

FACT SHEET

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Kirby Super Star™ Ultra

Format: Nintendo DS™
Launch Date: Sept. 22, 2008
ESRB: E (Everyone) – Mild Cartoon Violence
Game Type: Action/Platformer
Players: 1-4 (2 using multiple game cards, up to 4 using DS Download Play)
Developer: HAL Laboratory, Inc.

KEY INFORMATION

- With so many adventures waiting to be unlocked, there'll never be a dull moment as you run, float, copy enemies and use Helpers to fight the likes of King Dedede and Meta Knight.
- On top of a slew of new adventures, the original modes found in the beloved Super NES® game, *Kirby Super Star™*, are all here with updated graphics and fully rendered movie scenes.
- There are also three new touch-screen-controlled mini-games that you can play with up to three friends via DS Download Play—Kirby Card Swipe, Kirby on the Draw and Snack Tracks.

Game storyline: There are different plots for each of the games, ranging from Kirby's fight to stop King Dedede from stealing all the food in Dream Land to Meta Knight's quest to train for the ultimate battle. While most of the modes are traditional adventures, several of them, like Megaton Punch and Samurai Kirby, are quick mini-games.

How to progress through the game: Run, float and fight your way through the adventure games as Kirby®, gobbling up enemies as you go. Kirby can inhale enemies and spit them out as stars, but the main game play comes from swallowing foes and copying their abilities, then using the abilities to defeat other foes and advance past obstacles. In other games, you race King Dedede for food, compete in a punching contest or even adventure as Meta Knight.

Characters: Kirby, King Dedede, Meta Knight and many enemies, both new and old.

Special powers/weapons/moves/features: Besides his usual method of copying the abilities of foes, Kirby can also create Helpers out of Copy Abilities—these guys will fight alongside you and be controlled by the CPU or another player.