

Land Overview (+PowerUp Bands)

Kirby's Dreamland stands in stark contrast to Super Nintendo World. While both are colorful and inviting, Dreamland is a far more open and naturalistic space. Vast tracts of untouched greenery and rolling star-topped hills create a relaxing, almost storybook atmosphere. Pastel yellow pathways wind throughout the area, leading guests to Dreamland's attractions, and shopping and eating establishments. At the center of the land is a large fountain featuring stone figures of Waddledees and Waddledoos surrounding its upper tier, on which is a stone Kirby who appears to be riding a stained glass warp star above a jet of water. At night, the star lights up from within, creating a colorful design over the fountain and surrounding square.

Of course, being a Nintendo land, Kirby's Dreamland features many interactive elements. Using the Universal App and a Super Nintendo World PowerUp Band (or one of three exclusive Dreamland PowerUp Bands) guests can join Kirby on a search for monsters and power ups. Scattered around Dreamland are a variety of Kirby's iconic adversaries, each with a unique power to give. Using your PowerUp Band around each of these enemies allows you to collect a unique sticker and power up to showcase on your Universal App profile.



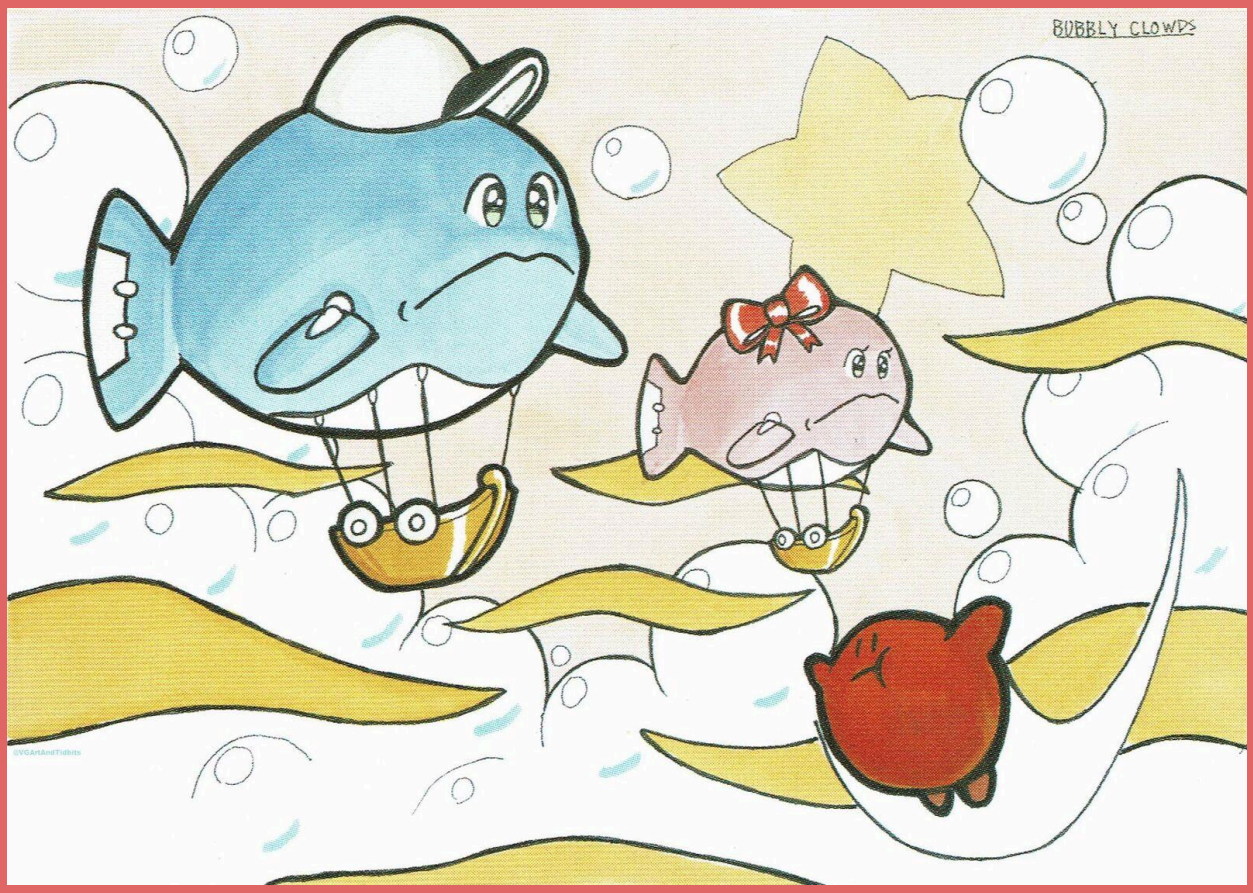
Tilt 'N' Tumble



Float into Dream Land, where even the ground can't sit still! Join Kirby as he plays among drifting clouds and spinning stars on this delightfully unpredictable new take on the Tilt a Whirl flat ride. From a distance, this doesn't even immediately read as a ride. It looks like a floating piece of Dream Land - a wide, pastel cloud platform hovering just above the ground, ringed with softly glowing stars. It drifts almost as if it's suspended on a slow current of air. Only after a moment of taking the scene in do you realize the entire surface is moving!

The platform gently rises on one side while sinking on the other, like a calm ocean swell. As it tilts, small Warp Star pods scattered across the surface begin to slide and turn, their motions are unplanned and entirely dependent on gravity and weight distribution. A pod that was still moments ago suddenly spins once, then twice, then settles again! Not because anything pushed it, but because the ground shifted beneath it.

