The entire Kirby Lore  
~JawbreakerX

#1: Kirby’s Dream Land – Nintendo GameBoy (1992)

Kicking things off we have Kirby’s very first outing – like its gameplay, Dream Land’s plot keeps things nice and simple: King Dedede and his minions have stolen all the food in Dream Land, as well as the treasured Sparkling Stars, giving one to each of the main bosses fought in the game. With no one else to stop his royal greediness, Kirby decided to go after Dedede himself, taking back the Sparkling Stars over the course of his adventure. This game was reimagined in Kirby Super Star on the SNES and its own Nintendo DS remake, Kirby Super Star Ultra, though the plot was left more or less unchanged.

While light on world building or character detail, several of the later plot points in the Kirby series reference the original conflict in Kirby’s Dream Land, so keep your eyes peeled for the connecting threads.  
  
  
#2: Kirby’s Adventure/Kirby: Nightmare in Dream Land – Nintendo Entertainment System (1993)/GameBoy Advance (2002)

Just one year after the original game, Kirby’s Adventure significantly expanded upon the core aspects of the series (such as the introduction of the Copy Ability mechanic), cementing Kirby as we know him today. Of course, this also extended into the game’s plot.

One afternoon, after his lunchtime nap, Kirby came to the awful realisation that he had lost his ability to dream. Turns out King Dedede was using the Fountain of Dreams (the source of all of Dream Land’s dreams) as his own personal bathing chamber. Furthermore, Dedede had even broken the Star Rod (the artifact which allowed the Fountain of Dreams to function) into seven pieces, one for each of the game’s main bosses.

Along his travels, Kirby also runs into the enigmatic Meta Knight, and his band of Meta-Knights, whose intentions are unclear. At times, Meta Knight would appear to help Kirby by tossing him food or even an Invincibility Candy, whereas at others he would send his Meta-Knights to attack Kirby, culminating in a final duel between the two in Orange Ocean, being the last boss fought before King Dedede.

Once Kirby defeats Dedede and restores the Star Rod to the Fountain of Dreams, an entity known as Nightmare emerges from the fountain, absorbing its powers and flying off into the skies of Dream Land. While his actions had caused trouble for Dream Land, Dedede was actually trying to protect the world from this even greater evil. Thankfully, Kirby is able reach Nightmare (thanks to some timely help from Dedede) and takes him down using the Star Rod.

Aside from the main plot establishing Dedede as more of a troublemaker than an out and out badguy, Kirby’s Adventure also introduced a proper sense of continuity to the series – unlike in the first game, Dedede is now able to float using the same technique of inhaling air as Kirby, a power which the king was stated to have learned between the events of Dream Land and Adventure. Additionally, this game marks Meta Knight’s debut in the series, initiating a complex rivalry between himself and Kirby.  
  
#3: Kirby’s Dream Land 2 – Nintendo GameBoy (1995)

The first game in the coveted Dark Matter trilogy, Kirby’s Dream Land 2 was the first game to be directed than someone other than the series creator, Masahiro Sakurai (some of you may have heard of him before!), who handed over the reigns to Shinichi Shimomura. With this change in director came a new narrative for Kirby:

The rainbow bridges that connect the Rainbow Islands of Dream Land has been stolen by a new foe named Dark Matter, who has also possessed several Dream Landers, including King Dedede himself, to take up arms against Kirby! It’s up to our roly-poly hero to defeat Dark Matter and restore the rainbow bridges!

Yeah, it’s a very frill-free plot, even more so than either of the previous entries in the series but, much like Kirby’s Dream Land, the concepts introduced here (such as Dark Matter, Kirby’s animal friends and, within the game itself, the requirement of collecting plot coupons to access the game’s true ending) are things that will be called back to by later games, but more on that later…

#4: Meta Knight’s Revenge (Kirby Super Star/Kirby Super Star Ultra Sub-Game) – SNES (1996)/Nintendo DS (2008)

For the sake of clarity, I have decided to separate the Sub-Games from Kirby Super Star and Super Star Ultra into their own entries, partly so I can give each story more spotlight and partly because I only want to tackle the Sub-Games that add something to Kirby’s lore (sorry, Great Cave Offensive fans). With that in mind, let’s take a look at one of Fun Pak’s most popular Sub-Games.

