



Genre:	Action/Adventure, Jump n' Run, Platformer
Year of release:	1995
Studio:	HAL Laboratory
Analysis by:	Michael Kämpfer, Kristina Rieder

1. Game Description

Kirby's Dream Land 2 is the third game in the main Kirby series, and is a direct sequel to Kirby's Dream Land. It notably introduced three of Kirby's Animal Friends: Rick, Coo and Kine. Like in the original Kirby's Dream land, Kirby's Dream Land 2 is a traditional side-scrolling platformer. The player can walk, jump, swim and fly, as well as use Kirby's trademark inhaling ability to suck in weak opponents. Swallowing certain enemies allows Kirby to copy their abilities, with his current ability displayed in the bottom-right corner. Kirby cannot use inhale while possessing an ability and must discard it using select. He will also lose the ability when taking damage. You can, however, inhale the star that appears when the ability is lost to recover the skill. Defeating enemies and inhaling star blocks add to the players score, which is displayed at the bottom of the screen, but does not influence Gameplay. Touching something harmful will reduce Kirby's health, and if it is fully reduced, he loses a life and is forced to restart the scene. If all lives are lost, he is forced to restart from the last save. The game is divided into seven levels in the form of Islands, reachable by warp star. Each island is divided into different stages. Once all numbered stages are completed, the Boss stage will open. Every Island also contains a 'Rainbow drop' which must be gained using a copy ability. However, since you can return to Islands at any time, you can collect these at will. However you must collect all of them to fight the final boss.

Playthrough 100% Non-Commentary: <https://www.youtube.com/watch?v=Zstm37Clc5M>

2. Plot

The rainbows that connect the Rainbow Islands of Dreamland have been stolen by Dark Matter, who wants to turn the land into a dark world. Kirby and his Friends must find the Rainbow Drops on each Island and defeat the possessed King Dedede and his henchmen, and finally defeat Dark Matter.

3. Sound Analysis

3.1. Area, Boss and Character Soundtracks

Every Area, that is Every Island, and every level select within these Islands Has a soundtrack, as well as Bonus Areas, Bosses and Special Characters, like Animal Companions and the Final Boss, which has Two forms and therefore two themes.

If Kirby Is riding one of his Animal Companions, their theme will overwrite the level music.



Soundtrack	Sample
The Rainbow Islands	kirby_s_dream_land_2_ost_03_-_the_rainbow_islands.mp3
Grass Land (Map) 	kirby_s_dream_land_2_ost_04_-_grass_land_map_.mp3
Grass Land (Stage)	kirby_s_dream_land_2_ost_05_-_grass_land_stage_.mp3
Big Forest (Map) 	kirby_s_dream_land_2_ost_07_-_big_forest_map_.mp3
Big Forest (Stage)	kirby_s_dream_land_2_ost_08_-_big_forest_stage_.mp3
Ripple Field (Map) 	kirby_s_dream_land_2_ost_10_-_ripple_field_map_.mp3
Ripple Field (Stage)	kirby_s_dream_land_2_ost_11_-_ripple_field_stage_.mp3
Ice Berg (Map) 	kirby_s_dream_land_2_ost_13_-_ice_berg_map_.mp3
Ice Berg (Stage)	kirby_s_dream_land_2_ost_14_-_ice_berg_stage_.mp3
Red Canyon (Map) 	kirby_s_dream_land_2_ost_15_-_red_canyon_map_.mp3
Red Canyon (Stage)	kirby_s_dream_land_2_ost_16_-_red_canyon_stage_.mp3
Cloudy Park (Map) 	kirby_s_dream_land_2_ost_17_-_cloudy_park_map_.mp3
Cloudy Park (Stage)	kirby_s_dream_land_2_ost_18_-_cloudy_park_stage_.mp3
Dark Castle (Map) 	kirby_s_dream_land_2_ost_19_-_dark_castle_map_.mp3
Dark Castle (Stage)	kirby_s_dream_land_2_ost_20_-_dark_castle_stage_.mp3
Kine the Fish 	kirby_s_dream_land_2_ost_12_-_kine_the_fish.mp3
Rick the Hamster 	kirby_s_dream_land_2_ost_06_-_rick_the_hamste.mp3
Coo the Owl 	kirby_s_dream_land_2_ost_09_-_coo_the_owl.mp3
It's Boss Time!	kirby_s_dream_land_2_ost_22_-_it_s_boss_time_.mp3
Bonus Round	kirby_s_dream_land_2_ost_26_-_bonus_round.mp3
Rainbow Drop Chamber 	kirby_s_dream_land_2_ost_28_-_rainbow_drop_chamber.mp3
King Dedede 	kirby_s_dream_land_2_ost_29_-_king_dedede.mp3
The Emergence of Evil	kirby_s_dream_land_2_ost_30_-_the_emergence_of_evil.mp3
Duel in the Darkened Sky 	kirby_s_dream_land_2_ost_31_-_duel_in_the_darkened_sky.mp3
Dark Matter 	kirby_s_dream_land_2_ost_32_-_dark_matter.mp3
Wielder of the Rainbow Sword	kirby_s_dream_land_2_ost_34_-_wielder_of_the_rainbow_sword.mp3