As the ride cycle starts, the whole slab begins to rotate,slowly enough to follow with your eyes but just fast enough to change how everything on it behaves. Pods near the edge pick up momentum, twirling lazily. Others near the center drift and wobble. No two move the same way. The motion feels like natural, inevitable mischief.



Above it all, Kirby floats in place. A simple AA of him in the middle of the platform bobs slightly as the platform lifts. When the slab reaches its highest point, Kirby puffs up and laughs. At this exact moment the platform subtly changes direction and a ripple of motion travels across the ride. Pods that were calm spring to life, spinning briefly before easing back into their calm drift.

Even when you stop to watch, the ride never settles. The motion is continuous but unhurried, a true perpetual motion machine. The laughter of riders rises and falls with the movement, punctuating the gentle mechanical rhythm with sudden bursts of joy. As you get closer you realize the magic isn't speed or intensity, it's the feeling that the ride itself is alive! The ground rolls, the stars glow, the pods tumble just enough to keep you guessing. While not acting as the main E Ticket of the land, Tilt N' Tumble goes a long way towards adding a major kinetic energy to the area.

Kirby Air Ride

The big weenie of Dream Land is (of course) Mt. Dedede. Entering Castle Dedede atop it, guests learn that he's holding a big race between everyone in Dream Land...including us! Our participation in the race is by way of Kirby Air Ride, a family coaster based on the 2003 game of the same name.

The queue takes us on a tour through the castle, forever decorated to mark the race that's about to commence. In his throne room is King Dedede (here realized as a full animatronic), laying out his strategy to finish the race in first place.



Loading takes place in a castle corridor, where guests board a train of Air Ride Machines (a literal parade of stars). Air Ride is a Vekoma flying family coaster - the first of its kind - combining the manufacturer's existing suspended family coaster model with their next-generation flying coaster (e.g. F.L.Y. at Phantasialand). Naturally, for safety reasons, riders can't sit or surf upon their star machines, but three riders per machine can lie on their stomachs atop them (akin to the likes of a Cliffhanger or Kite Flyer flat ride).

