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Please read this manual carefully before using this software. If the software is to be used by young children, the manual should be read and explained to them by an adult.



Before use, please also read the Operations Manual for your Nintendo 3DS system. It contains important information that will help you enjoy this software.

- ◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual apply to Nintendo 3DS™ and Nintendo 3DS™ XL systems.

Health and Safety Information

IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu.

To access this application, touch the  icon on the HOME Menu, then touch OPEN and read the contents of each section carefully. When you have finished, press  HOME to return to the HOME Menu.

You should also thoroughly read the Operations Manual, especially the "Health and Safety Information" section, before using Nintendo 3DS software.

For precautions related to wireless communication and online play, please refer to the Operations Manual, "Health and Safety Information".

Language Selection

The in-game language depends on the one that is set on the system. This title supports five different languages: English, German, French, Spanish and Italian.

If your Nintendo 3DS system language is set to one of these, the same language will be displayed in the software. If your Nintendo 3DS system is set to another language, the in-game default language will be English.

For instructions about how to change the system language, please refer to the System Settings electronic manual.

Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):
www.pegi.info

USK (Germany):
www.usk.de

Classification Operations Branch
(Australia):
www.classification.gov.au

OFLC (New Zealand):
www.censorship.govt.nz

Advisories

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Unauthorised reproduction or use is prohibited.

This software contains copy protection technology to prevent reproduction and copying of content.

Your Nintendo 3DS system and software are not designed for use with any existing or future unauthorised technical modification of the hardware or software or the use of any unauthorised device in connection with your Nintendo 3DS system.

After the Nintendo 3DS system or any software is updated, any existing or future unauthorised technical modification of the hardware or software of your Nintendo 3DS system, or the use of any unauthorised device in

connection with your Nintendo 3DS system, may render your Nintendo 3DS system permanently unplayable. Content deriving from the unauthorised technical modification of the hardware or software of your Nintendo 3DS system may be removed.

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CTR-P-BALP-00

User-generated content, or UGC, is content created by users, such as messages, Mii characters, images, photos, video, audio, QR Code patterns, etc.

Exchanging UGC

These are general precautions for exchanging UGC with other users. The extent of UGC exchange depends on the software.

- Uploaded content may be seen by other users. It may also be copied, modified and redistributed by third parties.
Once sent, you cannot delete such content or limit its usage, so be careful.
- Any uploaded content may be removed without notice. Nintendo may also remove or hide content which is considered to be unsuitable.
- When uploading content or creating content for upload...
 - Do not include any information that can be used to identify you or a third party personally, such as your or a third party's name, email address, address or telephone number.
 - Do not include anything which could be damaging or offensive to another person, or make

someone uncomfortable.

- Do not infringe on the rights of others. Do not use content owned by a third party or that displays a third party (photos, images, videos) without their permission.
- Do not include illegal content or any content which aids illegal activity.
- Do not include any content which violates public morality.

You can use the following Parental Controls to restrict certain features of this software.

◆ For more information about Parental Controls, refer to the Operations Manual.

● StreetPass

Restricts the sending/receiving of Keychains (p. 13), ranking information and the upgrading of Assist Star (p. 14) items via StreetPass™.



Guide Kirby on his latest adventure through Floralia. King Dedede has been kidnapped by Taranza and it is up to you to save him! Advance through the game, defeating enemies and avoiding any traps and hazards you encounter along the way.

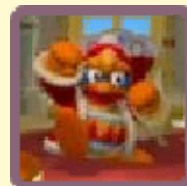
★ Kirby

Our hero, capable of swallowing almost anything! Use your Copy Abilities (p. 8) to help you on your adventure through Floralia.



★ King Dedede

The self-proclaimed King of Dream Land and Kirby's arch enemy. Might he have a role to play?





★ Taranza

Appeared out of nowhere and whisked away King Dedede. So far, very little is known about him or his motives for kidnapping the King.



The first time you begin the game, you will be asked to configure the software's StreetPass (p. 18) settings. Each time you begin the game from this point on, you will proceed directly to the title screen. Press (A) to proceed to the file selection screen.



★ Menu Controls

Menu navigation	+ / ○
Confirm	(A)
Cancel	(B)

- ◆ You can also select menu options using the touch screen.



