



Genre:	Action, 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 characters.

Soundtrack	Sample
The Rainbow Islands	kirby_s_dream_land_2_ost_03_-_the_rainbow_islands.mp3
Grass Land (Map)	
Grass Land (Stage)	

Rick the Hamster
Big Forest (Map)
Big Forest (Stage)
Coo the Owl
Ripple Field (Map)
Ripple Field (Stage)
Kine the Fish
Ice Berg (Map)
Ice Berg (Stage)
Red Canyon (Map)
Red Canyon (Stage)
Cloudy Park (Map)
Cloudy Park (Stage)
Dark Castle (Map)
Dark Castle (Stage)
It's Boss Time!
Bonus Round
Rainbow Drop Chamber
King Dedede
The Emergence of Evil
Duel in the Darkened Sky
Dark Matter
Wielder of the Rainbow Sword

3.2. Player Perception

3.2.1 Feedback

3.2.2 Simulation (Physicalizing)

Kirby's Action	Feedback
Exhale	
Inhale	
Jump	
Pickup	
Power Up	
Fly	
Hit	
Shoot	

3.2.3 Focussing Attention

Action	Feedback
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3.3 References to Interaction

3.3.1 Interface Interaction

Action	Sound
Title	
File Select	

3.3.2 Plain old fashioned musical enjoyment

3.4 Reference to Communication

Action	Feedback
Victory!	
Fanfare	
Kirby Down	
Game Over	
Dancing on a Bonus Cloud	
Star Jingle ~ The Kirby Dance	

3.5 Aesthetics

4. Comparison of Kirby's Dream Land and Inside

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