Future City	●●●●○	Find everyone in 3:00!	Future City
Tempest Towers	●●●●○	Find everyone in 2:00!	Butter

Map Name	Difficulty Rating	Objective	Fabric Reward
Mole Hole	●●●●○	Find everyone in 0:15!	Veggie
Dark Manor	●●●●●	Find everyone in 3:00!	Floaty Ghost

Bead Collection

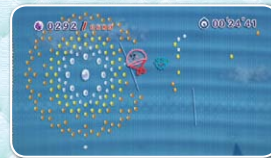
Decorate Apt. #201 with the following items:

- The Rainbow Arch from Rainbow Falls
- The Camel Sofa from Pyramid Sands

Place furniture over the matching silhouettes to make friends with Beatrix.



Talk to Beatrix to play any available Bead Collection challenges.



Collect the required amount of beads within the time limit to complete the challenge. As you progress through the game, Beatrix offers a total of 20 Bead Collection challenges. Complete each of Beatrix's challenges to receive a fabric reward.



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General Strategies

Avoid taking damage. It doesn't matter how many beads you collect if you can't hang on to them! Be careful around enemies and environmental hazards.

Attack Sneak Sacks from above. When you see a Sneak Sack, you'll probably need its beads to complete the challenge. Wait for a Sneak Sack to turn away from you, then run over and smash down on it before it escapes.

Make the most of switches. Collect any nearby beads before you hit a switch. Triggered beads often lead you deeper into the level, and they vanish after a short time. Make sure you're ready to move on before you reveal new beads.

Map Name	Difficulty Rating	Objective	Fabric Reward
Flower Fields	●○○○	Collect 600 beads in 1:30!	Happy Flower
Pyramid Sands	●●○○	Collect 200 beads in 0:30!	Hot Land
Big-Bean Vine	●●○○	Collect 200 beads in 1:00!	Grass Land
Sweets Park	●●○○	Collect 250 beads in 0:40!	Ice Cream
Glub-Glub Ocean	●●○○	Collect 200 beads in 0:20!	Blue Star
Deep-Dive Deep	●●○○	Collect 200 beads in 0:20!	Raindrops
Lava Landing	●●○○	Collect 160 beads in 0:30!	Fireball
Mt. Slide	●●○○	Collect 100 beads in 0:30!	Iceberg
Stellar Way	●●○○	Collect 320 beads in 0:40!	Milky Way
Dino Jungle	●●○○	Collect 250 beads in 0:25!	Spooky Woods
Mushroom Run	●●○○	Collect 250 beads in 0:30!	Bitter Cocoa
Fountain Gardens	●●○○	Collect 200 beads in 0:20!	Brick
Whispy's Forest	●●○○	Collect 250 beads in 0:30!	Green Dot
Cozy Cabin	●●○○	Collect 680 beads in 0:50!	Hot Dog
Mole Hole	●●○○	Collect 240 beads in 0:40!	Stone Wall
Evergreen Lift	●●○○	Collect 280 beads in 1:00!	Holiday Trees
Future City	●●●●	Collect 340 beads in 0:40!	Chain Link
Moon Base	●●●●	Collect 350 beads in 0:20!	Planetarium
Battleship Halberd	●●●●	Collect 1,200 beads in 1:20!	Meta Knight
Outer Rings	●●●●	Collect 1,000 beads in 1:30!	Ringed Planet

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Going Out

Decorate Apt. #202 with the following items:

- ☺ The Bronto Slide from Dino Jungle
- ☺ The Stuffed Bear from Toy Tracks
- ☺ The Dessert Dresser from Sweets Park

Place furniture over the matching silhouettes to make friends with Carrie.



Talk to Carrie to play any available Going Out challenges.

Get Carrie to the goal within the time limit to complete the

challenge. As you progress through the game, Carrie offers a total of 12 challenges. Complete each of Carrie's challenges to receive a fabric reward.

General Strategies

Press ① to throw Carrie. You can't bring Carrie through doors, up ladders, or across brass buttons.

Throw her around obstacles, and grab her when you catch up.

Press + to drop Carrie. Drop her whenever you must yank buttons, unravel Yarn Blocks, or deal with troublesome enemies.

Watch out for Bronto Burts! Bronto Burts can't resist Carrie if they see her unattended. Before you throw or drop Carrie, make sure there aren't any Bronto Burts roaming the area.



Map Name	Difficulty Rating	Objective	Fabric Reward
Patch Castle	●○○○	Get to the area shown in 2:00!	Fluff Blue
Fountain Gardens	●○○○	Get to the area shown in 1:00!	Green Tartan
Flower Fields	●●○○	Get to the area shown in 1:00!	Berry Soda
Lava Landing	●●●○	Get to the area shown in 2:00!	Lava
Mushroom Run	●●●○	Get to the area shown in 1:30!	Mushroom Soil
Melody Town	●●●○	Get to the area shown in 1:30!	Yellow Dot
Splash Beach	●●●○	Get to the area shown in 2:00!	Palm Island
Secret Island	●●●○	Get to the area shown in 1:30!	Treasure Map

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- Bead Collection
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Map Name	Difficulty Rating	Objective	Fabric Reward
Cozy Cabin	●●●●○	Get to the area shown in 1:30!	Warm Mittens
Tube Town	●●●●○	Get to the area shown in 1:00!	Famicom
Big-Bean Vine	●●●●○	Get to the area shown in 1:30!	Blue Dot
Tempest Towers	●●●●●	Get to the area shown in 2:00!	Pink Waves



Training

Decorate Apt. #301 with the following items:

- ☺ The Outdoor Bath from Rainbow Falls
- ☺ The Torch from Dino Jungle
- ☺ The Totem Pole from Secret Island
- ☺ The Chimney from Cozy Cabin

Place furniture over the matching silhouettes to make friends with Buster.