Due to its nature as one game in a pack of six, Meta Knight’s Revenge follows a fairly simple plot: Meta Knight, tired of Dream Land’s lazy ways, decides to assert his dominance as its new ruler, and demonstrates the power of his new battleship, the Halberd, as a show of force, prompting Kirby to stop Meta Knight’s plans before it’s too late.

Although the basic plot of this game doesn’t offer much in terms of scope, the core elements it provides have since been incorporated into the core Kirby mythos, such as the Halberd. In contrast to his vague motivations in Kirby’s Adventure, Meta Knight’s Revenge helped solidify everybody’s favourite borb as a well intentioned extremist with his own base of operations, which would become one of Meta Knight’s defining attributes, to the point that the Halberd was both a stage in Super Smash Bros. Brawl, as well as a key plot-point in that game’s story mode.

#4.5: Milky-Way Wishes (Kirby Super Star/Kirby Super Star Ultra Sub-Game) – SNES (1996)/Nintendo DS (2008)

As with the previous entry, this game’s plot keeps things nice and simple, but adds a couple of layers. It starts out with the sun and moon constantly fighting for dominance. Approached by Marx, a resident of Dream Land seen perpetually balancing atop some kind of beach ball, Kirby is tasked with waking the Galactic Comet NOVA by gathering Star Power from around the solar system, which he can then use to wish for NOVA to make the sun and moon cease their conflict.

But once Kirby awakens NOVA, surprise! Turns out Marx was behind the whole thing! He got the sun and moon to fight as a means to get Kirby to awaken NOVA so Marx could wish to control Pop Star (the planet on which most Kirby games take place)! Thankfully, Marx’s ambitions to not become a reality, as Kirby manages to finish the now transformed jester before he can reach Pop Star, destroying NOVA in the process.

While Marx was never to be seen again in a new mainline game (until Star Allies releases this week, that is), this won’t be the last we’ve seen of NOVA, in a manner of speaking…

#5: Kirby’s Dream Land 3 – SNES (1997)

Returning to the Dark Matter trilogy, Kirby’s Dream Land 3 is where Shimomura began to expand the scope of his games’ arc. This entry sees Dark Matter descend upon Dream Land once again, but this time in a much bigger way. It turns out that the Dark Matter seen in Dream Land 2 was only one part of a much greater whole, with said whole taking the form of a huge, cloud-like mass that kicks off its invasion of Pop Star by crashing through its atmosphere and possessing Dedede and his minions once more, prompting Kirby to set off with Gooey (a rogue blob of Dark Matter who doesn’t possess the conglomerate’s malicious intent) and his animal friends to stop Dark Matter once more.

Like in Dream Land 2, this game has two possible endings, affected by the amount of Heart Stars Kirby collects throughout the game by helping an NPC in each level. In the true ending, accessed by collecting every Heart Star, Kirby forges the Love-Love Stick from the Heart Stars and takes to the skies in order to confront Dark Matter head-on. However, after defeating a large blob of Dark Matter within the Hyper Zone, an even bigger threat takes its place to fight Kirby, known as Zero (sometimes written as 0).

Although little is known about Zero, anecdotal evidence (such as its similarity to Dark Matter and its ability to spawn small Dark Matter facsimiles) suggests that it is either the sole source of Dark Matter, or at least one of several sources. Additionally, its position as the final boss of the game suggests that it is the intelligence driving the actions of the Dark Matter infestation, something that was later confirmed by the Japan exclusive 20th anniversary Kirby encyclopedia, 20th Anniversary: Hoshi no Kirby: Pupupu Encyclopedia (or Kirby: Dream Land Encyclopedia). Although its appearances in the series are scarce and cryptic, this wouldn’t be Zero’s only attempt at clobbering that there Kirby.  
  