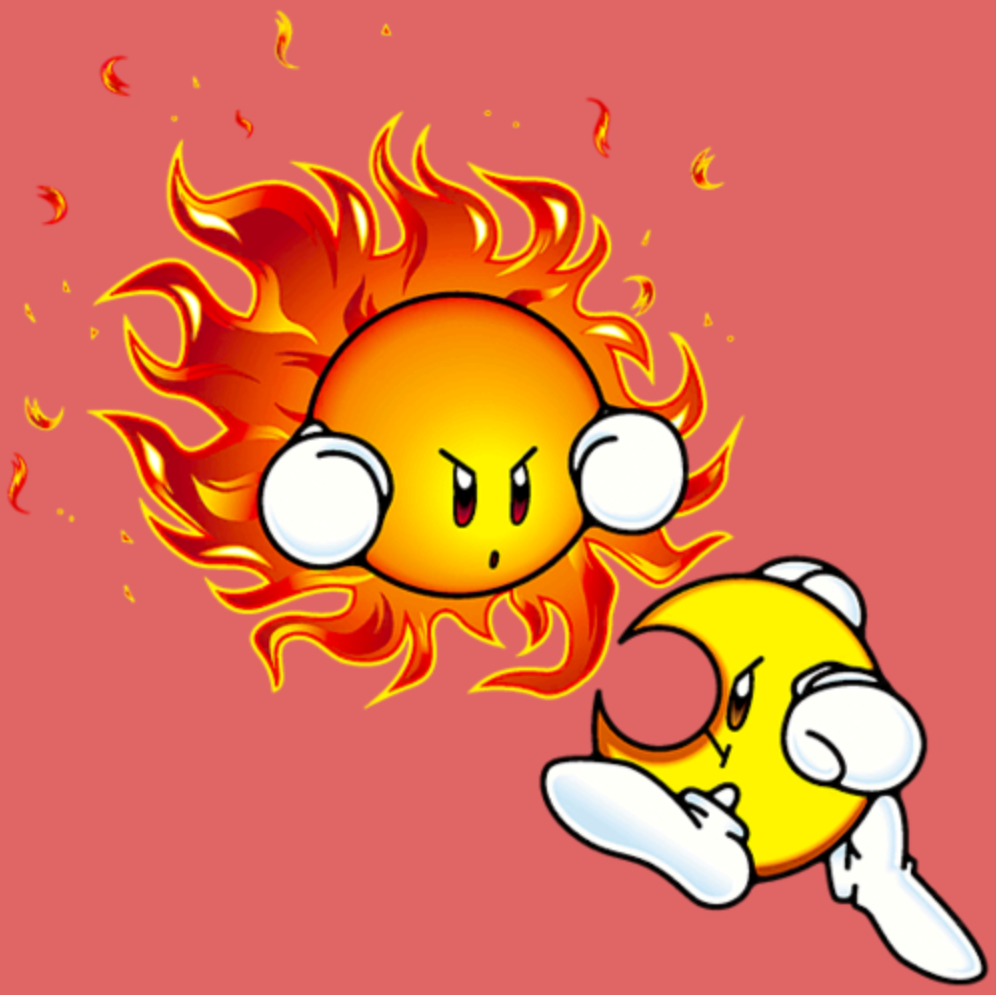


With guests now strapped onto the coaster, their stomachs flat against the starry train, they're left to peer forward out of Castle Dedede and down to the colorful world of Dream Land below, as a sense of excitement and adventure builds inside them. The race is almost set to start, as shown by the large checkered flag that waves in the wind above guests, getting them ready to blast off. Guests are shown that several of Dream Land's residents are participating in this event, as simple animatronics of Meta Knight, Lololo & Lalala, Mr. Bright & Mr. Shine, Kirby, Magalor, and King Dedede himself are all perched upon stars next to guests. Bandana Waddle Dee, King Dedede's right hand and apparently the judge of this race, begins to raise his spear into the air, motioning "1, 2, 3, Go!" as the coaster launches out of Castle Dedede's window, beginning the race proper in the skies above Dream Land.





The coaster flies over the otherwise peaceful visage of Dream Land, giving guests an awe inspiring sky high view of the land below as they rush along the bending coaster, giving them an idea of what it's like to be Kirby as he floats through his world. As this portion comes to an end, guests can see Mr. Bright falling behind them. The coaster then heads through a star shaped tunnel, as if guests are hopping aboard a Warp Star that's bringing them to a secret area, with them now dashing through the indoors Fountain of Dreams area like they're shooting stars, as they pass by several of the cutesy UFO enemies and Mr. Shine.