3.2. Player Perception

3.2.1 Feedback

Kirby's Dream Land 2 has 94 Feedback sound Bites, not including Music. In order to facilitate playing and give proper Feedback on actions performed, almost any action the player takes has a sound: Jumping, Landing, Landing from high up, Inhaling, Exhaling, Picking up Items, Damage, Entering a Door, Copy Ability etc.

3.2.2 Simulation (Physicalizing) and Attention Focusing

Since Kirby is a GameBoy Advance Game, it makes good use of the limited but relatively unrealistic 8-Bit sound font, primarily using Sound effects like a 'boing' or 'sparkle' for jumping and receiving items respectively, in order to give the player adequate feedback for their in game actions. The Game banks on the Sounds themselves being recognizable and thus associated with the performed actions, rather than realism. One could argue realism would ruin the suspension of disbelief, and thus the immersion, as one doesn't really expect a physically accurate sound byte from a cute 2D Game.

Action	Feedback
Inhale	kirby_s_dream_land_2_-_sfx_-01.wav
Bumping into something	kirby_s_dream_land_2_-_sfx_-02.wav
Swallow (no copy ability)	kirby_s_dream_land_2_-_sfx_-03.wav
Jump	kirby_s_dream_land_2_-_sfx_-04.wav
landing	kirby_s_dream_land_2_-_sfx_-05.wav
Underwater	kirby_s_dream_land_2_-_sfx_-06.wav
Entering a Door	kirby_s_dream_land_2_-_sfx_-07.wav
Warp Star(title screen?)	kirby_s_dream_land_2_-_sfx_-08.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-09.wav
Copy Ability Beam	kirby_s_dream_land_2_-_sfx_-10.wav
Bird noise?/Enemy	kirby_s_dream_land_2_-_sfx_-11.wav
Explosion	kirby_s_dream_land_2_-_sfx_-12.wav
Bounce Landing	kirby_s_dream_land_2_-_sfx_-13.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-14.wav
Jump Landing	kirby_s_dream_land_2_-_sfx_-15.wav
Explosion	kirby_s_dream_land_2_-_sfx_-17.wav
Health recovery	kirby_s_dream_land_2_-_sfx_-18.wav
Warp Star	kirby_s_dream_land_2_-_sfx_-19.wav
Warp Star (Screen Change)	kirby_s_dream_land_2_-_sfx_-20.wav
Water	kirby_s_dream_land_2_-_sfx_-22.wav
Sword sound effect	kirby_s_dream_land_2_-_sfx_-23.wav
Enemy Jump	kirby_s_dream_land_2_-_sfx_-24.wav
Long Inhale	kirby_s_dream_land_2_-_sfx_-25.wav
Destroy Block	kirby_s_dream_land_2_-_sfx_-26.wav
Releasing Air	kirby_s_dream_land_2_-_sfx_-27.wav
Spitting something out	kirby_s_dream_land_2_-_sfx_-28.wav
hitting a wall	kirby_s_dream_land_2_-_sfx_-29.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-30.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-31.wav
landing in water	kirby_s_dream_land_2_-_sfx_-32.wav
Enemy Death	kirby_s_dream_land_2_-_sfx_-33.wav
Extra Life	kirby_s_dream_land_2_-_sfx_-34.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-35.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-36.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-37.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-38.wav
Copy Ability Burst (pickup time over)	kirby_s_dream_land_2_-_sfx_-39.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-40.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-41.wav
Receiving Copy Ability	kirby_s_dream_land_2_-_sfx_-42.wav
Explosion	kirby_s_dream_land_2_-_sfx_-44.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-47.wav
Killing Blow	kirby_s_dream_land_2_-_sfx_-48.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-49.wav
Attack	kirby_s_dream_land_2_-_sfx_-50.wav