The big thing about Void Termina is that nobody is able to make a case case as to what exactly it means to the greater Kirby lore. It obviously has major ties to Dark Matter, due to Void Soul's appearance, but it's unknown how exactly they're connected. Could it be the origin of Dark Matter? Does it mean that Kirby is a form of Dark Matter? Nobody really knows.

And then Hyness's mega rant brings up even more questions. For instance, this line:

We who once faced those who were in such fear of our power that they sealed us away and banished us to the edge of the galaxy! US! As if THAT loveliness wasn't enough, they tried to erase our very existence from history! RUDE!

Those who called us mad, are you listening? You left us at the edge of the galaxy to be forgotten, then went along your merry way, probably living somewhere pretty and peaceful!

I and many others have inferred that it was the Ancients (mysterious race studied by Magalor responsible for the creation of the Lor Starcutter, NOVA, and possibly more important Kirby objects) were the ones who banished Hyness's race, but that brings up even more questions. Was Hyness once an Ancient himself? Are the Ancients still even living? Does this confirm that the Ancients were trying to fight Dark Matter? Again, it's hard to say.

Though Star Allies does at least lay one thing pretty clear: Galacta Knight is a pretty bad dude. To steal again from Hyness's rant:

We alone were responsible for stopping that repulsive nightmare of a galactic crisis, yet this is how you repay us! Sure, it's not 100% confirmed he's the one that's being talked about, but he fits the bill pretty well. He's sealed away by some kind of magic barrier before the first fight in Kirby Super Star Ultra. When summoning Galacta Knight in Planet Robobot's Meta Knightmare Returns, Star Dream says:

Let us bring back a legendary swordsman from a forgotten time. He may end up destroying a nearby planet or two, but such is life. The benefits of this final battle outweigh the collateral damage.

...before being destroyed by Galacta in a single attack. He is clearly a threat to the galaxy, being able to destroy entire planets so easily.

3) "galactic crisis" is such a specific term, it could only refer to Galacta Knight.

Then in Guest Star mode, Hyness summons Galacta for battle, before Morpho Knight (fun fact: his design is based off Meta Knight concept art) swoops in and, seemingly, kills Galacta. Though the English description is a bit toned down, Morpho's Japanese description makes it clear that he's the Kirby universe's Grim Reaper.

If something were to perish, this butterfly of paradise will come flying from somewhere on its day of judgement. After many years resonating with pleas for life, brought upon by the white knight dubbed the Galaxy's Strongest Warrior, they become the Knight from Hades, and make their descent. With their history being buried in darkness, fighting them should be impossible. The curtain on this dream-like battle rises!

The bolded section suggests that Galacta has killed a lot of people, and Morpho is here to stop him from causing any more harm. It does make me wonder if/how we will see Galacta Knight again, he's been a significant part of the modern Kirby games.  
To reiterate, everything in Kirby somehow ties back to two groups, the Ancients who lived on Halcandra, and the Jambandran Cult. We discussed the science-based Ancients last article, so let’s talk about the magic-focused Jambandran Cult.

The Jambandran Cult

First and foremost, they aren’t as separate as you might think. The Jambandrans come from Halcandra. The Ancients we know of were a highly advanced, scientific society. But within them was a minority of people who were deep into dark magic and the occult.

Usually in a story, there is either science or magic, but rarely both. Yet, somehow, magic has been proven to exist within the Kirby universe. And the Ancients didn’t much care for its inexplicable nature. These Halcandran mages were so opposite to the rest of their people that they became feared. The Halcandrans weren’t used to something unknown since they had come to understand just about everything in existence.

So, in their skepticism, they exiled these higher beings to a prison fortress on the edges of the galaxy, Jambastion. This is where the cult found their name. They were banished here, filled with pure hatred, yet lying dormant — until Star Allies where the current leader of the CoJ (Cult of Jambandra), Hyness, brings some sinister plans to fruition.  
  