Talk to Buster to play any available Training challenges.



Defeat the required number of enemies within the time limit

to complete the challenge. As you progress through the game,

Buster offers a total of 20 Training challenges. Complete each of Buster's challenges to receive a fabric reward.

General Strategies

Check for weapons near tightly grouped enemies. Whenever you see enemies standing in a line, try to use a rolled-up weapon to clear them all with a single throw.

Take advantage of homing throws. Enemies like UFOs and Buttonbees should always be rolled up and thrown. Let the homing projectiles hunt down distant targets while you continue to fight nearby enemies.

Plan ahead for Rolling Clods. You can't unravel or roll up a Rolling Clod; keep at least one other enemy available for a throw.

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Quilty Square

Grass Land

Hot Land

Treat Land

Water Land

Snow Land

Space Land

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- Hide-and-Seek
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- Training
- Race

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Map Name	Difficulty Rating	Objective	Fabric Reward
Sweets Park	●○○○○	Defeat 10 enemies in 1:20!	Sweet Dot
Rainbow Falls	●○○○○	Defeat 20 enemies in 1:30!	Waddle Dee
Pyramid Sands	●●○○○	Defeat 10 enemies in 1:30!	Mummy Mania
Mushroom Run	●●○○○	Defeat 15 enemies in 2:30!	Buttonfly
Melody Town	●●○○○	Defeat 10 enemies in 0:40!	Orange Soda
Cool Cave	●●●○○	Defeat 15 enemies in 1:30!	Dandan
Dino Jungle	●●●○○	Defeat 25 enemies in 0:45!	Hot Wings
Splash Beach	●●●○○	Defeat 15 enemies in 0:40!	Water Hoop
Glub-Glub Ocean	●●●○○	Defeat 10 enemies in 0:30!	Waterfall
Snowy Fields	●●●○○	Defeat 20 enemies in 1:00!	Midnight Dot
Frosty Wheel	●●●○○	Defeat 10 enemies in 0:45!	Snowflakes
Mysterious UFO	●●●○○	Defeat 4 enemies in 0:15!	UFO Sighting
Stellar Way	●●●○○	Defeat 30 enemies in 1:00!	Galaxia
Whispy's Forest	●●●○○	Defeat 20 enemies in 0:50!	Woods
Tempest Towers	●●●○○	Defeat 10 enemies in 0:35!	Candy Dot
Cloud Palace	●●●○○	Defeat 70 enemies in 1:10!	Yin-Yarn
Weird Woods	●●●○○	Defeat 30 enemies in 1:00!	Fangora
Dark Manor	●●●●●	Defeat 15 enemies in 1:30!	Squashini
Boom Boatyard	●●●●●	Defeat 20 enemies in 1:30!	Capamari
Evergreen Lift	●●●●●	Defeat 20 enemies in 1:20!	King Dedede

Race

Decorate Apt. #302 with the following items:

- ☀️ *The Clef Tree from Melody Town*
- ☀️ *The Jellyfish Light from Glub-Glub Ocean*
- ☀️ *The Knit-Cap Sofa from Mt. Slide*
- ☀️ *The Space Monitor from Future City*

Place furniture over the matching silhouettes to make friends with Mara.



Talk to Mara to play any available challenges.



Reach the goal, and yank the Blue Button before Mara arrives to complete the challenge.

As you progress through the game, Mara offers a total of 30

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Race challenges. Complete each of Mara's challenges to receive a fabric reward.

General Strategies

Watch where you dash! When it comes to speed, the dash is your single most important tool, but dashing into obstacles will cost you valuable seconds.

Avoid fights whenever possible. Whenever you suffer damage during a race, you become incapacitated for three seconds! Don't waste precious time dealing with enemies while Mara pulls ahead of you.

Don't give up! Mara can fly into an early lead on difficult races, but the burst of speed tires her out. Take advantage of Mara's rest breaks to make up any lost ground.

Map Name	Difficulty Rating	Fabric Reward
Patch Castle	●○○○	Twirling Cross
Fountain Gardens	●○○○	Green Star
Flower Fields	●●○○	Honeycomb
Rainbow Falls	●●○○	Green Textile
Big-Bean Vine	●●○○	Preppy
Pyramid Sands	●●○○	Red Textile
Lava Landing	●●○○	Burning Flame
Cool Cave	●●○○	Battins
Dino Jungle	●●○○	Ancient Ruins
Toy Tracks	●●○○	Happy Train
Mushroom Run	●●○○	Caramel Star
Sweets Park	●●○○	Cookie Cookie
Melody Town	●●○○	Treat Land
Splash Beach	●●○○	Baby Blue Dot
Glub-Glub Ocean	●●○○	Water Land
Secret Island	●●○○	Jolly Roger

Map Name	Difficulty Rating	Fabric Reward
Deep-Dive Deep	●●●○	Blue Textile
Snowy Fields	●●●○	Snow Mountain
Cozy Cabin	●●●○	Knit
Frosty Wheel	●●●○	Snow Land
Future City	●●●○	Denim
Tube Town	●●●○	Space Land
Stellar Way	●●●○	Galaxy
Whispy's Forest	●●●○	Baby Stars
Mole Hole	●●●○	Candlemander
Dark Manor	●●●○	Pumpkin Party
Fossil Reef	●●●○	Fossil
Tempest Towers	●●●●	Spinning Stars
Cloud Palace	●●●●	Bubbly Clouds
Castle Dedede	●●●●	Castle Dedede



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PRIMA Essential Guide
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