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Please read this manual carefully before using the software. Please also read your Operations Manual for more details and tips to help you enjoy your playing experience.

Please note that, for this manual, "Nintendo 3DS™" refers to both Nintendo 3DS and Nintendo 3DS XL.

⚠ IMPORTANT

Before using this software, read all content within the **Health and Safety Information** application on the HOME Menu.

To access this application, tap the ⚠ icon on the HOME Menu, and then tap **Open** and read the contents of each section carefully. When you are finished, press HOME to return to the HOME Menu.

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

IMPORTANT

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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2 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).

3 Parental Controls

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

- Refer to your Operations Manual for information on how to set up Parental Controls.

- StreetPass
  Restricts the exchange of keychains (see page 11) and ranking data (see page 18). Items inside the available Assist Star are also restricted from upgrading and restoring additional health.

- Access to this game (as well as other games) can also be restricted through the **Software Rating** item in Parental Controls.

Guide Kirby™ through the floating islands of the kingdom of Floralia in his latest adventure! King Dedede has been kidnapped by a mysterious creature named Taranza, and it's up to you to save him! Advance through the game, defeating enemies and avoiding traps and hazards you encounter along the way.

Kirby

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

King Dedede

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

Taranza

Appeared out of nowhere and kidnapped King Dedede. Very little is known about him or his motives for kidnapping the king.

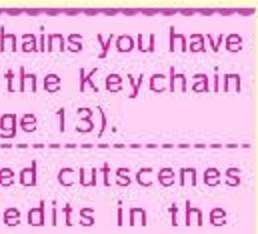
Press Ⓐ to proceed to the file-selection screen from the title screen. The first time you do this, you will be asked to configure the software's StreetPass™ (page 18) settings. Each time you begin the game from this point on, you will proceed directly to the file-selection screen from the title screen.

Menu Controls

Navigate menu	✣/◯
Confirm	Ⓐ
Cancel	Ⓑ

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

File-Selection Screen



Select an empty file to begin a new game, or select an established save file to continue. 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 if StreetPass is activated.

Story Mode (pages 9-14)

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

Kirby Fighters (pages 15-16)

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

Dedede's Drum Dash (page 17)

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

Other

	View the keychains you have collected in the Keychain Collection (page 13).
	View unlocked cutscenes and staff credits in the Theater.
	Erase save data (page 6).

Saving Data

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

- The number of lives you have remaining, the number of Point 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.

- 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.

You can control Kirby using either ✣ 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 (page 8).

Slide

✣ + Ⓐ

Hover

Hold or repeatedly tap Ⓐ in midair

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

Shoot air bullet

Press Ⓑ (while hovering)

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

Drop current Copy Ability

Ⓧ / Touch Drop Ability

Use Assist Star (page 14)

Ⓨ / Touch

Throw carried item (page 14)

Ⓑ

Guard

L/R

Reduces the damage taken from enemy attacks.

Dodge / Air Dodge

L/R + ✣ (on the ground)
L/R (while jumping)

Spin to evade enemy attacks.

Swim

✣ + Ⓐ (while underwater)

Fire Water Gun

Ⓑ (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 obstacles.

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

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

Drop Current Copy Ability

Press Ⓧ 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 abilities as long as you catch them before they disappear.

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

Mixing Abilities

If you inhale 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 roulette.

Hypernova

Grab a Miracle Fruit (page 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 items or projectiles thrown at you by enemies can be inhaled and then fired right back at them.

- Use ⓘ to move while inhaling.
- 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 want 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 (page 11).

1 Sun Stones collected / Total Sun Stones in current level

2 Total Sun Stones in stage

Sun Stones you have not yet collected will be grayed 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. Collect even more 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 Warpstars!

3D Warpstar

Jump on this to travel between the foreground and background. Orange stars can be used to travel back and forth, but 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 Ⓐ to stop the power gauge. Try to stop it when it's as full as possible—the fuller it is, the farther Kirby will fly. The items you receive (page 13) will depend on the distance Kirby flies.

Losing Lives and Game Over

If your health meter (page 11) is fully depleted or you fall into a pit, you will lose a life and restart from the previous checkpoint. If you lose all of your lives, 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.

About the In-Game Screen

1 Health meter

Is depleted as you take damage from enemies or other hazards.

2 Current Copy Ability

3 Lives remaining

4 Number of Point Stars collected (page 13)

5 Sun Stones in current stage

6 Current Assist Star (page 14)

Touch this to use the item contained within.

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

Bandana Waddle Dee

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

Upgrades your item to replenish a larger amount of your health meter.

Receiving Keychains

If a fellow StreetPass user with the same software passes near you, he or she will share an in-game keychain with you.

Bomb Block

Destroy this to make it explode and affect nearby objects.

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!

Warpstar

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 .

When playing this game, 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 while playing. Do not move the system with excessive force, as this could cause injuries, damage to the product, or damage to nearby objects.

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

Food

Replenishes some of your health meter.

Maxim Tomato

Fully replenishes your health meter.

Point Star

Collect 100 to gain an extra life. The number of stars you will receive depends on the color 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

If you clear a stage with these in your possession, 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. Start another stage to begin exchanging again.
- Please refer to the Operations Manual for more information regarding Play Coins.

Assist Star

Contains a single restorative item.

Reviving Tomato

Found inside the Assist Star. It 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.

Carried 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 blocks. 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 all the way into the foreground and background. Use this to defeat enemies or activate switches.

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

Fight using Kirby in one of his many guises. There are three different ways to play.

Single Player	Win seven battles as quickly as possible.
Multiplayer	Fight against your friends (page 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 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 Active, you will be able to continue fighting as Ghost Kirby after being KO'd. 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

If you hold the Guard button, the Guard meter will appear. This meter will be depleted 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 to 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.

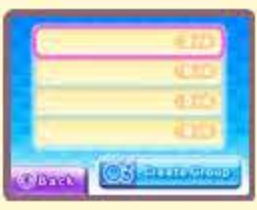
You Will Need:

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

If All Players Have a 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, and then Multiplayer, and finally Create Group.
2. When the names of the other battle participants are displayed, select Close.

Joining a Group

Select Kirby Fighters on the mode-selection screen, select Multiplayer, and then choose which group you would like to join.

If Any Players Do Not Have Copies of the Software (Download Play)

Join a group to begin battling.

- When using the Download Play feature, your options will be limited.

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 system is closed.

17 Dedede's Drum Dash

Bounce King Dedede along the drums toward 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 Rankings (StreetPass)

This software uses StreetPass (local wireless communication) for automatically exchanging keychains and ranking data with other systems in close proximity.

- Ranking data can be exchanged once you make some progress in the game.
- To communicate using this feature, all players must activate StreetPass for this software.

Activating StreetPass

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

Deactivating StreetPass

To deactivate StreetPass, open **System Settings**, select **Data Management**, and then select **StreetPass Management**. Tap the icon for this software title, and then select **Deactivate StreetPass**.

You can disable StreetPass functionality via Parental Controls.

- Refer to your Operations Manual for information on how to set up Parental Controls.

Support Information

Nintendo Customer Service
SUPPORT.NINTENDO.COM

USA/Canada:
1-800-255-3700

Latin America/Caribbean:
(001) 425-558-7078