Void Termina and the Cult  
To someone lacking this bit of background, Star Allies just seems to be about a mean old wizard trying to do evil things and Kirby has to stop them. And in all honesty, that is a pretty accurate description. That is what makes Kirby such a success; it’s incredibly simple in design until you dig deeper.

But what does the CoJ have to do with Void Termina? Well, in their exile, they prayed to the dark gods, and after eons, one would listen. Hyness and crew had found some scrolls written by the Ancients that detailed four heroes sealing a great evil away in a vessel called the Jamba Heart. With this knowledge, Hyness found the heart and tried to summon the terrifying Void Termina from it, without much preparation.

The summoning went awry and part of the Jamba Heart split into fragments that spread across the universe. Stopping the CoJ from collecting these shards is what makes up the events of Star Allies. That is, until the last section where Hyness “wins” and manages to successfully summon the celestial horror.  
  
Kirby’s Epic Yarn  
Yin-Yarn the sorcerer runs amok in Dream Land, turning everything, citizens included, into yarn. Meanwhile, Kirby walks by a bush and notices a tomato with an M on top of it. Thinking it to be a Maxim Tomato, he starts to inhale to eat it just as Yin-Yarn appears and starts to introduce himself. Yin-Yarn gets angry at Kirby eating his "magic Metamato," and sucks him into a sock tied with a string around his neck.

Kirby finds himself in a strange land, where everything is made of yarn - and due to the sorcerer's magic, himself as well. Just then, he saw a yarn monster chasing a yarn boy. Kirby tries to inhale the monster, but the air goes right through his body. Unsure of what to do, but still wanting to help, Kirby transforms into a car and drives off with the yarn boy. It turns out that Yin-Yarn's tomato was a Metamato, and from eating it, Kirby can now transform into different things at will. The boy introduces himself as Prince Fluff, and offers Kirby to go over to Patch Castle, which teaches Kirby the basics of Patch Land. Right after that, the monster Lickeur appears and tries to eat Prince Fluff. Kirby defeats the monster by using his weight form and obtains a piece of yarn that stitches Quilty Square to Grass Land. As a dismayed Prince Fluff explains, Yin-Yarn split Patch Land into seven parts, and he still has five missing pieces to find. Being his helpful self, Kirby promises his help to make Patch Land a peaceful place once again, and the two set off on their adventure. After defeating Fangora in Grass Land, a magic yarn stitches Grass Land to Hot Land.

After defeating Hot Wings in Hot Land, Kirby and Prince Fluff find the magic yarn that stitches Hot Land and Treat Land together.

Meanwhile, back in Dream Land, a group of Waddle Dees are working for King Dedede inside the castle. King Dedede notices that one of the Waddle Dees, being made out of yarn, looks a little strange, but he ignores this. Yin-Yarn, hiding behind some boxes, continues to sew more yarn Waddle Dees with his needles. Yin-Yarn cackles, saying that Dream Land will be his soon enough, although he confesses that he is not sure what to do with it.

After defeating Squashini, Kirby and Fluff find the magic yarn that stitches Treat Land to Water Land.

After they defeat Capamari, the magic yarn stitches Water Land to Snow Land.

Back in Dream Land, Yin-Yarn's Waddle Dee impostors capture the real Waddle Dees and corner Dedede. Before he can defend himself, they attack and tie him up. Yin-Yarn comes out and uses his sock to suck Dedede away into Patch Land and transform him into yarn. While he wanders Snow Land, he sees Kirby and starts to run over, but a puppeteer's device comes in from out of nowhere and knocks him unconscious, then takes control of his body. When he is defeated by Kirby, he returns to normal and the magic yarn from the puppeteer's device is relinquished, and stitches Snow Land to Space Land. Kirby, Prince Fluff, Meta Knight, and King Dedede use the sock to transport to Yin-Yarn

and confront him; upon their arrival at Dream Land, they find that Yin-Yarn has

discarded his sock and Dream Land is covered with yarn and fabric, with Castle Dedede

now floating ominously overhead. Kirby and Prince Fluff eventually track down Yin-Yarn

and defeat him; however, his knitting needles come to life and use the magic yarn to

give a new spin on him as Mega Yin-Yarn. Thinking fast, Meta Knight flies over and

drops a Tankbot Metamortex, and Kirby powers up and decimates Mega Yin-Yarn. His

knitting needles are banished to the far reaches of Patch Land, and the yarn spell soon

wears off, with Kirby and Dream Land returning to normal. Prince Fluff says farewell to

