

Kirby Fighters Deluxe™

1 Important Information

Getting Started

2 Internet Enhancements

3 Note to Parents and Guardians

Introduction

4 Getting Started

5 Saving and Deleting Data

How to Play

6 Controls

7 Basic Play

Local Wireless Play


8 Battling With Friends

Troubleshooting

9 Support Information

1**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  in the HOME Menu 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 Nintendo 3DS, Nintendo 3DS XL, and Nintendo 2DS™.

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.

Nintendo respects the intellectual property of others, and we ask Nintendo 3DS software Content Providers to do the same. In accordance with the Digital Millennium Copyright Act in the US, the Electronic Commerce Directive in the EU, and other applicable law, we have adopted a policy of removing, in appropriate circumstances and at our sole discretion, any Nintendo 3DS software that appears to infringe anyone else's intellectual property. If you believe your intellectual property rights are being infringed, please visit www.nintendo.com/ippolicy to view the full policy and understand your rights.

© 2014 HAL Laboratory, Inc. /
Nintendo

Trademarks are property of their
respective owners. Nintendo 3DS is
a trademark of Nintendo.

CTR-N-JVXE-USZ-00

This software allows you to connect to the Internet and purchase software from Nintendo eShop. Please see page 4 for details.

- ◆ 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.

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.
- ◆ Access to this game (as well as other games) can also be restricted through the Software Rating item in Parental Controls.
- Nintendo 3DS Shopping Services Restricts the purchase of new software (page 4).

Enter into battle using Kirby and all of his different Copy Abilities. You can battle solo or join up with other fighters and compete as a team. Battle against a maximum of three other players using Local Play or Download Play.



Starting a Game

Select Start on the title screen to proceed to the mode-selection screen.



Single Player	Win nine battles in the fastest time possible.
Multiplayer	Battle against your friends (page 8).
Training	Train alone against the CPU. Set the ability and strengths of your opponents as you train for battle.



Options

View staff credits, delete data (page 5), and access the Kirby™:

Triple Deluxe page on the Nintendo eShop.

eShop

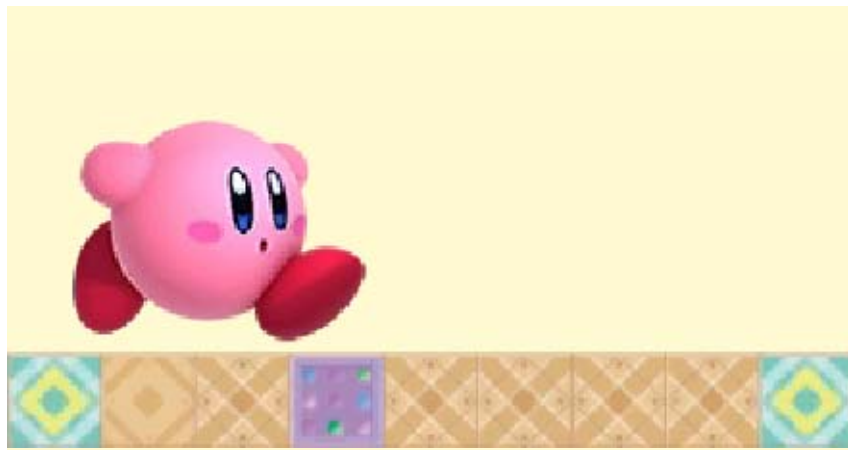
Quit the game and go to the Nintendo eShop software information page for Kirby: Triple Deluxe (Download Version) to purchase the software.

◆ For further details on Nintendo eShop, please refer to the Nintendo eShop electronic manual.

New Features

This software is based on the minigame Kirby Fighters from Kirby: Triple Deluxe, with the following main differences:

- More stages, including a boss stage.
- Ability to battle as part of a team. New battle-specific controls and items.
- Save data is specific to this software. You cannot transfer save data between Kirby Fighters Deluxe and Kirby: Triple Deluxe.





Saving Data

Your progress, including your total clear time, will be saved automatically when you clear a single-player game.



Deleting Data

Select Delete Data on the options menu to delete data.

Data cannot be recovered once deleted, 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 .

Attack



Controls may differ when using different Copy Abilities.

- ◆ You can view a detailed list of controls for your current Copy Ability on the ability-selection screen (page 7) and the pause screen.