File Selection Screen

Select an empty file to begin a new game, or select a used save file to continue a previous one.



After selecting a file, you will proceed to the mode selection screen.



Mode Selection Screen

Select game modes or menu options. As you progress through the game, more game modes and options will become available.



- ◆ ● will be displayed on the Story Mode icon if you have received StreetPass data.



★ Story Mode (p. 9-14)

Embark on an adventure through the many levels and stages (p. 10) of Floralia.



★ Kirby Fighters (p. 15-16)

Battle as and against Kirby in one of his many guises. Battle against the CPU, or use Local Play or Download Play to battle with up to three other players.



★ Dedede's Drum Dash (p. 17)

Bounce off the drums in time with the music to progress through the stages in this snappy rhythm game.



★ Other



View the Keychains that you have collected in the Keychain Collection (p. 13).



View unlocked cutscenes and staff credits in the Theatre.



Erase save data (p. 6).






Saving Data

Your game, including any Sun Stones (p. 9) collected, will save automatically whenever you clear a stage.

- ◆ If you exit the game, the number of lives you have remaining, the number of stars you have collected, and any currently held Copy Ability or Assist Star will not be saved.



Erasing Data

Select  on the mode selection screen to erase data.

- ◆ **Data cannot be recovered once erased, so please be careful.**

- Do not turn the power off, reset the system or remove Game Cards/SD Cards while saving. Make sure not to get dirt in the terminals. These actions could result in permanent data loss.
- Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.



You can control Kirby using  or .

Walk



Dash

Double tap  or 

Crouch



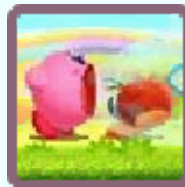
Jump




Inhale



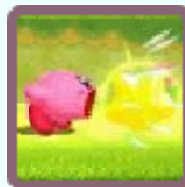
Kirby will store inhaled enemies and blocks inside his mouth.



Spit

Press  (when you have inhaled an enemy or block)

Fire a Star Bullet.



Swallow

Press **+** (when you have inhaled an enemy or block)

Swallow certain enemies to copy their abilities (p. 8).

Slide

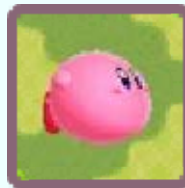
+ + **(A)**



Hover

Hold or tap **(A)** repeatedly in mid-air

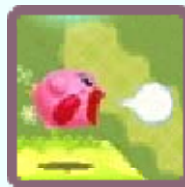
Inhale a puff of air, enabling you to hover through the air.



Shoot Air Bullet

Press **(B)** (while hovering)


Spit out an air bullet. You will stop hovering if you do this.



Drop Current Copy Ability

(X) /Touch DROP ABILITY

Use Assist Star (p. 14)

Y / Touch  (the item contained within the Assist Star may vary)

Throw Carry Item (p. 14)

B

Guard

L / R

This action will protect you from most enemy attacks.

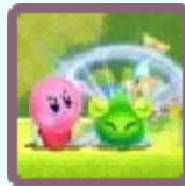


Dodge/Air Dodge

L / R + + (on the ground)

L / R (while jumping)

Spin to evade enemy attacks.



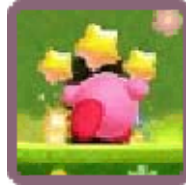
Swim

+ + A (while underwater)

Fire Water Gun

B (while underwater)

Enter Door



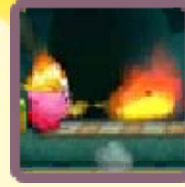
Ascend/Descend Ladder



Open Treasure Chest



Swallow certain enemies to copy their abilities. Use these abilities to defeat other enemies and get past certain types of obstacle.



- ◆ You can also get abilities from Copy Essences (p. 13).

You can check a detailed list of controls for your current ability on the pause screen (p. 10).



Drop Current Copy Ability

Press \otimes or touch DROP ABILITY on the touch screen to discard your current ability. Discarded abilities will be ejected as stars. You can inhale these stars again and copy their ability as long as you catch them before they disappear.



- ◆ After taking a certain amount of damage, you may lose your current ability.



