

NTR-ATKP-FHUG

NINTENDO DS™

Kirby™

Power Paintbrush™



INSTRUCTION BOOKLET
SPIELANLEITUNG
MODE D'EMPLOI
HANDLEIDING

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.



Ce sceau est votre assurance que Nintendo a approuvé ce produit et qu'il est conforme aux normes d'excellence en matière de fabrication, de fiabilité et surtout, de qualité. Recherchez ce sceau lorsque vous achetez des jeux ou des accessoires pour assurer une totale compatibilité avec vos produits Nintendo.

Thank you for selecting the KIRBY™: POWER PAINTBRUSH Game Card for the Nintendo DS™ system.

Merci d'avoir choisi le jeu KIRBY™: LE PINCEAU DU POUVOIR pour la console de jeu Nintendo DS™.

IMPORTANT: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo DS, Game Card, Game Pak or accessory. The booklet contains important health and safety information. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this book for future reference.

WICHTIG: Bitte lies die beiliegenden Gesundheits- und Sicherheitshinweise genau durch, bevor du den Nintendo DS, eine Nintendo DS-Karte, ein Spielmodul oder sonstiges Zubehör verwendest. Sie enthalten wichtige Gesundheits- und Sicherheitsinformationen. Bitte lies die Spielanleitung sorgfältig durch, damit du viel Freude an deinem neuen Spiel hast. Sie beinhaltet zudem wichtige Garantie- und Service-Informationen. Hebe diese Anleitung zum Nachschlagen gut auf.

IMPORTANT : Lisez attentivement le livret de précautions sur la santé et la sécurité séparé qui accompagne ce produit avant toute utilisation de votre Nintendo DS, d'une carte DS, d'une cartouche de jeu, ou d'un accessoire. Ce livret contient d'importantes informations sur la santé et la sécurité. Nous vous conseillons de lire attentivement le mode d'emploi avant de commencer à jouer afin de profiter pleinement de votre nouveau jeu ! Ce mode d'emploi contient également des informations sur la garantie et sur le service consommateurs. Conservez ce document pour référence ultérieure.

BELANGRIJK: lees, voordat je de Nintendo DS, de Game Card, spelcassette of het accessoire gebruikt, aandachtig de bijgesloten folder met gezondheids- en veiligheidsinformatie door. Deze folder bevat belangrijke gezondheids- en veiligheidsinformatie. Lees de handleiding goed door om zoveel mogelijk plezier aan dit spel te beleven. De handleiding bevat tevens belangrijke informatie over de garantie en de Nintendo Helpdesk. Bewaar de handleiding om er later nog iets in op te kunnen zoeken.

This Game Card will work only with the Nintendo DS system.

Diese Nintendo DS-Karte funktioniert ausschließlich mit dem Nintendo DS-System.

Cette carte DS ne peut être utilisée qu'avec la console de jeu Nintendo DS.

Deze Game Card werkt alleen met de Nintendo DS.

© 2005 HAL LABORATORY, INC. / NINTENDO.

ALL RIGHTS, INCLUDING THE COPYRIGHTS OF GAME, SCENARIO, MUSIC AND PROGRAM, RESERVED BY HAL LABORATORY, INC. AND NINTENDO. TM, © AND THE NINTENDO DS LOGO ARE TRADEMARKS OF NINTENDO.

TOUS DROITS, Y COMPRIS LES COPYRIGHTS DU JEU, SCENARIO, MUSIQUE ET PROGRAMME, RESERVES PAR HAL LABORATORY, INC. ET NINTENDO. TM, © ET LE LOGO NINTENDO DS SONT DES MARQUES DE NINTENDO.

© 2005 NINTENDO.



This product uses the LC Font by Sharp Corporation. LCFONT, LC Font and the LC logo mark are trademarks of Sharp Corporation.

Ce produit utilise la fonte LC de Sharp Corporation. LCFONT, LC Font et le logo LC sont des marques de Sharp Corporation.

CONTENTS / SOMMAIRE

English	4
Deutsch	34
Français	64
Nederlands	96

Contents

Getting Started	5
Controls	7
Touch Action	9
Main Game	14
Rainbow Run	21
Subgames	23
Medal Swap	25
Options	26
Techniques	29

In this manual, screenshots with **blue** borders represent the game's Touch Screen. Screenshots with **purple** borders represent the Top Screen.

Getting Started

Confirm that your Nintendo DS™ system is turned off and insert the KIRBY™: POWER PAINTBRUSH Game Card. Turn the POWER on and touch the Touch Screen after the **Health and Safety Screen** appears.



On the **Nintendo DS Menu Screen**, touch the KIRBY: POWER PAINTBRUSH NINTENDO Panel to start the game.