As the coaster dips back outside, it goes overhead the series' iconic recurring boss, the ever-irritable tree Whispy Woods, who on top of acting as a piece of decor for guests walking around the land, also seems to have inadvertently made himself an obstacle on the race track, as Lololo and Lalala have gotten stuck in his branches. Guests continue to fly overhead Dream Land, with the coaster passing over the Dream Buffet, while Magalor flies close to guests, even ducking above and below them, before falling behind, placing him in 5th.



Guests then enter into the Halberd, the imposing airship of the mysterious masked Meta Knight, where they maneuver around the many obstacles aboard the vessel, such as the aggressive Wheelies and the intimidating Combo Cannon, before they go head to head with the ship's captain and talented flier Meta Knight. After a close race, Meta Knight gets caught by his own ship's traps, leaving just guests, King Dedede, and Kirby still in the race. Finally, guests have arrived at the homestretch as they race alongside Kirby and King

Dedede, the coaster twisting and drifting to try and bring guests to victory, with all the vehicles standing neck and neck until guests just barely pull out ahead, making their way back to Castle Dedede as they proudly finish first.





Before guests make their way back to Dream Land proper, they may stop inside Castle Dedede's HAL Room. Named after the Kirby series' long time developers, this gift shop is styled after one of the series' many secret rooms and sells both general Kirby merch, as well as park exclusive items.



Dream Buffet



Inspired by the 2022 Nintendo Switch game, as well as the Waddle Dee Cafe from Kirby and the Forgotten Land, the Dream Buffet is the land's main restaurant. This is a full buffet where everyone can enjoy as much as they want from a wide variety of tasty treats. Buffets at theme parks are such rare novelties by this point. Each of Walt Disney World's four theme parks has one and Disneyland has the Plaza Inn; but all of Universal Orlando's buffets are delegated to the hotels. With the Dream Buffet, we hope to finally bring this well-known restaurant format to the Universal theme parks. Plus, given that the world of Kirby is heading to Universal Kids Resort in Texas, a buffet would be the ideal place to satisfy even the pickiest of eaters.



Like the Waddle Dee Cafe, the Dream Buffet is decorated in cool, calming shades of yellow, white and mint green. The familiar table spread sign is above the door, and striped awning sits over the windows. Within, murals are painted on the walls in the style of the Dream Buffet Switch game; depicting various Kirbys frolicking in a magical world inside of a cake, eating strawberries and growing quite big. The brick oven in the kitchen is prominently visible from the dining room, just like at the Waddle Dee. The staff wear either paper hats or mint green newsboy hats, and have tan aprons around their waists.





The chefs here at the Dream Buffet know all about the little pink ball who can eat like nobody's business. As such, the spread features all of the familiar foods Kirby eats across the franchise. Breakfast provides crepes, pancakes, eggs, sausages, omelets, bagels, bread, donuts and coffee. Fresh fruit - particularly apples, bananas, cherries, grapes, melons, oranges, strawberries - can be found in the appetizer section for both breakfast and lunch/dinner.

When the clock strikes twelve noon, lunch/dinner service starts up. On the menu are treats for every palate: Hamburgers, hot dogs, chicken, sandwiches, pizza, spaghetti, ramen, fried rice, sushi, nikuman, dumplings, sambusas, takoyaki and curry. And for sides, there's vegetables, salads, French fries and rice balls. And for the really daring, try your hand at Superspicy Curry! This is what gives Kirby his fireball ability. Maybe the same will happen to you!*

And for desserts, there's cakes - particularly chocolate cake, vanilla cake, Car-Mouth cake and strawberry shortcake - cookies, macarons, ice cream, gelatin and pudding. Defictionalized versions of Invincibility Candy and Jumbo Candy can be found in the land's gift shop, too.

One thing's for sure: Once you've had a meal at the Dream Buffet, you'll feel just as energized as Kirby does. Bon appetit!

* Ability to spit fireballs after consuming Superspicy Curry not guaranteed.

Credits

Land Overview (+PowerUp Bands) - @JokersWild
Tilt 'N' Tumble - @TheOriginalTiki
Kirby Air Ride - @WaltWiz1901 & @Lizzy May Bee
Dream Buffet - @DisneyManOne
Presentation & Extras - @Lizzy May Bee