Kirby™: Planet Robobot

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1 Important Information

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.

- ◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual apply to all systems in the Nintendo 3DS™ family.
- ◆ When playing on a Nintendo 2DS™ system, features which require closing the Nintendo 3DS system can be simulated by using the sleep switch.

⚠ IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu.
You should also thoroughly read the Operations Manual, especially the "Health and Safety Information" section, before using Nintendo 3DS software.

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.

- In-game screenshots in this manual are of the English version of the software.
- Where necessary for clarity, references to on-screen text in these screenshots will include both the English text from the screenshot and the localised text used in the software.

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.classificationoffice.govt.nz

Russia:
minsvyaz.ru/ru/documents/

Advisories

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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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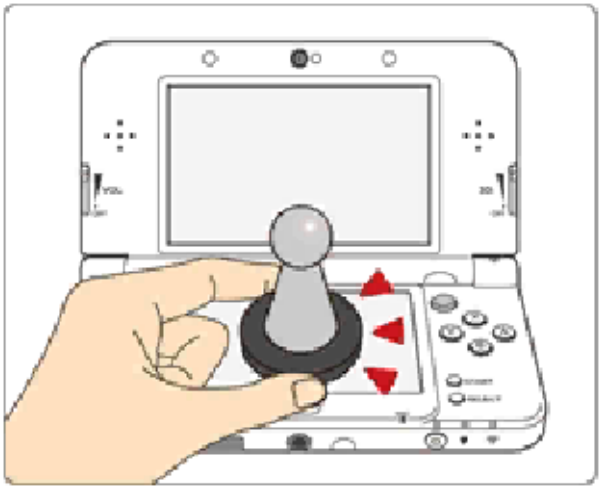
2 About amiibo



This software supports amiibo. You can use compatible amiibo™ accessories by touching them to the Touch Screen of a New Nintendo 3DS/New Nintendo 3DS XL system.

Your amiibo aren't just for show. You can use NFC (near-field communication) to connect them to compatible software and play with them in the game.
For more information, visit:
- amiibo.nintendo.eu (Europe)
- amiibo.nintendo.com.au (Australia/New Zealand)

- ✦ An amiibo can be read by multiple compatible software titles.
- ✦ If the data on your amiibo becomes corrupted and cannot be restored, go to the HOME Menu ⇒ ⇒ amiibo Settings and reset the data.

The Nintendo 3DS NFC Reader/ Writer is required to use amiibo with a Nintendo 3DS/3DS XL/ 2DS system.

IMPORTANT

A light touch on the Touch Screen is enough for the system to detect your amiibo. Do not press the amiibo into the screen or forcefully drag it across the screen.

3 Online Features

This software allows you to share your experiences on Miiverse™, as well as buy other software in the series from Nintendo eShop (p. 21).

- ✦ For information about connecting your Nintendo 3DS system to the internet, refer to the Operations Manual.
- ✦ To use Miiverse features, you must have already launched Miiverse and completed the initial setup.

This software supports Nintendo Network™.

Nintendo Network is an online service which allows you to play with other players all over the world, download new add-on content and much more!

Online Precautions

- ● If you post, send or otherwise make available any information or content through wireless communication please make sure not to include any information that can be used to identify you personally, such as your name, email address, your address or your telephone number, as others

may be allowed to see such information and content. In particular, when choosing a user name or nickname for your Mii™ characters, please do not use your real name as others may be able to view your user name and the nicknames of your Mii characters when using wireless communication.

- Friend codes are a part of a system that allows you to establish a friendship with other users, so that you can play, communicate and interact with people you know. If you exchange friend codes with strangers, there is a risk that you could receive information or messages with offensive language or inappropriate content and that strangers may see information about you that you do not want strangers to see. We therefore recommend that you do not give your friend codes to people you don't know.
- Do not engage in harmful, illegal, offensive or otherwise inappropriate activity that might cause problems for other users. In particular, do not post, send or otherwise make available any information or content that threatens, abuses or harasses other persons, infringes on the rights of others (such as copyrights, portrait rights, privacy

rights, rights of publicity or trademarks) or that may make other people feel uncomfortable. In particular, when sending, posting or making available photos, images or videos displaying other people, make sure to obtain their permission beforehand. If inappropriate conduct is reported or confirmed, you may be subject to penalties such as being banned from the Nintendo 3DS Services.