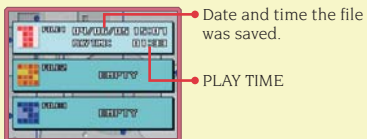
By setting the **Start-up Mode** of your Nintendo DS system to AUTO MODE, you can shorten this process. For more information, refer to the Nintendo DS Instruction Booklet.

The in-game language depends on the one that is set on the console. In this game you can choose between five different languages: English, German, French, Spanish and Italian. If your Nintendo DS system is already set to one of them, the same language will be displayed in the game. If your Nintendo DS system is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your console. For further instructions about how to change language settings please refer to the Nintendo DS Instruction Booklet.

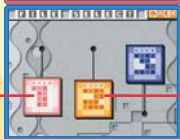
File Select Screen

Choose the file you want to play and touch that file's icon.

File information is displayed on the Top Screen.



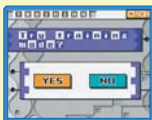
File icons appear on the Touch Screen.



When you touch a file with saved data the **Game Select Screen** will appear. Touch a game name to begin. For more on game modes, see pages 14–24.



When you touch a file with no saved data a new save file will be created. When you choose MAIN GAME you will be asked if you want to start TRAINING MODE.



For more on **Training Mode**, see pages 7 and 26.

Controls



NOTE

All in-game action is controlled via the Touch Screen.

Controlling with the Stylus

The TRAINING option in the **Options Menu** offers the ability to view a quick game-play demonstration. For more information on controlling with the stylus, see pages 9–13.



In **Training Mode**, control tips appear on the Top Screen and game-play examples appear on the Touch Screen.



The Pause Screen

Press START to pause your game. If Kirby has a COPY ABILITY, information about that ability will be displayed, along with the following options:

CONTINUE Touch this to continue playing your game.

QUIT Touch this to quit playing.



NOTE

If you close the Nintendo DS while the POWER is on, it will automatically switch to power-saving **Sleep Mode**. It will resume normal mode when opened again.



Touch Action

Kirby is controlled entirely with the stylus and the Touch Screen.

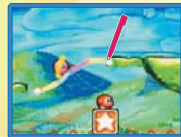
Rainbow Lines

When you slide your stylus across the Touch Screen, you draw a RAINBOW LINE. When Kirby rides on rainbow lines, he rolls in the direction the line was drawn.



Climb Up to a Ledge

Draw a line up to a high ledge, and Kirby will roll right up to it.



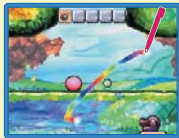
Change Direction

When Kirby hits a vertical rainbow line, he rolls in the opposite direction.



Guard Against Attacks

Use RAINBOW LINES to protect Kirby from enemies and shots.



ATTENTION

Kirby rolls in the direction the line was drawn. Each time you draw a RAINBOW LINE, your INK GAUGE on the Top Screen will be depleted. The gauge refills automatically whenever you aren't drawing lines. When Kirby is on the ground or on a ledge, it refills more quickly.



Ink Gauge

Touch Dash



When you touch Kirby with the stylus, Kirby will dash for a short distance. If he collides with an enemy while dashing, he will defeat the enemy.



Touch Kirby...



Dash and Crash!



NOTE

If the enemy you defeated has an ability, Kirby can copy that ability.

For more on COPY ABILITIES, see page 17.



Touch Enemies



When you touch enemies with the stylus, they will be stunned.



Touch an enemy!



When it is stunned...



...Kirby gets away!



Touch an enemy!



When it is stunned...



...collide with it!



NOTE

If an enemy is stunned, Kirby will defeat the enemy just by colliding with it – he doesn't even have to dash. If the enemy has an ability, Kirby can copy that ability.

For more on COPY ABILITIES, see page 17.

Touch Devices



In each stage there are a number of devices. You can touch these devices with the stylus to break them or activate them.

For more on devices, see page 20.



Star Block

COPY ABILITIES can break some blocks. Touch large and small Star Blocks to break them.



Bomb Blocks

Bomb Blocks explode, destroying the blocks next to them.



Super Cannon

Touch the purple switch to launch Kirby.



ATTENTION

When **>>>** appears on screen... touch the object!

Doing so will activate the object. After you touch an object with the **>>>**, the **>>>** won't be shown again.