Spark Attack	kirby_s_dream_land_2_-_sfx_-51.wav
step	kirby_s_dream_land_2_-_sfx_-52.wav
Burn Attack	kirby_s_dream_land_2_-_sfx_-53.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-54.wav
Wind	kirby_s_dream_land_2_-_sfx_-55.wav
Heavy Wind	kirby_s_dream_land_2_-_sfx_-56.wav
Bubbles	kirby_s_dream_land_2_-_sfx_-57.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-58.wav
Cutter sfx	kirby_s_dream_land_2_-_sfx_-59.wav
Warp Star (Background)	kirby_s_dream_land_2_-_sfx_-60.wav
Low Health	kirby_s_dream_land_2_-_sfx_-61.wav
Splash	kirby_s_dream_land_2_-_sfx_-62.wav
Burning sfx	kirby_s_dream_land_2_-_sfx_-63.wav
Spark (charging)	kirby_s_dream_land_2_-_sfx_-64.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-65.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-66.wav
Chirp	kirby_s_dream_land_2_-_sfx_-67.wav
Rock (Landing)	kirby_s_dream_land_2_-_sfx_-68.wav
Warp Star	kirby_s_dream_land_2_-_sfx_-69.wav
Taking Damage	kirby_s_dream_land_2_-_sfx_-70.wav
Taking Damage	kirby_s_dream_land_2_-_sfx_-71.wav
Attack	kirby_s_dream_land_2_-_sfx_-72.wav
Water (resurfacing)	kirby_s_dream_land_2_-_sfx_-73.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-74.wav
Crash	kirby_s_dream_land_2_-_sfx_-75.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-76.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-77.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-78.wav
Cannon	kirby_s_dream_land_2_-_sfx_-79.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-80.wav
Damage	kirby_s_dream_land_2_-_sfx_-81.wav
Attack	kirby_s_dream_land_2_-_sfx_-82.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-84.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-85.wav
Landing after a jump	kirby_s_dream_land_2_-_sfx_-86.wav
Warp Star	kirby_s_dream_land_2_-_sfx_-87.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-88.wav
Pickup noise Rainbow Drops	kirby_s_dream_land_2_-_sfx_-89.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-90.wav
Projectile noise	kirby_s_dream_land_2_-_sfx_-91.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-92.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-93.wav
miscellaneous	kirby_s_dream_land_2_-_sfx_-94.wav

3.3 Interface Interaction

The Player doesn't have much Interface interaction, apart from a Pause Screen, Title Screen and File Selection.