- Please note that Nintendo servers may become temporarily unavailable without prior notice due to maintenance following any problems, and online services for certain software may be discontinued.

4 Parental Controls

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 stickers, ranking information, etc. via StreetPass™.

5 Story and Characters

Guide Kirby in his latest adventure as he fights to save Planet Popstar from the Haltmann Works Company and its robotic army! Defeat enemies with Kirby's Copy Abilities and navigate obstacles with the Robobot Armour to advance through each stage of the game.

Kirby

Our hero, capable of swallowing almost anything! Use his Copy Abilities and Robobot Armour to help him on his adventure.

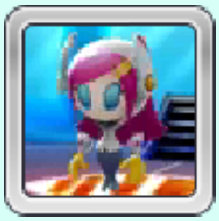
Robobot Armour

Originally part of the invading robotic army, when Kirby jumps into this machine it becomes his Robobot Armour, able to scan enemy specs and change its form!

Meta Knight

A masked warrior who tries to take on Haltmann Works Co. by himself. However, he's soon defeated by a mighty enemy...

Susie



A mysterious woman working as the assistant to the president of Haltmann Works Co. As the commander of the invading army, she's a force to be reckoned with.

The first time you launch the software, you'll be asked to configure the game's StreetPass settings (p. 22). Whenever you launch the software after that, you will proceed directly to the file selection screen.

Menu Controls

Use the following buttons to navigate menus.

Navigation	✚/◎
Confirm	Ⓐ
Cancel	Ⓑ

✦ You can also select menu options using the Touch Screen.

File Selection Screen

Select an empty file (0%) to begin a new game, or continue a previous game. After selecting a file, you will proceed to the mode selection screen.

Mode Selection Screen

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

- ● will be displayed on relevant mode icons if you have received StreetPass data.

Story Mode (p. 12-16)

Play through stages in a quest to save Planet Popstar.

Kirby 3D Rumble (p. 17)

Work through stages by inhaling and spitting enemies as they appear to rack up points in this 3D action game!

Team Kirby Clash (p. 18-20)

Form your own intrepid Kirby crew, take on powerful enemies and level up in this action game for up to four players!

Sticker Room (p. 16)

Take a look at the stickers you've collected.

Options

Other Games	Allows you to view previous titles in the series through Nintendo eShop. (p. 21)
Delete Data	Erase all data from the current save file. (p. 7)
Manual	View this electronic manual.

7 Saving/Erasing Data

Saving Data

The game will save whenever you complete a stage. This includes the number of Code Cubes (p. 12) you have collected.

- The number of lives you have remaining, current Copy Ability or Assist Star and number of stars you have collected (p. 13) will not be saved.
- Your level and number of experience points in Team Kirby Clash will be saved automatically.

Erasing Data

Select Options on the mode selection screen, then "Delete Data" to erase file data.

- Data cannot be recovered once it has been erased, so be careful.

- Do not repeatedly reset the system or intentionally input incorrect controls. Do not remove any Game Card/SD card inserted into the system 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.

8 Controls

You can use ✚ or ◎ to perform the same actions.

Walk

✚

Dash

Double tap ✚

Crouch/Move Downwards

✚

Jump

Ⓐ

Inhale

Ⓑ

Kirby can store blocks and enemies that he inhales in his mouth.

Spit

Ⓑ after inhaling an enemy or block

Fire a Star Bullet.

Swallow

✜ after inhaling an enemy or block

Swallow certain enemies to copy their abilities (p. 10).

Drop Copy Ability

Ⓧ/Touch "Drop Ability"

Slide

✜+Ⓐ

Hover

Hold or tap Ⓐ repeatedly in mid-air

Take a deep breath, letting you hover through the air.

Fire an Air Bullet

Ⓑ while hovering

Attack by spitting out a missile made of air. Kirby will drop to the ground after doing this.