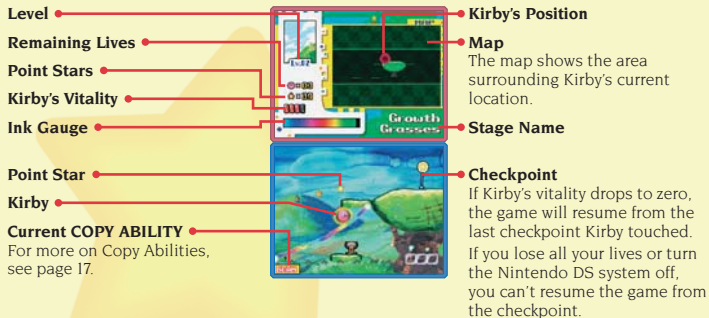


Main Game

Kirby is in ball form, so you have to control him as he adventures through the seven levels of the painting world.

The Game Screen

Check the MAP shown on the Top Screen as you proceed through each stage. If Kirby's vitality drops to zero when you have no lives remaining, your game ends.



Playing the Main Game

1 Choose a Level

Slide the round table portion to change levels.



2 Choose a Stage

After you choose a level, please select the stage you would like to play by touching the Touch Screen.



MEDALS earned in the chosen stage.



Once you've cleared a stage, the word CLEAR will appear on the stage panel.

3 Play

Try to find your way to the goal in each stage.

4 The Jump Game and Boss Games

Once you reach the goal, you can play in the JUMP GAME. After the final stage, you'll face a boss instead.

For details, see page 16.

The Jump Game and Boss Games



The Jump Game

Give Kirby boosts and help him jump. You'll earn Point Stars based on how far he flies.

Kirby jumps at the end of his approach. Draw RAINBOW LINES while Kirby is in the air to help him fly farther.



Boss Games

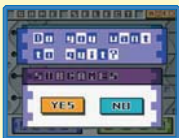
Each BOSS GAME has two levels. Once you clear the second level, that Boss Game can be played as a Subgame.

For more on SUBGAMES, see page 23.



NOTE

If you turn the game off or return to the **File Select Screen**, Kirby's remaining lives return to normal. When quitting a game, choose **BACK** on the **Game Select Screen** to end your game before turning the **POWER** off. Doing so will automatically save your game data.



Copy Abilities



If Kirby has no COPY ABILITY and he defeats an enemy who has an ability, Kirby will copy that ability. Touch Kirby to use his Copy Ability. There are many Copy Abilities besides those shown below.



Stone

Transform into a heavy STONE to crush enemies and blocks or pound stakes.



Spark

Release an electrical SPARK from within your body and attack enemies with it. Touch and hold Kirby to make him stop in mid-air.



Balloon

Touch Kirby to inflate into a BALLOON. He can inflate three times, each time into a slightly larger balloon. Bounce Kirby around while he holds his breath.



NOTE

To get rid of a COPY ABILITY...

Touch the ability panel!

You can't get back that Copy Ability unless you defeat another enemy with that ability.



Enemies



Many enemies appear in each of the different stages. The ones listed below are just some of them.



Spear Waddle Dee

When Kirby approaches, this Waddle Dee will toss spears at him.



Thudd

Thudds fall from above and try to crush Kirby.



Bloon

When this enemy finds Kirby it will occasionally approach him.



Flame Shotzo

Shotzos attack by spitting flames. RAINBOW LINES can protect Kirby from them.



Blado

This enemy circles in a single area and attacks with its sharp blades.



NOTE

Touching enemies like Thudd and Blado will not stun them. Also, RAINBOW LINES cannot protect against some falling enemies, like Thudd.

Items



There are many different items waiting to be found. If you see any in the stages, try to get them.



Energy Drink

This item replenishes some of Kirby's vitality.



Maxim Tomato

Get this to replenish all of Kirby's vitality.



IUP

Get a IUP to earn an extra life.



Point Star

Collect 100 Point Stars to earn an extra life.



Medal

Get MEDALS in both the MAIN GAME and in RAINBOW RUN.



NOTE

You can use the MEDALS you've earned at the MEDAL SWAP.
For more on the Medal Swap, see page 25.

Stage Devices



There are many special devices in the stages besides the ones introduced on page 13, and there are still more besides the ones listed below.

Big Switches and Action Blocks

If you activate a big switch, an action block of the same colour will be destroyed.



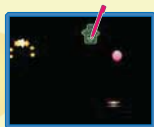
Colour Shutters

These walls will rise when the panel colours have all been matched.



Lanterns

If Kirby is able to find and touch a lantern on pitch black stages... the entire stage will be lit up for a brief period of time.



Lasers

Kirby takes damage whenever a laser hits him. Draw RAINBOW LINES to protect Kirby and get him safely past the laser.



Rainbow Run

New trials await in the levels you've cleared in the MAIN GAME. Are you ready for the challenge?

