Kirby and the Rainbow Curse™

1	Important Information		
Getting Started			
2	Controllers		
3	amiibo		
The Story			
4	About This Game		
5	Starting the Game		
6	Saving and Deleting Data		
Story Mode			
7	Selecting a Stage		
8	Game Screen		
9	Stages		
10	Touch Actions		

Using Rainbow Ropes 12 Items 13 **Devices** 14 **Transformations** Multiplayer Gameplay 15 Multiplayer Gameplay 16 **Controlling Waddle Dee** amiibo 17 amiibo Power-Ups **About This Product** 18 **Legal Notices** Troubleshooting 19 **Support Information**

Important Information

Please read this manual carefully before using this 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 read the content of the ⚠ Health and Safety Information application on the Wii U™ Menu. It contains important information that will help you enjoy this software.

This software can be used with any of the following controllers once they've been paired with the console.



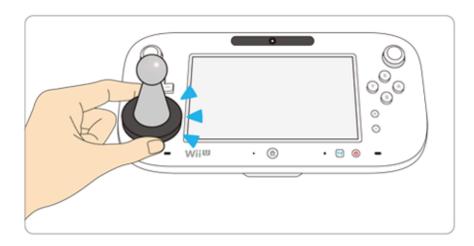
- When playing with one player only, you must use the Wii U GamePad as your controller.
- ◆ Each player must have a controller to play in multiplayer mode. Controllers are sold separately.
- Only one Wii U GamePad controller can be used while playing this game.
- ◆ Players can use a Wii Remote™ Plus controller instead of a Wii Remote controller.
- ◆ Players can use a Classic Controller™ instead of a Classic Controller Pro™.

Pairing Controllers

From the HOME Menu, select Controller Settings to display the screen shown to the right. Select Pair, and then



follow the on-screen instructions to pair the controller.



This game supports **: amiibo:** . You can use an amiibo™ figure by touching it to the NFC touchpoint (□) on the Wii U GamePad.

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

- Only one software's game data can be saved on an amiibo at a time. To create new game save data, you must first delete the existing game data. To delete your game data, go to Wii U Menu → System Settings () and then select amiibo Settings.
 - Please note that the Kirby and the Rainbow Curse game does not save data to amiibo, so you will not need to delete any existing game data when using amiibo with this game.
- ◆ An amiibo can be read by multiple compatible software titles.
- If you cannot restore corrupted data for the amiibo, go to Wii U Menu → System Settings () → amiibo Settings and reset the data.



Kirby and the Rainbow Curse™ is an action game where the player draws a rainbow rope to guide Kirby™ through magical worlds made of clay. It all started when Claycia stole the colors from Dream Land in order to colorize her own world, Seventopia. With the help of a magical paintbrush named Elline, Kirby makes his way through increasingly difficult stages to bring the color back to Dream Land!

Kirby

The hero of the game. His colors were initially stolen from him, but Elline restored all of Kirby's many shades of pink. Now they're headed off on a great adventure together!



Elline

A former friend and colleague of Claycia. Elline can turn into a paintbrush and draw rainbows and other pictures. With her help, Kirby has a fighting chance to recover the







File-Selection Screen

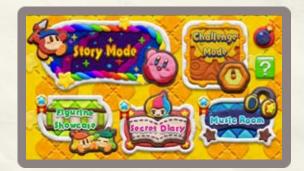
Tap the file you want to play.