Quick Fall

Double tap ✜ in mid-air

Guard

Hold L/R

Reduce the damage taken from enemy attacks.

Dodge/Air Dodge

L/R+✚
L/R in mid-air

Spin to avoid enemy attacks.

Use Assist Star (p. 16)

Ⓨ/Touch

Throw Carry Item (p. 16)

Ⓑ when holding Carry Item

Enter Door

✚

Open Treasure Chest

✚

Ascend/Descend Ladder

✜/✜

Climb Fence

✜

Swim

✜+Ⓐ while underwater

Fire Water Gun

Ⓑ while underwater

9 Robobot Armour

You can use ✚ or ◎ to perform the same actions.

Walk

✚

Robobot Boost

Double tap ✚

Crouch/Move Downwards

✚

Jump

Ⓐ

Double Jump

Ⓐ in mid-air

Hold Ⓐ to float slightly in mid-air.

Robobot Punch

Ⓑ

The Robobot Punch can destroy some obstacles that Kirby can't on his own.

Robobot Slam

Tap Ⓑ repeatedly

Scan Specs

Ⓑ while close to certain enemies

The Robobot Armour can change form and use the abilities of certain enemies.

Reset Specs

Ⓧ/Touch "Drop Ability"

Hunker Down

Hold L/R

Negate the damage taken from enemy attacks.

Use Assist Star (p. 16)

Ⓨ/Touch

Use Mechanism

✣

The Robobot Armour can use its arms to undo screws, trigger mechanisms and more (p. 15).

Enter Door

✣

Open Treasure Chest

✜

Ascend/Descend Ladder

✜/✜

Climb Fence

✜

10 Copy Abilities/Scan Specs

Swallow certain enemies, or scan them with the Robobot Armour, to copy their abilities.

- ✦ You can also get abilities from Copy Essences (p. 16).
- ✦ You can check a detailed list of controls for your current ability on the pause screen (p. 14).

Drop Copy Ability

Press Ⓧ or touch "Drop Ability" on the Touch Screen to discard your current ability. Discarded abilities will be ejected as stars, which you can inhale or scan to regain the ability.

- ✦ You may lose your current ability after taking damage.

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 Ⓐ or Ⓑ to stop the wheel.

11 amiibo Inhale

After progressing a certain amount through the game, the amiibo icon (p. 13) will appear on the Touch Screen. If you have an amiibo, Kirby can inhale it to use a Copy Ability.

- This option is not available while using the Robobot Armour.
- Kirby can inhale up to ten amiibo per stage. After this, you will have to clear the stage before Kirby can inhale any more.

Using Abilities from amiibo

You can scan any of the following amiibo to pick up items and use Copy Abilities. However, scan a Meta Knight, King Dedede or Kirby amiibo for better items and Copy Abilities with different designs!

Kirby	Smash Bros.
Meta Knight, Link, Marth	Sword
King Dedede	Hammer
Mario, Luigi	Fire

Peach	Parasol
Yoshi	Whip
Toad	Leaf
Donkey Kong	Fighter
Bowser	Stone
Diddy Kong, Bowser Jr., Samus	Bomb
Rosalina	Ice
Dr. Mario	Doctor
Fox	Jet
Inkling Boy, Inkling Girl, Inkling Squid	Poison

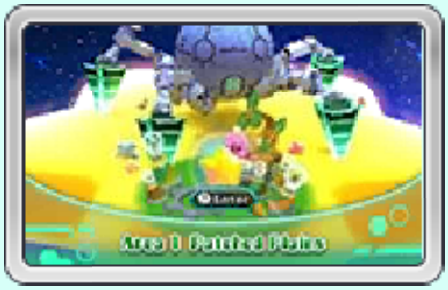
- Other amiibo are also supported.
- For more information about amiibo, see "About amiibo" (p. 2).

12 Map Screens

Select the area and then the stage you wish to play. Each area is made up of a number of stages, with a boss stage at the very end. The next area will open on the map after defeating the boss.

World Map Screen

Select an area to proceed to its area map screen.



Area Map Screen

Select a stage to proceed to the stage screen (p. 13).

❶ Code Cubes in the stage

Code Cubes you haven't collected yet will remain greyed out.