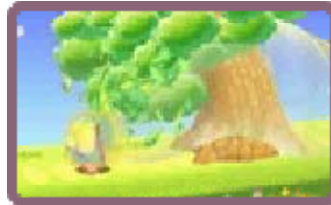
Ability Roulette

If you swallow two or more enemies with different abilities at the same time, the ability activated will be determined by a roulette wheel. Press **A** or **B** to stop the roulette.



Hypernova

Grab the Miracle Fruit (p. 13) to gain the Hypernova



ability. This will increase your inhalation power, allowing you to inhale much larger objects than normal, as well as move certain heavy objects. Any large items thrown at you by enemies can be inhaled and then fired right back at them.

- ◆ Use **+** to move while inhaling.
- ◆ It is not possible to copy enemy abilities when in possession of the Hypernova ability.
- ◆ After clearing a stage, you will lose the Hypernova ability and your previous ability will be restored.





Select the level and then the stage you wish to play. Each level is made up of a number of stages, with a final boss stage at the end. Defeat the boss to open up the next level on the map.



World Map Screen

Select a level to proceed to the level map screen.



Level Map Screen

Select a stage to move to the in-game screen (p. 11).



1 Sun Stones collected/Total Sun Stones in current level


2 Total Sun Stones in stage

Sun Stones that you have not yet collected will be greyed out.


3 Keychain Collection

4 Sun Stone Collection

Touch this icon to view your collection of Sun Stones.

 Sun Stones

These are hidden throughout the stages. Collect a certain number of them to unlock the end of level boss stage. Keep on collecting as many as you can find to unlock extra stages.



Proceed through each stage defeating any enemies you encounter



along the way. Certain obstacles can only be navigated around by moving between the foreground and the background, so be sure to keep an eye out for any 3D Warp Stars!



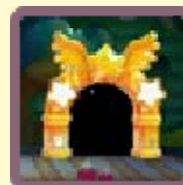
★ 3D Warp Stars

Jump on these to travel between the foreground and background. Stars with an orange centre can be used to travel back and forth, but completely yellow ones are one way only, so be careful!



Clearing Stages

Enter the door located at the end of each stage to clear it and begin the Goal Game.



★ Goal Game

Press **A** to stop the power gauge. Try to stop it when it's as full as possible — the fuller it is, the further Kirby will fly. The items you receive (p. 13) will depend on the distance Kirby flies.



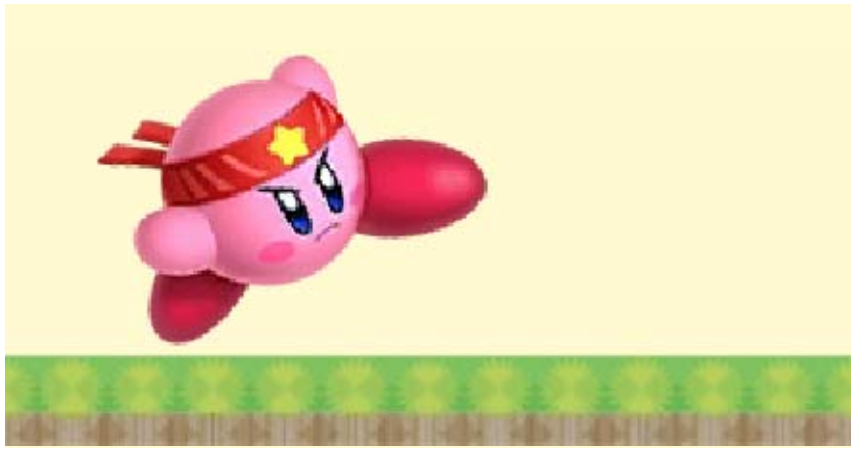
★ Losing Lives and Game Over

You will lose a life and restart from the previous checkpoint if your health meter (p. 11) fully depletes or you fall into a pit. Lose all of your lives and it will be game over.

Pause Screen

Press **START** or touch **PAUSE** on the touch screen to display the pause screen. Here you can view a list of controls for your current Copy Ability, or exit the current stage.

A screenshot of the game's pause menu. The screen has a parchment-like background. At the top, it says 'START' and 'EXIT TO TITLE'. Below that, there are several options: 'Copy Ability', 'Copy Power', 'Copy Control', and 'Copy Control'. There are also some icons and text at the bottom of the screen.