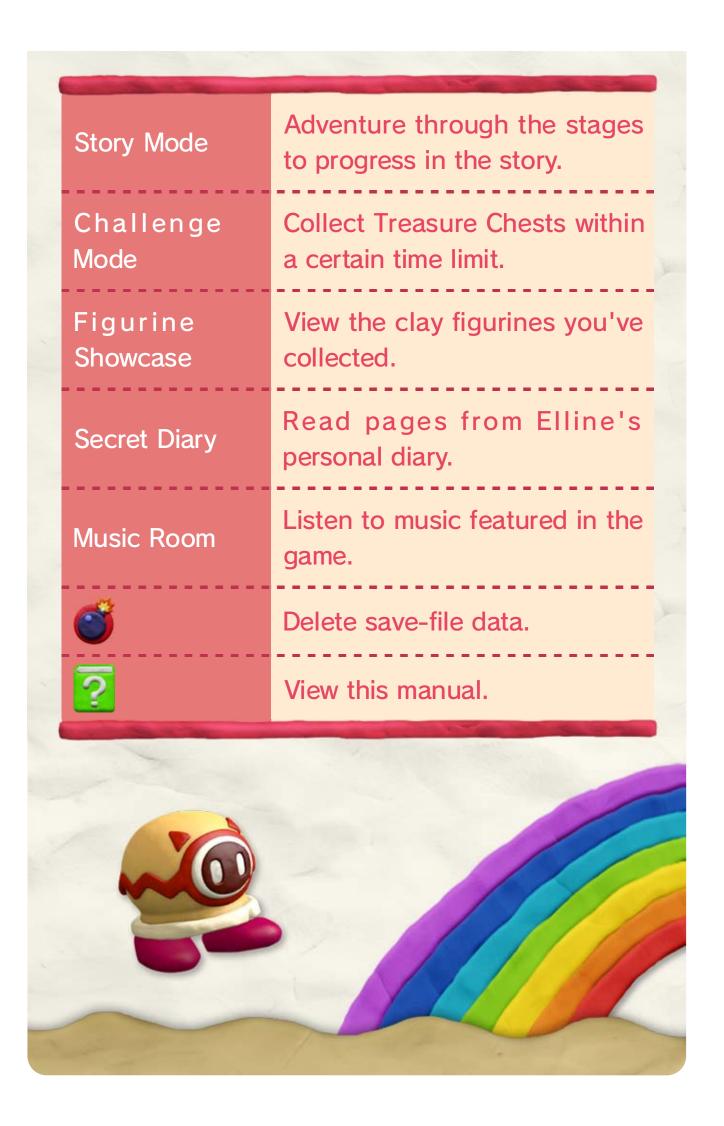


Select-Mode Screen

Tap the mode you want to play.



♦ You'll unlock each game mode as you advance through the game.







Your progress in the game, including any figurines you've collected, will be automatically saved each time you clear a stage.



Select on the select-mode screen to delete files. If you want to delete all data, select 🖉 on the Wii U Menu to go to System Settings and then select Data Management.

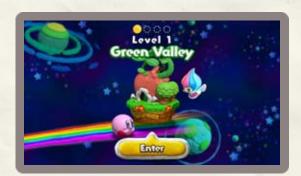
◆ Please use caution when deleting data. Data can't be restored once it's been deleted.





Level-Selection Screen

Tap to select a level, and then tap Enter to proceed to the stage-selection screen.



- ♦ Once you've defeated the boss for any given level, you'll be able to select the next level.
- ◆ The number of medals you've collected will also be displayed above the level name.