❷ Code Cubes collected/total Code Cubes in area

❸ Code Cubes collected

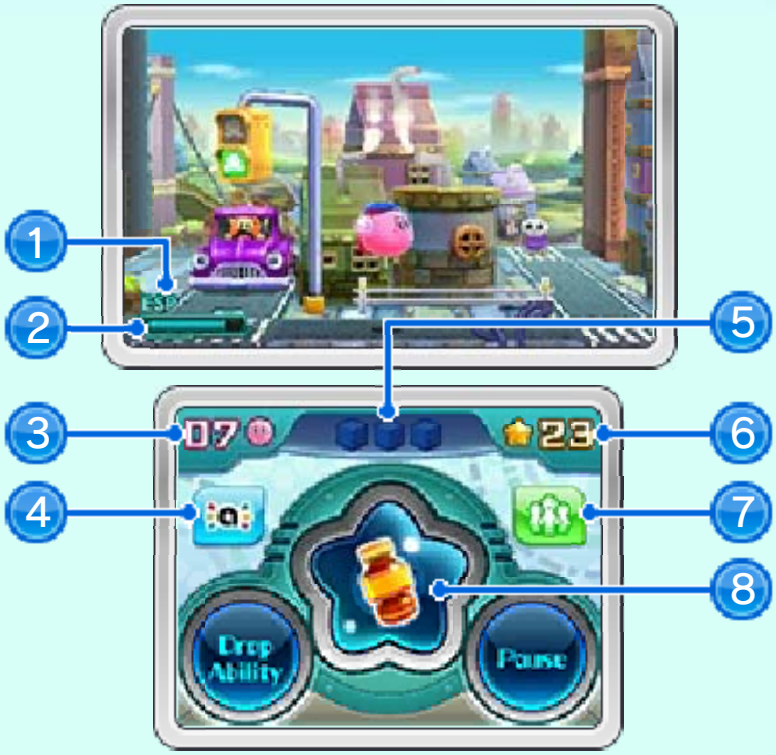
❹ Sticker Room (p. 16)

Code Cubes

These are hidden throughout each stage. Collect a certain number of them to advance through the security barrier to the boss stage. If you collect a lot of Code Cubes, you can even unlock special bonus stages.

13 Stage Screen

About the Stage Screen



❶ Current Copy Ability/Specs

❷ Health meter

Depletes as you take damage from enemies or other hazards.

❸ Lives remaining

❹ amiibo icon

Touch to use an amiibo (p. 11).

❺ Code Cubes in stage

❻ Stars collected (p. 16)

❼ Miiverse icon

Touch to post to Miiverse (p. 21).

❽ Current Assist Star (p. 16)

Touch to use the item within.

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

Bandana Waddle Dee

Appears at certain locations to throw items such as Assist Stars your way.

If You Activate StreetPass (p. 22)

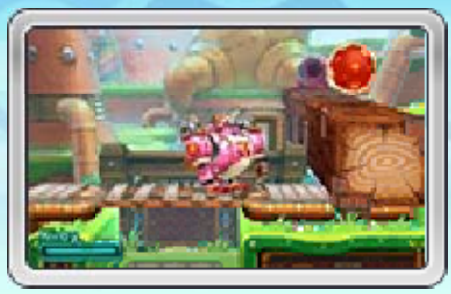
If you have StreetPass activated, you will see the following changes in game:

Item Upgrades

Items will restore more health.

Stickers

If you have encountered a user with StreetPass activated for the same software, Bandana Waddle Dee will throw you stickers (p. 16) held by that user.



Make your way through the stage, using stage features and defeating enemies. Certain obstacles can only be navigated by moving between the foreground and background of the stage.

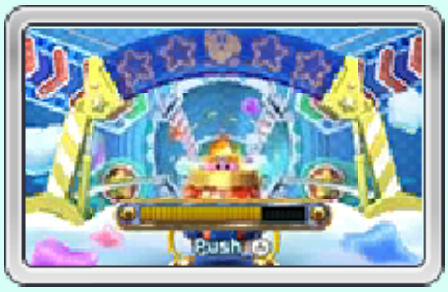
Robobot Armour

Jump into the Robobot Armour to activate it. Press ✣ when next to an armour terminal to dismount.

