



Important Information

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

Also, before using this software, please select and carefully review content in "Health and Safety Information." It contains important information that will help you enjoy this software.

You should also thoroughly read your Operations Manual, including the "Health and Safety Information" section, before using this software.

Please note that except where otherwise stated, "Nintendo 3DS™" refers to all devices in the Nintendo 3DS family, including the New Nintendo 3DS, New Nintendo 3DS, XL, Nintendo 3DS, Nintendo 3DS XL, Nintendo 2DS™, and New Nintendo 2DS XL.

Important Information Your Nintendo 3DS system and this software are not designed for use with

any unauthorized device or unlicensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the User Agreement. Further, such use may lead to injury to yourself or others and may cause performance issues and/or damage to your Nintendo 3DS system and related services. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or unlicensed accessory. Except as authorized, copying of any Nintendo software is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized.

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amiibo



This software supports :omiibo: . You can use compatible amiibo™ accessories by touching them to the lower screen of your New Nintendo 3DS, New Nintendo 3DS XL, or New Nintendo 2DS XL system.

- In order to create new game data on an amiibo that already has data saved on it from another game, you must first delete the existing game data. To delete your game data, open on the HOME Menu and then reset the data under amiibo Settings.
- Data stored on amiibo can be read by multiple compatible games.
- If the data on an amiibo is corrupted and can't be restored, open on the HOME Menu and then reset the data under amiibo

Settings.

Using near-field communication (NFC), amiibo can connect to compatible software to open brandnew ways to interact with your favorite Nintendo games. For more information, please visit Nintendo's official website at www.nintendo.com/amiibo.

Using amiibo with a Nintendo 3DS, Nintendo 3DS XL, or Nintendo 2DS system requires the Nintendo 3DS NFC Reader/ Writer accessory.

Precaution about amiibo

 Just a light touch on the lower 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 Information-Sharing Precautions

User-generated content, or UGC, is content created by users, such as messages, Mii[™] characters, images, photos, video, audio, etc.

Information-Sharing Precautions

The extent of UGC exchange depends on the software.

 Nintendo bears no responsibility whatsoever for any problems that result from the use of the Internet (for example, the sending of content over the Internet, or the sending or receiving of content with others).

4 Internet

This software allows you to battle against other players online. For more information, see the Online Battles section (p. 10).

Refer to your Operations Manual for information about connecting your system to the Internet.

This software supports Nintendo Network.



Nintendo Network is the name of Nintendo's network service that enables users to enjoy games and other content via the Internet.

Protecting Your Privacy

- To protect your privacy, do not give out personal information, such as last name, phone number, birth date, age, school, e-mail, or home address when communicating with others.
- Friend codes are a part of a system that allows you to play with people you know. If you exchange friend codes with strangers, there is a risk

you could share information with people you do not know or exchange messages that contain offensive language. We therefore recommend that you do not give your friend codes to people you don't know.

5 Parental Controls

You can restrict use of the following features by adjusting the options in Parental Controls.

- Access to this game (as well as other games) can also be restricted through the Software Rating item in Parental Controls.
- Refer to your Operations Manual for information on how to set up Parental Controls.
- Nintendo 3DS Shopping Services
- Online Interaction Restricts online battles with other players.

Saving the Game

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Saving Data

The game is automatically saved at the end of Battle Mode and League Battles, and at other points in the game.

Deleting Data

You can delete save data by selecting Delete Data in Options.
Once deleted, data cannot be restored.

Data can be lost due to user action, such as repeatedly powering off and on the system or removing a Game Card or SD Card while saving. Data loss may also be caused by poor connectivity due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.



Controls

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Move	0
Attack	B
Intense attack	Press ® repeatedly
Charge attack	Hold and release B
Special attack	\heartsuit
Jump	A
Jumping attack	Press ® while jumping
Hover	Press
Aerial attack	Press ®/ while hovering
Carry	R
Throw	Press ®/⑦ while carrying

 Not all Abilities have the kind of intense attack noted above. Many have a variety of other moves.



Training

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Try out moves or check the battle rules here.

Training Room

Choose between top view and side view, and experiment with Ability



moves and Boost Orbs.

Battle Rules

Check out the rules for various types of battles.



Battle Players Nearby

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In Battle Mode Multiplayer you can play against other Nintendo 3DS users nearby, provided you have at least one version of the software.

You Will Need

- One Nintendo 3DS system per player (up to four).
- At least one version of the Kirby Battle Royale game.

Local Play 🕅

Local Play is possible when every player has a version of the software. All features are available in this mode.

Creating a Group 1. Select Local Play, then press to create a group. 2. Wait for all players to join, then press .

Joining a Group

1. Select Local Play, then select the name of the player hosting the group.

Download Play)) 🗄

Choose this mode if all players don't have a version of the software. Not all features are available in this mode.

Creating a Group

- Select Download Play, press ⊗ to create a group, and then select a pack.
- 2. Wait for all players to join, then press (A).



💼 If You Have the Software

1. Touch Multiplayer, select Download Play, and then select the name of the player hosting the group.

If You Don't Have the Software

- 1. On the HOME Menu, touch the Download Play icon, then touch Open.
- 2. Touch the Nintendo 3DS logo.
- 3. Touch the panel for this software to begin the download.
- You may need to perform a system update. Follow the onscreen 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.



Battle Distant Players

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Online Battles (Internet) 🞕

Select Online Battle to connect to the Internet and battle online against other players.



The battle type is chosen at random from the selections made by participating players.

Ranking Points

This point value represents your skill and rises and falls according to your performance in ranked matches.

Until they exceed 1,000, your Ranking Points will continue to rise even if you lose.

👷 Level

As you gain experience by playing ranked matches, your level will increase, and you will receive Battle Coins. You can use Battle Coins to unlock things in the Collection.



11 Using amiibo

If you select amiibo from within the Collection, you can scan the following amiibo to get special headgear.

Kirby	Ultra Sword Hat
King Dedede	Masked Dedede Mask
Meta Knight	Galacta Knight Mask
Waddle Dee	Café Cap

 Visit nintendo.com/amiibo/ for compatible amiibo and the latest information.



Sending Gameplay Information

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Sending Gameplay Information (SpotPass) ⁴

While the system is in Sleep Mode, and even while the software is not running, the SpotPass[™] feature will periodically connect to the Internet (if available). Once connected, information about your gameplay will be sent to Nintendo to help develop future products and services. Please note that no personal information will be sent.

Activating and Deactivating SpotPass

- Touch 🚳 in Options and select Share.
- You can stop sending play data at any time by selecting Do not share.

Support Information

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