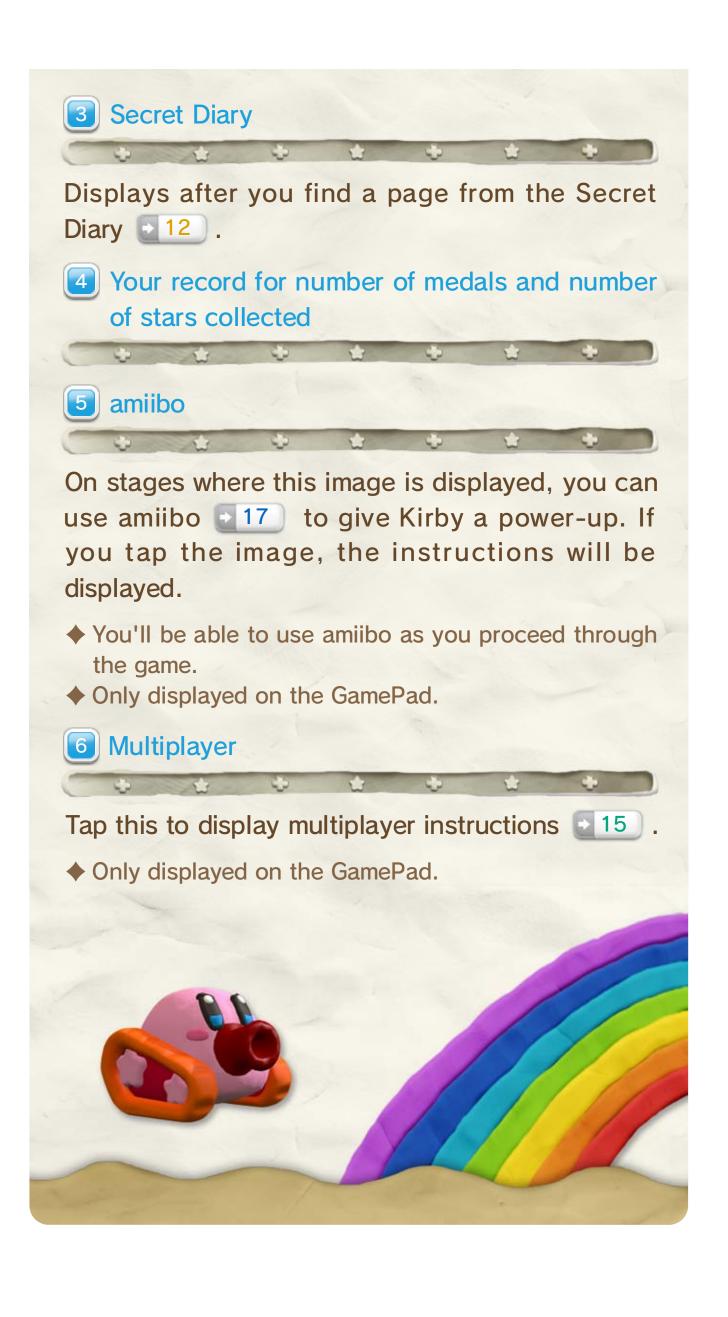


Stage-Selection Screen

Tap beto select a stage. The game will begin once you tap Select This Stage.



- ◆ Screenshot taken from the Wii U GamePad.
- Stage name
- Treasure Chests collected





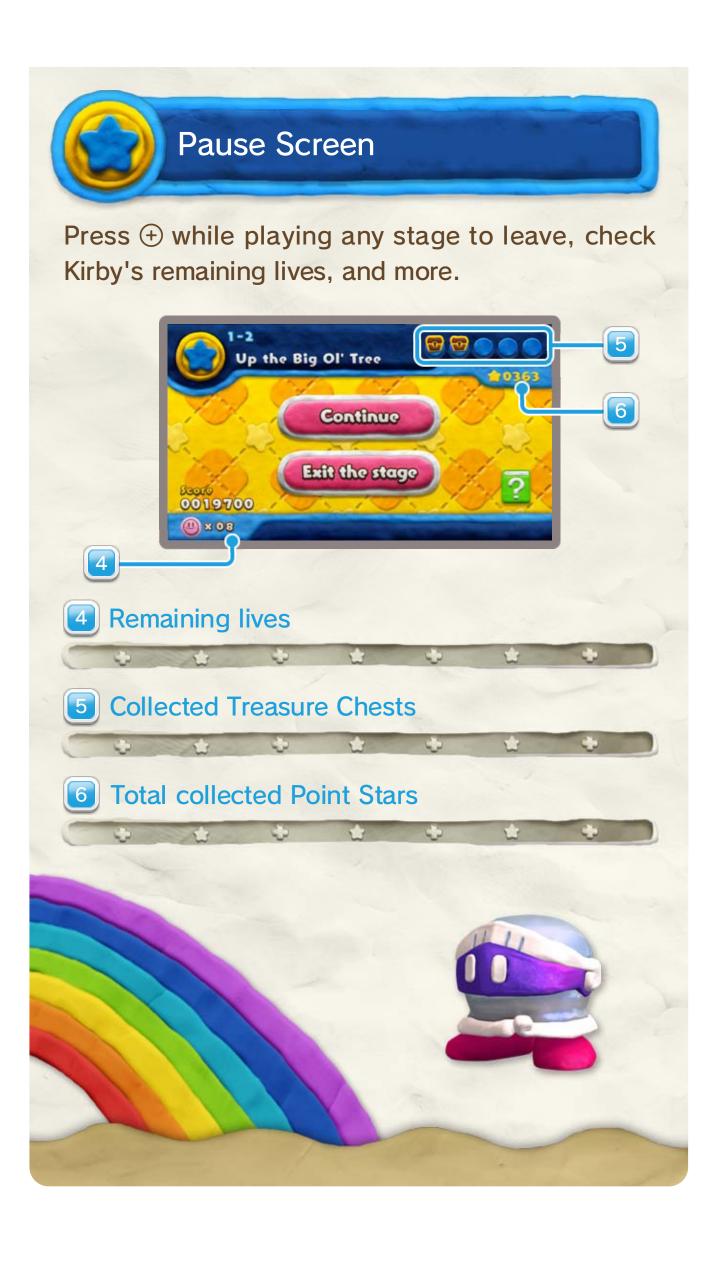
This gauge will empty as you draw rainbow ropes. Once the gauge is empty, you'll have to wait for it to fill back up before you can draw any more lines.