About the In-Game Screen



1 Health meter

Depletes as you take damage from enemies or other hazards.

2 Current Copy Ability

3 Lives remaining

4 Number of stars collected (p. 13)

5 Sun Stones in current stage

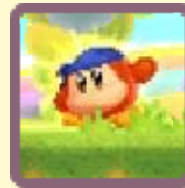
6 Current Assist Star (p. 14)

Touch this to use the item contained within.

◆ You can only hold one Assist Star at a time.




Appears at certain locations and will throw an Assist Star your way.




If You Activate StreetPass

If you have StreetPass activated, the following changes will be reflected in the game:

Item Upgrades

If you have passed by another StreetPass user with the same software, the restorative item in the Assist Star will be upgraded the next time you meet Bandana Waddle Dee during a stage marked with .

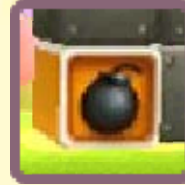
Receiving Keychains

If you have passed by another StreetPass user with the same software, you will receive a copy of one of their Keychains the next time you meet Bandana Waddle Dee during a stage marked with .



★ Bomb Block

Destroy this and it will explode, its effects spreading to things nearby.



★ Switch

Touch or hit these to activate them. Activating switches can do many things, such as opening nearby shutter gates.



★ Cannon

Light the fuse using the Fire ability or another fiery move and then climb inside!




★ Warp Star

Ride these to travel to new areas.






Special Stage Features

When  is displayed, you can tilt your system to make certain stage features move.



- ◆ If the movement of the stage feature doesn't seem to be properly aligned with the tilt of your system, hold the system upright and touch .

Ensure that you have adequate space around you and that you hold the system firmly in both hands while playing. Failing to do so could result in injury and/or damage to surrounding objects.

There are many more stage features to be found in-game!



13 Items

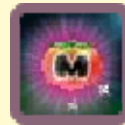
★ Food

Replenishes some of your health meter.



★ Maxim Tomato

Fully replenishes your health meter.



★ Point Star

Collect 100 stars to gain an extra life. The number of stars you will receive depends on the colour of the Point Star collected.



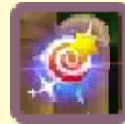
★ 1-Up

Grants you an extra life.



★ Invincible Candy

You will not take any damage for a short period of time.



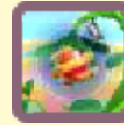
★ Copy Essence

Gain the ability displayed on the Copy Essence.



★ Miracle Fruit

Gain the Hypernova ability.



★ Keychain/Rare Keychain

Clear a stage with these in your possession and they will be added to your Keychain Collection.



Keychain Collection

View and closely inspect any Keychains you have collected on your adventure. You can also exchange three Play Coins for a Keychain.



- ◆ You can exchange Play Coins for Keychains five times per stage. Complete a stage to begin exchanging again.
- ◆ Please refer to the Operations Manual for more information concerning Play Coins.





Assist Stars

Contains a single restorative item.



★ Reviving Tomato

These are found within Assist Stars. They will automatically replenish all of your health meter if it's depleted.



- ◆ Touch the icon to fully replenish your health meter.
- ◆ If you clear a stage without using this, it will turn into a Maxim Tomato.

If you fail to defeat a boss four or more times, Bandana Waddle Dee will throw you one of these to help you out.



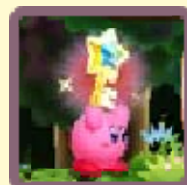
Carry Items

Pick these up and carry them with you.



★ Key

Unlock locked doors with these.



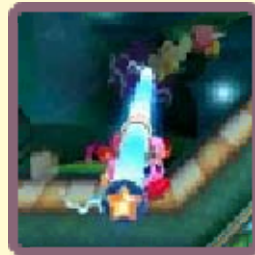
★ Timed Dynamite

Use these to break through certain types of block. The timer will begin as soon as you pick it up, so be sure to get well away before it explodes.



★ 3D Laser Bar

Fires a laser that reaches from the foreground into the background and vice versa. Use this to defeat enemies or to activate switches.



There are even more items to be found throughout the game!



15 Kirby Fighters

Fight using Kirby in all his different guises. There are three different ways to play.