Playing Rainbow Run

Just as in the MAIN GAME, choose a stage and level to proceed to the **Trial Menu**. Choose a trial and touch it, then play much like you would in the MAIN GAME. You will earn MEDALS based on whether you pass the trial you've chosen.



Time Trial

As soon as you start, a clock appears. Try to reach the end of the stage as quickly as possible. You can earn up to three medals, depending on your time.



Line Trial

Each time you draw a RAINBOW LINE, the ink in the bottle decreases. Try to use as little ink as possible to reach the goal. You can earn up to three medals.



Subgames

These three games feature simple rules, and they are quite fun to play! Beat level two of the Boss Games in the MAIN GAME to play them.

Block Attack

Use the stylus to draw PADDLES, bouncing Kirby into blocks so he can break them. Defeat all the enemies to move on to the next stage.



Cart Run

Slide the rail generator up and down to adjust your track height, and race to the end. If enemies or Dedede's hammer hit you, you'll take damage and your speed will drop.



Get food to boost your speed.



Paint Panic

Draw the picture in the same order as Paint Roller before Kirby rolls all the way to the right edge or before the Bomber catches him.



ATTENTION

If Kirby's vitality runs out, the game ends. In CART RUN and BLOCK ATTACK, the game will also end when time runs out.

Medal Swap

Use the MEDALS earned in the MAIN GAME and in RAINBOW RUN to get prizes hidden inside blocks.

Choose a Block and Break it



Touch a block to break it. Each time you touch a block it costs you one medal. The PLATES hidden in the blocks have prizes on them!



Some blocks have character balls hidden in them that can be used instead of Kirby.

Usable MEDALS/Collected MEDALS

PLATE

Slide up and down to scroll.

MEDALS needed to break.

Block



ATTENTION

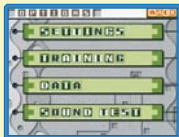
There are some blocks that cannot be broken until certain conditions have been met.

Options

Settings

Change the style of your RAINBOW LINES with INK TYPE. The SOUND setting changes how sound is output while you play.

For more on PICTOCHAT, see page 27.



Training

Learn the basics of game-play. To quit during the TRAINING video, press START and touch QUIT on the **Pause Menu**.

Data

Choose this option to erase the contents of the selected file.

Sound Test

The SOUND TEST lets you listen to the MUSIC and SOUND effects in the game.

Erasing all Saved Data

When the screen on the right appears after powering-on the game, press the A Button + B Button + X Button + Y Button + L Button + R Button to erase all saved data.



PictoChat Privacy Information



PictoChat™ is not an internet application. However, when using PictoChat, you can communicate with up to 15 other Nintendo DS users within range of your Nintendo DS (approximately 20 metres). Such users will be able to see your nickname and messages. To protect your privacy, do not give out personal information such as last name, phone number, age, e-mail or home address when communicating with others.


An adult should assist children with system setup and instruct them not to use personal information. PictoChat does not block messages from strangers. Similar to unmonitored internet chat rooms, children should be warned about receiving messages from, or communicating with strangers.

During system setup, whatever date you choose to enter as your month/day of birth (year is not asked for), an "It's your birthday" message will be communicated in the chat room on that date.

For more information, visit <http://dsprivacy.nintendo-europe.com>


PictoChat Search

If you turn the PICTOCHAT SEARCH option on under SETTINGS in the **Options Menu**, while you are playing, your Nintendo DS system will search for active PICTOCHAT chat rooms nearby and let you know when it finds one.

When gamers nearby are using PictoChat this icon  will appear in the upper-left corner of the Touch Screen.



Joining the PictoChat Chat Room

If your system locates an active PictoChat chat room and you want to join in, touch the  that appears on screen. When the screen on the right appears, touch YES. Your Nintendo DS system will automatically POWER off. Unsaved progress will be lost. If you choose NO, you can return to your game.

Once your Nintendo DS system has powered off, turn the system on again and activate PictoChat from the **Nintendo DS Menu Screen**. Make sure the **Start-up Mode** of your system is set to MANUAL MODE. For information on using PictoChat and how to set up the **Start-up Mode**, see your Nintendo DS Instruction Booklet.

Techniques

Using Rainbow Lines Adeptly

If you draw two RAINBOW LINES, the first one will disappear quickly. To avoid this problem, instead of drawing two lines to protect Kirby from two enemies, draw one line that protects him from both, as shown below.

Drawing two lines causes the first to vanish quickly.



Instead, draw one line that wraps around Kirby to protect him from both enemies.



Using Rainbow Lines Underwater

When you want Kirby to dive underwater, draw rainbow lines down from above to guide Kirby deeper into the water. Otherwise, he will try to surface.

To make Kirby dive down from the surface...



...use rainbow lines to push him under.



Nintendo®