Replenishing the Ink Gauge

The ink gauge will be replenished after a short amount of time. You can speed up the process by keeping Kirby on the ground!

- Number of Point Stars 12 collected
- 3 Life gauge

This will decrease whenever you touch an enemy or get hit with an attack.



Use the stylus to draw rainbow ropes for Kirby to roll along. Help him avoid enemies and other dangers, and try to make it to the end of each stage.





Clearing Stages

At the end of each stage is a roulette wheel featuring different items. Use a rainbow rope to guide Kirby to the item you want. You'll receive that item and clear the stage.





Medals

After clearing a stage, you'll receive a gold, silver, or bronze medal based on the number of Point Stars you collected.





Game Over

When Kirby runs out of health, you'll lose one life. If you run out of health with no remaining lives, it's game over for you, and you'll be returned to the stage-selection screen or select-mode screen.



Players will use the stylus to perform the following actions.



Use the stylus to draw rainbow ropes on the GamePad screen. Kirby can ride these ropes and will move in the direction you drew the line.



- ◆ Draw a loop to increase Kirby's speed.
- ♦ Ropes will disappear as time passes.

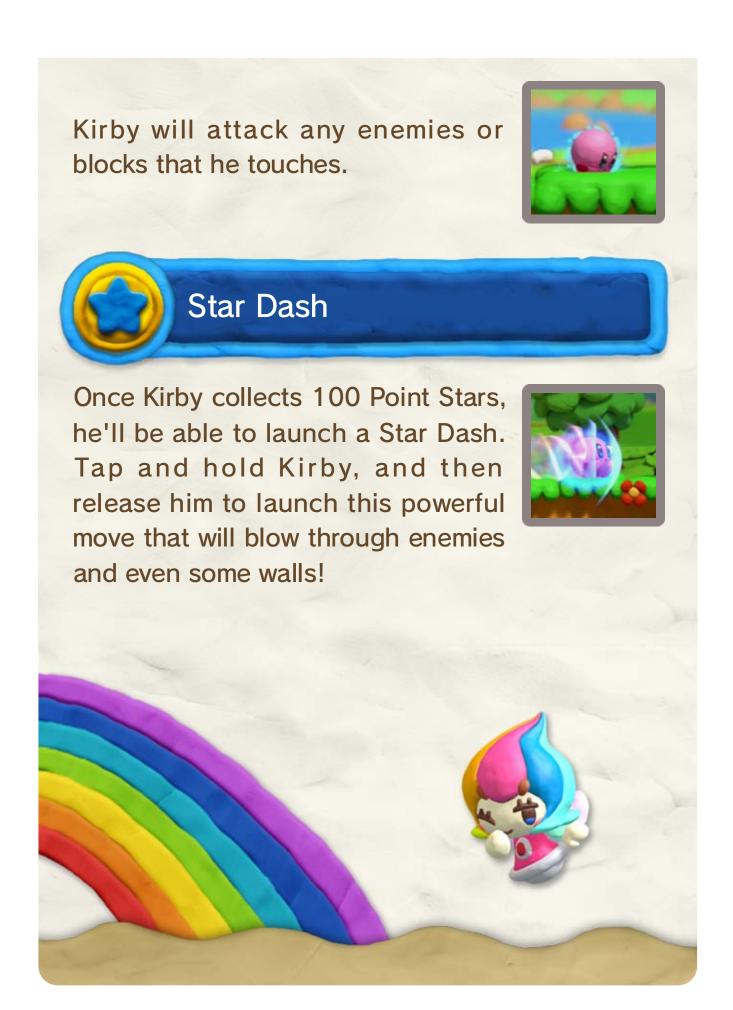
Erasing Rainbow Ropes

If you draw one rope over another, the first rope will disappear.





Tap Kirby to dash. While dashing,

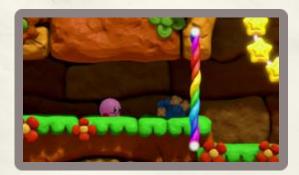


Kirby can roll along rainbow ropes, but they have other uses too!