Kirby and leaves that magical sock for Kirby to come visit whenever he wants. After the

credits roll, Kirby is shown sleeping in a field with the sock in his hands, dreaming of his

new friends in Patch Land.

Once again, back in Dream Land, while roaming the skies on Battleship Halberd, Meta Knight notices some changes in Dream Land's landscape. Suddenly, Yin-Yarn crashes onto the deck and sucks him into Patch Land. When Kirby and Prince Fluff find him guarding Space Land's magic yarn, his eyes flash between yellow and purple, as he is under Yin-Yarn's possession. Once Kirby defeats him, he is freed, and promptly disappears into his cape, while Kirby and Fluff get the last piece of magic yarn, which stitches Patch Land fully back together. They head back to Patch Castle to celebrate, but are interrupted when an unconscious Meta Knight wakes up. He apologizes for attacking them and blames the yarn, and explains what is happening in Dream Land. Kirby is upset that Yin-Yarn is taking over, but Prince Fluff pulls out another magical sock. It turns out that Yin-Yarn had only stolen one of the pair, and now that Patch Land is restored, the sock should regain its normal magic.

Kirby, Prince Fluff, Meta Knight, and King Dedede use the sock to transport to Yin-Yarn and confront him; upon their arrival at Dream Land, they find that Yin-Yarn has discarded his sock and Dream Land is covered with yarn and fabric, with Castle Dedede now floating ominously overhead. Kirby and Prince Fluff eventually track down Yin-Yarn and defeat him; however, his knitting needles come to life and use the magic yarn to give a new spin on him as Mega Yin-Yarn. Thinking fast, Meta Knight flies over and drops a Tankbot Metamortex, and Kirby powers up and decimates Mega Yin-Yarn. His knitting needles are banished to the far reaches of Patch Land, and the yarn spell soon wears off, with Kirby and Dream Land returning to normal. Prince Fluff says farewell to Kirby and leaves that magical sock for Kirby to come visit whenever he wants. After the credits roll, Kirby is shown sleeping in a field with the sock in his hands, dreaming of his new friends in Patch Land.

Long ago in a time before pink puffs and air rides there lived the ancients an entire civilization completely shrouded in mystery save for a few key relics they left behind but who cares about any of that because on an unrelated planet far far away. There lived an innocent pink puff named Kirby a being of unlimited power who usually likes to spend his days eating, sleeping or some variation of the two. However this would all change when a certain self-proclaimed monarch would steal all the food in dreamland initiating a rivalry that would be sure to last an eternity or at least when they felt like it. As while King Dedede would be the first antagonist of the Kirby timeline he'd soon transition into less of an actual villain and more of an ally slash punching bag for kirby to wail on. In just about every game in the series since whether it be Dedede trying to prevent Kirby from releasing an actual nightmare demon or just being possessed by an otherworldly force this king never seems to catch a break. Though speaking of possession that brings us to our first real piece of Kirby lore, dark matter first revealing itself in Kirby's dreamland 2. Dark matter is an amorphous dark entity more often than not taking the form of a black sphere with an eye in the center. At first especially in its debut dark matter seem to be a pretty simple antagonist what with its only goal being to shroud the world in darkness. If anything the most sinister thing about dark matter is the fact that it could possess whoever it wanted to do. Its will including and usually limited to king Dedede, however while the first appearance of dark matter was more of a lone force attacking dreamland solely because it was lonely and had no friends that's actually real by the way. In kirby's dreamland 3 the next installment of the dark matter trilogy, we would finally begin to see the bigger picture in terms of this ambiguous villain. Enter zero the supposed source and leader of dark matter who much like the one before it, targeted dreamland in an effort to engulf the planet in darkness. Though unlike the lone dark matter that had attacked before, Zero comes much closer to completing its mission with the planet becoming fairly engulfed before kirby put a stop to it. But how exactly did he put a stop to it? Well let me explain because yes this is important essentially dark matter in general alongside being made up of well dark matter are beings of concentrated negative energy and emotions making their only real weakness the opposite of that positive emotions. Just take the aptly named love, love stick a weapon forged from the gratitude of everyone kirby helped along the way which proved to be the downfall of Zero and its cronies.