Clearing Stages

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

Goal Game



Press Ⓐ to stop the power gauge. Try to stop it when it's as close to full as possible to make Kirby fly farther. The items you receive (p. 16) depend on how far Kirby flies.

Losing Lives/Game Over

You will lose a life and start again nearby if your health gauge depletes fully or you fall in a pit. Lose all of your lives and it's game over.

Pause Screen

Press START or touch "Pause" to display the pause screen. Here you can take a look at the controls for your current Copy Ability, or exit the current stage.

15 Stage Features

Warp Star

Ride these to travel to new areas.

3D Warp Star

Ride this to travel between the foreground and background of the stage.

Bomb Block

Destroy this and it'll explode, affecting items and obstacles nearby.

Switch

Touch or hit these to activate them. Activating them can have various effects, such as opening shutter gates.

Screw Switch

Use the Robobot Armour's arms to turn these and change the layout of the stage.

Special Stage Features

When displays on screen, you can tilt your Nintendo 3DS system to move certain stage features.

✦ If the movement of the stage features doesn't seem properly aligned with your system, place the system on a flat surface and touch .

When using this software, you may have to move the Nintendo 3DS system around. Make sure you have enough room before playing, and hold the system firmly with both hands. Do not move the system with excessive force, as this could lead to injuries, damage to the product or damage to nearby objects.

✦ There are many more stage features to be found as you play the game!

Food

Replenishes some of your health.

Maxim Tomato

Fully replenishes your health.

Point Star

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

1Up

Grants you an extra life.

Invincible Candy

Makes you invincible for a short period of time.

Copy Essence

Grants you the ability displayed on the Copy Essence.

Assist Star

Thrown by Bandana Waddle Dee. Each one contains an item that restores health.

Reviving Tomato

Found inside Assist Stars. If your health completely depletes while holding this, it will automatically restore all of your health.

- Touch the icon to fully restore your health.
- The Reviving Tomato will turn into a Maxim Tomato if you clear a stage without using it.
- If you fail to defeat a boss three or more times, Bandana Waddle Dee will throw you one of these to help out.

Carry Items

These can be picked up in various places around stages. Each has a different use.

Sticker/Rare Sticker

Stickers you collect and clear the stage with will appear in the Sticker Room.

Sticker Room

Stickers you collect can be used to decorate your Robobot Armour. You can also exchange three Play Coins for a sticker.

- You can exchange Game Coins up to five times per stage. Play through a stage to be able to exchange any more.
- For more information about Play Coins, refer to the Operations Manual.

- There are even more items to be

found throughout the game!

17 Kirby 3D Rumble

Control Kirby in this adventure spanning three dimensions! Inhale enemies and objects, spit them at other enemies and rack up combos to get a high score. You can even use a penetrating bullet to defeat multiple enemies at once! For more information about this minigame, select "Tutorial" from the level selection screen.

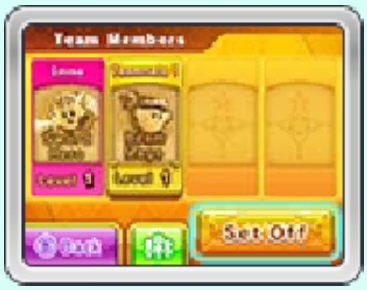
- If you are playing on a New Nintendo 3DS or New Nintendo 3DS XL system, you can adjust the camera angle using the C Stick (○).

18 Team Kirby Clash

Form your own intrepid Kirby crew, take on powerful enemies and level up in this multiplayer action game!

Team Quest	The CPU will control your teammates.
Wireless Quest	Other players will control your teammates (p. 20).

Getting Started



Choose which quest to take and what your role will be. Select "Set Off" on the member confirmation screen to begin.

- When playing with the CPU, you can select each of your teammates' roles.

Screen Layout

❶ Time remaining

❷ Your own health

❸ Teammates' health

19 Completing a Quest

Fight the boss using items and your role's abilities. Defeat the boss to complete the quest.

