



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)	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

Rick the Hamster	kirby_s_dream_land_2_ost_06_-_rick_the_hamste.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
Coo the Owl	kirby_s_dream_land_2_ost_09_-_coo_the_owl.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
Kine the Fish	kirby_s_dream_land_2_ost_12_-_kine_the_fish.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
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. Almost Any action the player takes has a sound: Jumping, Landing, Landing from high up, Inhaling, Exhaling, Picking up Items, Damage, Entering a Door 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 sound is primarily unrealistic but is extremely recognizable on its own merits.

Kirby's Action	Feedback
kirby_s_dream_land_2_-_sfx_-01.wav	
kirby_s_dream_land_2_-_sfx_-02.wav	
kirby_s_dream_land_2_-_sfx_-03.wav	
kirby_s_dream_land_2_-_sfx_-04.wav	
kirby_s_dream_land_2_-_sfx_-05.wav	
kirby_s_dream_land_2_-_sfx_-06.wav	
kirby_s_dream_land_2_-_sfx_-07.wav	

kirby_s_dream_land_2_-_sfx_-08.wav
kirby_s_dream_land_2_-_sfx_-09.wav
kirby_s_dream_land_2_-_sfx_-10.wav
kirby_s_dream_land_2_-_sfx_-11.wav
kirby_s_dream_land_2_-_sfx_-12.wav
kirby_s_dream_land_2_-_sfx_-13.wav
kirby_s_dream_land_2_-_sfx_-14.wav
kirby_s_dream_land_2_-_sfx_-15.wav
kirby_s_dream_land_2_-_sfx_-16.wav
kirby_s_dream_land_2_-_sfx_-17.wav
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kirby_s_dream_land_2_-_sfx_-27.wav
kirby_s_dream_land_2_-_sfx_-28.wav
kirby_s_dream_land_2_-_sfx_-29.wav
kirby_s_dream_land_2_-_sfx_-30.wav
kirby_s_dream_land_2_-_sfx_-31.wav
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kirby_s_dream_land_2_-_sfx_-87.wav
kirby_s_dream_land_2_-_sfx_-88.wav
kirby_s_dream_land_2_-_sfx_-89.wav
kirby_s_dream_land_2_-_sfx_-90.wav
kirby_s_dream_land_2_-_sfx_-91.wav
kirby_s_dream_land_2_-_sfx_-92.wav
kirby_s_dream_land_2_-_sfx_-93.wav
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

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

3.5 Sound Quality

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 and Inside

From:
<https://wiki.zhdk.ch/gamesoundopedia/> - game sound dokumentation

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