However that being said not all dark matter are necessarily evil. Take gooey for example a member of dark matter that somehow broke away from Zero's control altogether and formed a will of its own. How did this happen? Well, we'll just have to go into that later because we've still got a lot to cover next up after Zero was seemingly brutally annihilated on Popstar. A similar force began to attack a faraway planet known as a ripple star engulfing the planet much like a certain orb we all know and love. Unfortunately for them though dark matter struck fast this time and ripple star ended up completely succumbing to its invaders safe for one inhabitant that escaped with the only means to stop them now. I won't give you a complete summary of Kirby 64 since aside from dark matter possessing some familiar faces and the mysterious ruins on Popstar, there really isn't that much to unpack in the beginning, instead it's towards the end of the game that things really start taking a turn for the dark when Kirby arrives at the fifth planet in the game, shiverstar because i mean it kind of speaks for itself doesn't it? Plus hey i guess this kind of explains where Adeline came from or at least her ancestors though moving on to the corrupted ripple star. After defeating miracle matter and expunging the planet of all dark matter, the dark star reveals itself with a familiar face at its core. But hold on a minute, wasn't Zero destroyed in Kirby Dreamland 3? Well kinda in the case of 64. it's heavily implied Zero was revived using the body that was cast away towards the end of its first fight, so after yet another mildly disturbing battle in a game made for kids dark matter was once again supposedly defeated never to return again. At least for another game or two.

So, taking a step back from dark matter let's talk Kirby superstar. Now lore wise there isn't that much to be had here what with most of the sub games being standalone stories like Dyna blade or revenge of Meta Knight where meta knight attempts to start an actual war just to get dreamland's inhabitants to be less lazy, but undoubtedly aside from those, the most important sub-game within the game is milky way wishes where kirby is tricked by the scheming jester Marks into summoning galactic nova, a mysterious clockwork star of then unknown origin. You see once nova is summoned by someone it has the power to grant one wish no matter how small or large so in turn, after marx got the sun and moon to fight each other in order to trick Kirby literally all it took was him jumping in to say his wish first to turn the seemingly harmless machine into a force of mass destruction with it. Taking the might of both the sun and the moon to stop its advance though of course even with all that said, the both of them never stood a chance against the seemingly bottomless pit of power that is kirby as he quickly defeated them in no time at all but it doesn't end there because 12 years later kirby's superstar would be remade into Kirby superstar ultra bringing with it a massive new load of information to add on to the existing story. Simply put with superstar ultra came the beginning of one of HAL's favorite new ways to sneak in lore where you'd least expect it.

Pause screen descriptions and while they wouldn't exactly be, very lore heavy this time around say for one in particular they'd become far more important in the following games but pause screens aside and most importantly with superstar ultra came before completely new sub games on top of the original seven there was revenge of the king a direct sequel to the very first game in the series, helper to hero a version of the arena only with helpers, true arena and even harder version of the normal arena and the star of the showm meta nightmare ultra where for the very first time you get to play as the infamous knight himself. Now meta nightmare ultra is a bit of a tricky case since technically the events that take place in it aren't exactly canon, instead they're more of a what-if scenario where the events that take place within the modes fleshed out certain aspects of the lore while never canonically taking place within the main story.

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