Change Directions

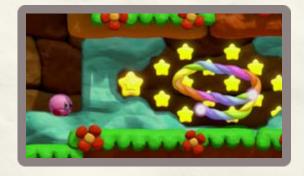
Kirby will reverse directions when he bumps into a vertically drawn rope.





Break Up Walls

Some walls will break apart when you draw a rainbow rope over them, allowing you to find hidden routes and items.

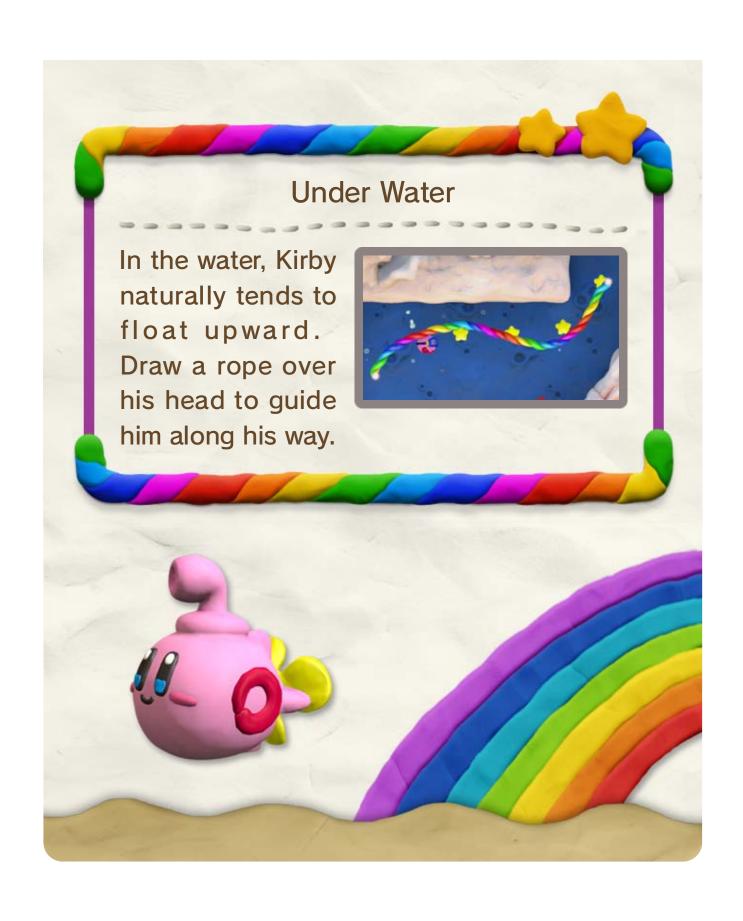




Stop Projectiles and Protect from Dangers

You can protect Kirby from such dangers as waterfalls and some enemy attacks.







Point Stars

You'll be able to use a Star Dash once you've collected 100 of these. The smaller stars are worth 1, the medium stars are worth 10, and the large ones are worth 100.



Chains

If you collect a series of Point Stars all in a row, you'll receive extra Point Stars as a bonus.



Food

There are eight varieties in all. Each food item restores one health bar.





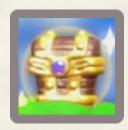
Restores a character to full health.





Treasure Chests

Open one of these to find figurines and music.



◆ Select Figurine Showcase and Music Room from the select-mode screen to check out your figurines and music.



Ink Bottles

Replenish your ink gauge.





Puzzle Pieces

If you collect one of these, a series of puzzle pieces will appear. If you collect all the pieces before the time runs out, a Treasure Chest will appear.