Single Player	Win seven battles in the fastest time possible.
Multiplayer	Fight against your friends (p. 16).
Training	Train alone against the CPU. Set the ability and strengths of your opponents as you train for battle.

★ Player Settings

Here you can adjust the strength and ability settings of both player and CPU controlled fighters for Multiplayer and Training modes.

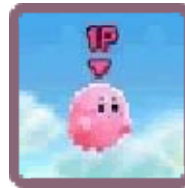


Options Menu

The creator of the group can press  on the player settings screen to display the options menu. Adjust various settings, such as the appearance rate of items, or whether or not Ghost Kirby is activated.

Ghost Kirby

If you set this to Enable, then even if you are defeated you will be able to continue fighting as Ghost Kirby. Attack a Kirby opponent to bring yourself back to life!



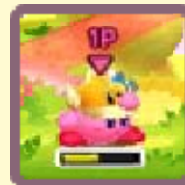
Rules

Make use of your Copy Ability and any items that appear as you do battle with other Kirbys. The last Kirby standing is the winner.



Guarding

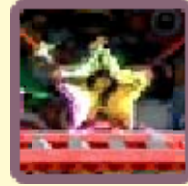
Hold the guard button and the guard meter will appear. This meter will deplete as you continue to guard. When it is fully depleted you will become stunned and unable to move for a short period of time.





★ Action Star

These may appear a short time after the battle begins. Hit them and see what happens!



- ◆ A number of restorative items may rain down.
- ◆ All your opponents may fall asleep.
- ◆ ...Or something completely different!





Kirby Fighters Battles

You can battle against a maximum of three other players. If each player has a



copy of the software, you can battle using Local Play. You can otherwise use Download Play to battle each other.



You Will Need

- One Nintendo 3DS system per player
- At least one copy of the software



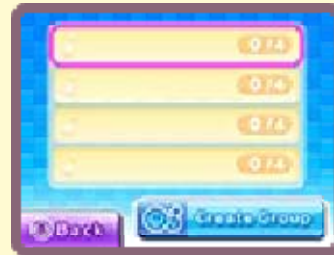
Local Play

Create a group and wait for other players, or join an already created group.



★ Creating a Group

- 1 Select KIRBY FIGHTERS on the mode selection screen, then MULTIPLAYER and finally CREATE GROUP.
- 2 When the names of the other battle participants are displayed, select START.



★ Joining a Group

Select KIRBY FIGHTERS on the mode selection screen, then MULTIPLAYER and finally choose which group you would like to join.

★ Download Play

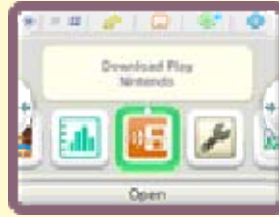
Join a group to begin battling.

- ◆ When using the Download Play feature, there will be fewer options available to you.



★ Joining a Group

- 1 On the HOME Menu, touch the Download Play icon and then Open.
 - 2 Touch the Nintendo 3DS logo and then the panel for this software.
 - 3 Wait for the game to begin.
- ◆ You may need to perform a system update. Follow the on-screen instructions to begin the update.



If you receive a message during the system update that the connection was unsuccessful, carry out the system update from the System Settings application.

For further information about system updates, refer to the Operations Manual.

- ◆ This software will not enter Sleep Mode during Local Play or Download Play, even when the Nintendo 3DS system is closed.



Bounce King
Dedede along the
drums towards the
goal at the end of
each stage. For a
detailed



explanation about how to play and
for the controls, please select
TUTORIAL on the level selection
screen.






Exchanging Keychains and Ranking Information (StreetPass)

If you pass by a fellow StreetPass user, you will automatically exchange ranking information and receive a copy of one of the Keychains that they have collected the next time you encounter Bandana Waddle Dee.

- ◆ The ability to exchange ranking information will become available after you have progressed a certain amount in the game.
- ◆ To communicate using this feature, all players must activate StreetPass for this software on their Nintendo 3DS systems.



★ Activating and Deactivating StreetPass

Touch  on the file selection screen to activate/deactivate StreetPass settings for this software.



For product information, please visit the Nintendo website at:
www.nintendo.com

For technical support and troubleshooting, please refer to the Operations Manual for your Nintendo 3DS system or visit:
support.nintendo.com