Walk



Dash

Double-tap  or 

Crouch

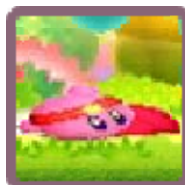


Jump



Slide

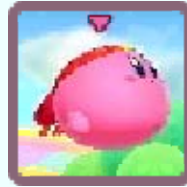
 + 



Hover

Hold or repeatedly tap **A** in midair

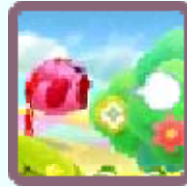
Inhale a puff of air, enabling you to hover through the air.



Shoot Air Bullet

Press **B** (while hovering)

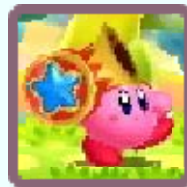
Spit out an air bullet. You will stop hovering if you do this.



Throw Carry Item

B

Hold to throw farther.



Guard

L/R

Reduces the damage taken from enemy attacks.

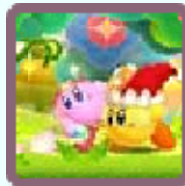


Dodge / Air Dodge

L/R + **+** (on the ground)

L/R (while jumping)

Spin to evade enemy attacks.



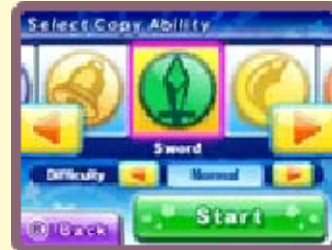
In single-player and training modes, press **START** or tap Pause during play to display the pause menu.





Select Copy Ability Screen

Select a Copy Ability to take into battle. Press **START** to view the controls for the currently selected ability.



★ Player Settings

In Multiplayer and Training modes, you can adjust the strength and ability settings of computer-controlled fighters.



⚙️ More Settings

The creator of the group can press **Y** on the player-settings screen to display more settings. Adjust various settings, such as the appearance rate of items, or whether or not Ghost Kirby is enabled.

Ghost Kirby

If you set this to Enable, then even if you are defeated, you will be able to continue fighting as Ghost Kirby. Attack a Kirby opponent to bring yourself back to life!



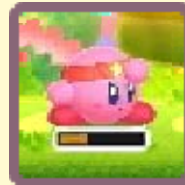
Rules

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.



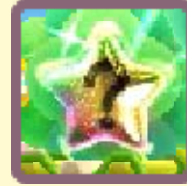
Guarding

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 recovery items may rain down.
- All your opponents may fall asleep.
- Or something completely different!

★ Team Battles

Team up with other Kirbys, and enter into battle. The first team to defeat all the opposing team's Kirbys is the winner.

★ Team Cannon

When you and another Kirby on your team have teamed up on the Team Cannon, it will begin to charge. Press **B** when fully charged to fire it. The cannon will fire automatically if you do not press anything soon after it has charged.





★ Item Share

Approach your buddy shortly after you pick up certain items to share their effects.



You can battle against a maximum of three other players. If each player has the game, 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 (maximum of four systems).
- At least one Kirby Fighters Deluxe game.

Players using Kirby Fighters Deluxe cannot play a Local Play battle against players using Kirby: Triple Deluxe.



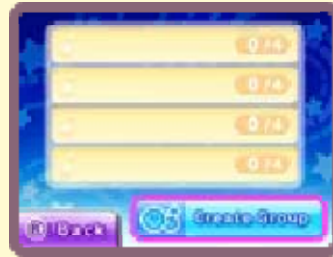
Multiplayer (Local Play)

Create a group and wait for other players, or join an already created group.



★ Creating a Group

- 1 On the mode-selection screen, select Multiplayer and then Create Group.



- 2 Once all players' names have appeared, select Start to begin the battle.



★ Joining a Group

On the title screen, select Multiplayer.
Select a group to join.



Multiplayer (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 Select the Nintendo 3DS logo.

③ Tap the name of the software.

- ◆ A system update may be required. If so, follow the on-screen instructions to update your system. If you see the message "The connection was interrupted" and the system update fails, try updating the system via **System Settings**. For detailed instructions, refer to the System Update page within your system's operations manual.
- ◆ The system will not go into Sleep Mode during communication.



Nintendo Customer Service
SUPPORT.NINTENDO.COM

USA/Canada:
1-800-255-3700

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