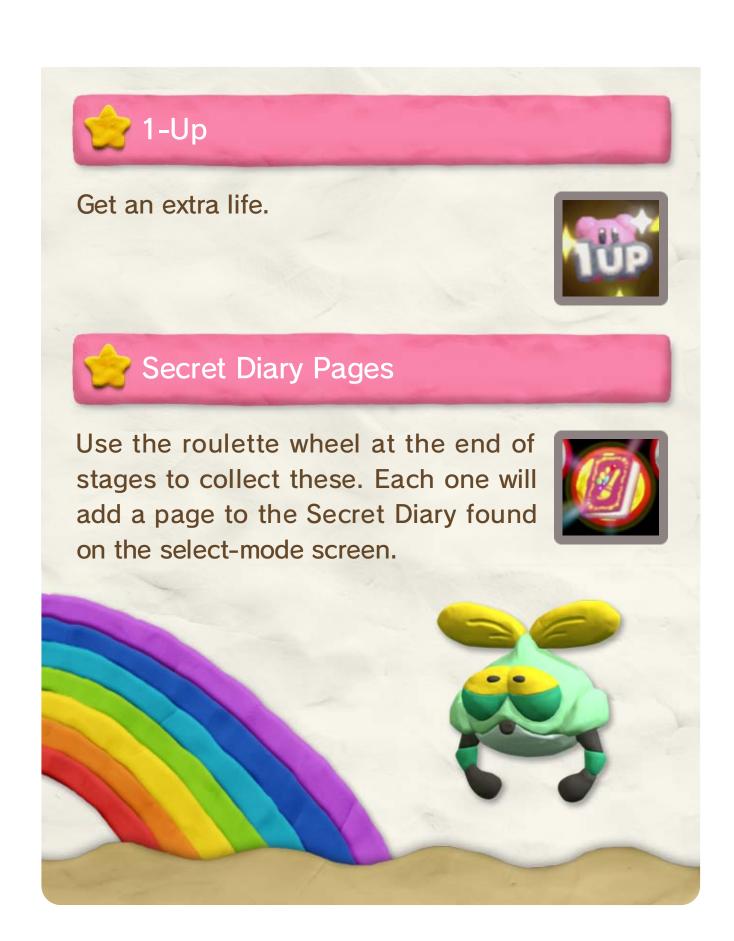




Candy

Kirby will become invincible for a limited time.







Launch Cannons

Hop in one of these to be fired in the set direction. Some cannons fire automatically, while others are fired with a tap.





Dash Rings

Pass through these to get a boost of speed.





Switches

Pressing these will cause all sorts of things to happen.





Keys

You'll need a key to unlock certain special doors.

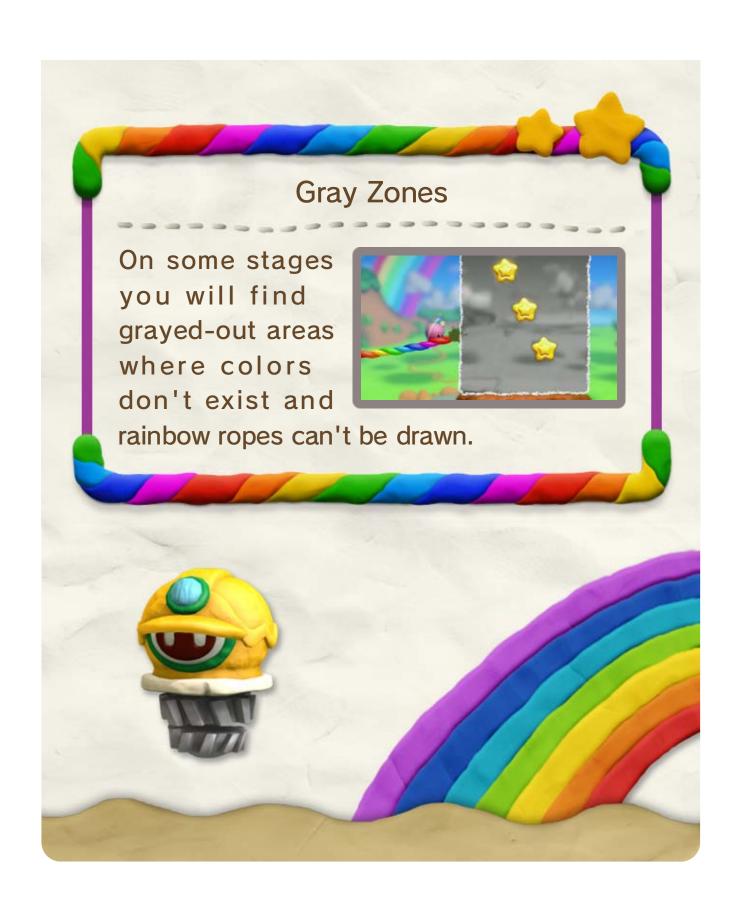




Bomb Blocks

Breaking these will cause an explosion and break up breakable blocks.





Transformations

Every time Elline spots a canvas, she can use her magic to transform Kirby. If Kirby collects 100 Point Stars while in his transformed state, he can use a special attack.