Guarding

Hold the guard button to make the guard meter appear. This meter will slowly deplete as you continue to guard. If you let it get fully depleted, you will be stunned and unable to move temporarily.

Feed Me

If you touch a companion directly after grabbing food, you can give it to them and restore their stamina.

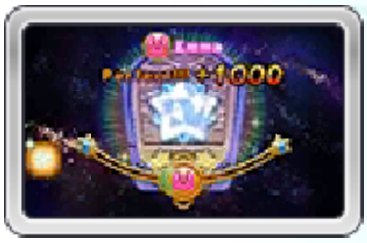
Revival Spell

Press Ⓨ when close to a fallen companion to revive them.

Team Meteor

The boss will drop a Power Tablet after it's been hit a certain number of times. Collect one for each member of the team to unleash a powerful combined attack!

Team Meteor: Tip

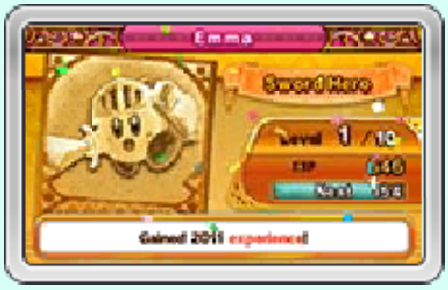


Press Ⓐ when the moving marker is closest to the centre. You'll do more damage that way.

Failing a Quest

If every member of the team is defeated or time runs out, you will fail the quest.

Levelling Up



You will receive experience points (EXP) for completing a quest. Receive a certain number of points to go up a level and become stronger.

✦ You won't receive experience points if you are defeated.

You can play with up to three other people. Players without a copy of the software can take part using Download Play. Otherwise, you can use Local Play.

✦ Certain features may not be available when playing via Download Play, such as some of the roles.

You Will Need

- One Nintendo 3DS system per player (up to four)
- At least one copy of the software

Local Play

Select "Wireless Quest", then either create or join a group.

Creating a Group

Select "Create Team". When the names of all participants are displayed on screen, touch "Confirm".

Joining a Group

Select the name of the player whose group you wish to join.

Joining a Group

❶ On the HOME Menu, select the Download Play icon, then touch "Open".

❷ Select the Nintendo 3DS logo, then select this software from the list.

❸ 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.

✦ The system will not enter Sleep Mode during Local Play or Download Play.

✦ Any progress made during Download Play will not be saved.

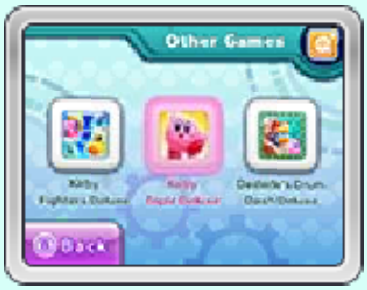
Connect to the internet to access the following features.

Miiverse (Internet)

Touch the Miiverse icon while playing to post to the software's official Miiverse community.

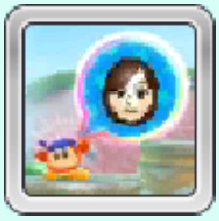
Nintendo eShop (Internet)

Select Options from the mode selection screen, then "Other Games" to be able to access information about other titles in the series on Nintendo eShop. You can also purchase the titles from there.



◆ For more information about Nintendo eShop, see the electronic manual for the software.

Trading Stickers and Ranking Information (StreetPass)



If you pass by another player who has StreetPass registered for this software, you will automatically trade ranking information. Bandana Waddle Dee will also throw you a copy of a sticker they've collected during Story Mode.

- You can trade or take a look at ranking information after progressing a certain amount in the game.
- The other player must also have StreetPass activated for this software.

Activating and Deactivating StreetPass

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

Sending Play Data

If activated, this feature sends information about your gameplay experience to Nintendo via SpotPass.
Data received by Nintendo may be used to help us develop future products and services.

Activating and Deactivating SpotPass

Touch on the file selection screen and select "Sending Play Data", then "Yes".

- You can stop sending play data at any time by selecting "Sending Play Data" again, then "Yes".

24 How to Contact Us

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

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