Action	Sound
Title	kirby_s_dream_land_2_ost_01_-title.mp3
File Select	kirby_s_dream_land_2_ost_02_-file_select.mp3
Menu select	kirby_s_dream_land_2_-sfx_-16.wav
Pausing Game	kirby_s_dream_land_2_-sfx_-43.wav
Cycling through Menu	kirby_s_dream_land_2_-sfx_-45.wav
Selecting	kirby_s_dream_land_2_-sfx_-46.wav

3.4 Reference to Communication

Kirby's Dreamland 2 Primarily uses Sound as a supportive feature, the Game could be played entirely without sound, as there are no puzzles requiring it. Most Sounds accompany an animations, such as a victory dance, Kirby tumbling or a Game Over Screen (Which is slightly more melancholic than the rest of the Soundtrack).

Action	Feedback
Victory!	kirby_s_dream_land_2_ost_33_-victory_.mp3
Fanfare	kirby_s_dream_land_2_ost_27_-fanfare.mp3
Kirby Down	kirby_s_dream_land_2_ost_23_-kirby_down.mp3
Game Over	kirby_s_dream_land_2_ost_24_-game_over.mp3
Dancing on a Bonus Cloud	kirby_s_dream_land_2_ost_21_-dancing_on_a_bonus_cloud.mp3
Star Jingle ~ The Kirby Dance	kirby_s_dream_land_2_ost_25_-star_jingle_the_kirby_dance.mp3
Kirby Sleeping/Game Over	kirby_s_dream_land_2_-sfx_-83.wav

3.5 Sound Quality/ Personal Opinion

Despite not having a high Sound Quality, most Sound Effects in Kirby are very unique and Identifiable. there are, however, still quite a lot of Sound Effects that sound the same, like item pickups and damage indicators. I would presume though, that over all Kirby would very much be playable based on sound alone.



4. Comparison of Kirby's Dream Land 2 and Inside

The Sound of *Kirby's Dream Land 2* mainly consists of the Level Map and Scene Soundtracks, Boss themes and Title and End Music. Additionally, every action has a Feedback noise as well as any special condition or Interface such as Game over, Pause Menu or Title Screen, in order to adequately communicate the Game States to the player. *Inside* also has specific level music, though this is where the large similarities pretty much stop.

Whereas *Kirby* has short Feedback Soundbites for every action, *Inside* has a realistic and timely Feedback simulation, that is the only noises heard are footsteps, sounds you make when landing, climbing, starting machinery etc. Furthermore, *Inside* has no UI music, so the pause and end screens

are functionally silent. So, when new music starts, it is immediately clear to the player that they have advanced a level and consequently the communication with the player is almost all narrative.

Both Games Tend to have a hard cut from Soundtrack to Soundtrack, but whereas this is very obvious in *Kirby*, *Inside* hides this well with its relatively nondescript Soundtrack, as well as clever use of Soundscape, which is wholly absent from *Kirby's Dream Land 2*. In addition to this, both games make use of atmospheric music to convey the games mood, whereas *Inside* is melancholic and dark, using long and low sounds, *Kirby* is upbeat and chipper, using high pitched and happy music.

Though *Kirby* Also has some more melancholic music, for example when *Kirby* dies and the game is over, it is still overall relatively upbeat and isn't that emotionally gripping. This is in contrast to death in *Inside*, which is incredibly unsettling on account of the music being completely absent and only the player characters dying whimpers being audible, before the screen fades to black. Furthermore, *Inside* makes good use of emotional Sounds, displaying the Player Characters inner emotions through audible panic attacks or a racing heartbeat, making the game very emotionally gripping.

The Difference in Sound can partially be put down to generational differences, As *Kirby's Dream Land 2* had to make use of the limited Gameboy Sound Chip, and *Inside* has a whole array of capabilities, such as synthesizers filters, and real life objects such as a human skull, making the sound more realistic. However, a lot of the differences must be put down to atmosphere differences, because *Kirby's Dream Land 2* is intended to be light-hearted fun, whereas *Inside* is supposed to be emotionally gripping and unsettling.



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