Kirby Tank

Kirby Tank moves forward automatically and can dash when tapped. He will also fire his cannon at any point you tap.





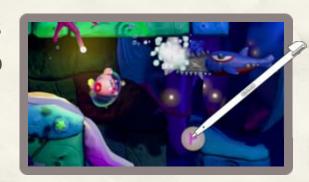
Special Attack

Tap and hold, and then release on an area to fire a barrage of shells.



Kirby Submarine

Kirby Submarine moves toward the point you tap while firing torpedoes. Use rainbow ropes to guide the torpedoes' path.





Special Attack

Tap and hold on Kirby, and then release to fire an enormous torpedo.



Kirby Rocket will zoom through the air and change course when he touches a rainbow rope.





Special Attack

Tap and hold Kirby, and then release to launch forward at high speed.

Drawing an Escape Route

When Kirby is in a transformed state, you'll sometimes see a map of the stage. Use the



stylus to plot the course you'd like to take on the map, and then tap "Try to escape!" Your escape route will appear in the game, so you can follow it and successfully exit the stage.

- ♦ You can erase your route by tapping <a>.
- ◆ "Try to escape!" and appear on the Wii U GamePad.





Up to four players can play at the same time when controllers are connected. Players who aren't controlling Kirby will play as Waddle Dees.





Joining a Game

Press \oplus on a Wii Remote controller or Wii U Pro Controller on the stage-selection screen or other places to join the game.

- ◆ Players can join while the stage is already in play, with some exceptions.



Losing Lives and Losing the Game



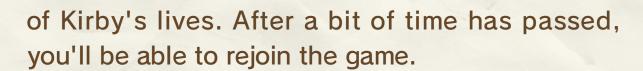
Kirby

You'll lose a life each time your health is reduced to zero or you fall into a hole or otherwise get trapped. When you lose your final life, it's game over.



Waddle Dee

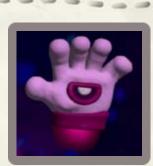
You'll disappear if your health is reduced to zero or you fall into a hole or otherwise get trapped. However, losing a life will not reduce the number



◆ You will be able to return to the game more quickly if you tap the buttons on your controller! If you are using a Wii Remote controller, use ①/②. If you are using a Wii U Pro Controller, use ④/B.

Grab Hand

During multiplayer gameplay, Grab Hand will appear and attack Kirby. Kirby can progress as long as Waddle Dees attack and defeat Grab Hand.



- ◆ Kirby will lose a life if Grab Hand carries him off.
- ♦ Kirby can't inflict damage on Grab Hand.



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Move	4	♣ / ©⇔	
Slide along a Rope	♣ (Press twice)	<pre></pre>	
Jump	2		
Spear Thrust	1	B	
Skyward Thrust	⇔ + ①	ᠿ/©↑+®	
Moon Drop	<pre></pre>	<pre></pre>	
Charge Attack	Hold ①	Hold ®	
Lift Kirby / Throw Kirby	1	B	

♦ You can use the Charge Attack once for every 100 Point Stars you collect.

Returning to Kirby's Side

In case you and Kirby become separated, press

to be instantly transported to his location.



Get Kirby a cool power-up by placing a Kirby, King Dedede, or Meta Knight amiibo (amiibo figures sold separately) on the NFC touchpoint (□) on the Wii U GamePad on the stage-selection screen. Kirby might dress up in a cool costume too!

- ◆ Power-ups and costume changes from amiibo figures will last through only one stage and can only be used once per day. If you lose a life, the effects will disappear.
- ◆ Waddle Dees can't be powered up.



Kirby

Kirby will get unlimited Star Dashes.





King Dedede

Kirby's maximum health will be increased.





Meta Knight

Kirby's Tap Dash speed will increase, letting him plow right through enemies.





IMPORTANT

This game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying and/or distribution of any Nintendo game is illegal and is strictly prohibited by intellectual property laws.

Unauthorized copying or distribution is prohibited. This product contains technical protection measures. Your Wii U system and this software are not designed for use with any unauthorized device or any non-licensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the End User License Agreement. Further, use of an unauthorized device or software, will render this game or your Wii U system permanently unplayable and result in removal of unauthorized content. 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 non-licensed accessory. A system update may be required to play this game.

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USA/Canada: 1-800-255-3700

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