

Story:

Shortly after the defeat of the great King and the return of all the food in Dream Land, the King demands a rematch after being humiliated by a mere pink marshmallow.

So with the help of his loyal assistant, he decides to break into the home of Dream Land's new hero and steal all of the food from his fridge. So our hero Kirby must now go another food-driven adventure to rightfully bring back all of his belonging to his humble little fridge. All the while, reports of goo like pieces of matter falling from the sky are spreading around and the residents are wondering about their whereabouts.

Controls:

Z: Jump/Confirm

X: Inhale/Use Ability/Back


Left or Right held: walk


Left or Right double-tapped quickly: dash

Enter: Start/Pause





























Backspace: Select/Drop Ability/Toggle Shadow Paint (level select)


Objects:

Star Blocks (): One-hit blocks that can be destroyed by practically anything.


Bumpers (): Debug-menu-only objects that bounce you about.




Food (                           ): Collect a piece to heal yourself by one hitpoint.

Pep Brew (): Collect one to heal yourself by two hitpoints.


Maxim Tomato (): Collect one to heal yourself fully.


Waddle Block (): These blocks shoot rotating beams. Avoid them if you can.


Spring (): Boing! Jump high when you touch this, hold the jump button for a larger jump.


Trampoline (): BOIIIIIIIIING! Keep jumping on this and you'll go higher and higher.


Enemies:

Waddle Dees (


Scarfy () and chase you if you do. Cannot be inhaled.


Anglep (


Bouncy (


Bronto Burt (


Ability enemies:


Waddle Doos (


Flamer (

Sir Kibble (

Rocky (

Cool Spook (

Raggib (

Pengy (

Noddy (

Abilities:



Stone (): Become a stone and crush enemies beneath you! You're also mostly invincible in Stone form.



Burst (): Dash around as a speeding fireball or spit flames! Spicy.



Cutter (): Throw a cutting boomerang and aim it with Up and Down. SHEENG!



Freeze (): Ice breath and snowflake storms galore await when you pick up this chilling ability.



Light (): Illuminate dark halls or spit a lightbulb at your foes with this glowing tool.



Beam (): Wield an electric whip at your fingertips, which allows you to use the power of electricity to your will.




Mantle (): Toss and flip enemies to your will like a bulltamer.




Sleep (): This double-edged ability forces you to stop for awhile, but allows you to heal to full health.

Levels



Green Greens (): What would a Kirby game be without Green Greens? This stage introduces the base mechanics of *Kirby's Dream Land Plus*.




Grass Land (): The starter stage from *Kirby's Dream Land 2* returns with tweaks to its layout and some familiar invaders.




Bubbly Clouds (): Hailing from *Kirby's Dream Land*, this sky-bound stage returns as a Bonus Stage.




Icicle Island (): An original level unique to *Kirby's Dream Land Plus*, this arctic isle includes whales, ski lifts, and caves.




Asteroid Fields (): Returning from *Kirby Gamble Galaxy Stories*, this spaced-out stage features beam-blasting Waddle Blocks, Space Dees, and a remix of it's theme.

Bosses




Whispy Woods (): As predictable as ever, Whispy fires air bullets, Gordos, and apples. But be careful! He can jump whenever he feels like it.






Mecha Rick (): Jumping willy-nilly, this foe drops bouncing Gordos all around the place. Also can spawn Robot Enemies.



Kracko (): This electrically-charged foe will sprint at Kirby, drop Waddle Doos from the Air, and even release shocking beams.

Debug Mode

How to enable: Go to Options () in the main menu and move your cursor to "Debug Mode", then hit Confirm to switch  to . This will enable Debug Mode.

Zoom:

Shift + P = Zoom In

Shift + L = Zoom Out

Shift + O = Reset

Shift + K = Reset 2x closer

Freeze Time:

H = Toggle Frozen Time

Free Camera (Time must be frozen):

Ctrl+Arrow Keys = Move Camera

Unfreeze = Reset Camera

Middle Mouse Click = Move Kirby

Room Jumping:

+ = Reset Game

- = Next Room

* = Reset Room

/ = Previous Room

Object Placement:

Left Click = Place

Right Click = Delete

Scroll Wheel = Scroll through debug objects

W/S = Toggle Alt Skins

A/D = Toggle Enemy States

Shift + W/A/S/D = Change object direction

Hold Shift = Gridless Placement

FPS Changer:

U = Speed Up

T = Slow Down

Y = Revert

Credits

Staff:

BluePopo: Director, Level Designer, and lead Pixel Artist.

MegaStrimp: Programmer and Side Director

BestBuilder101: Spriter, Concept Artist, and Manual Writer

Moola: Lead Composer.

Mr.Meatballl: Storyboard Artist.

Special Thanks:

TaterTotTunes: For working on two tracks for the game.

Light MetaS: For helping compose a special track for the game.

David: For being a cool dude.

Superlolzreddit-.

Austic/M3gabro: For working on a few tracks for the game.

