INSTRUCTION BOOKLET

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or call 1-800-255-3700

NEED HELP PLAYING A GAME?
For game play assistance, we recommend using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."

BESOIN D'AIDE POUR L'INSTALLATION, L'ENTRETIEN OU LA RÉPARATION?
Service à la clientèle de Nintendo
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ou composez le 1 800 255-3700

BESOIN D'AIDE DANS UN JEU?
Nous vous suggérons d'utiliser votre moteur de recherche préféré pour trouver des astuces sur Internet. Essayez quelques-uns de ces mots clés dans votre recherche :
« solution complète », « FAQ », « codes », « trucs » et « astuces ».

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o llama al 1-800-255-3700

¿NECESITAS AYUDA CON UN JUEGO?
Si necesitas ayuda para avanzar en los juegos, te recomendamos que uses el motor de búsqueda que prefieras para encontrar consejos para el juego. Algunas de las palabras que te ayudarán en tu búsqueda, además del título, son "instrucciones paso a paso", "preguntas frecuentes", "códigos" y "consejos".

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IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

**WARNING – Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:
  - Convulsions
  - Eye or muscle twitching
  - Altered vision
  - Loss of awareness
  - Involuntary movements
  - Disorientation
- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

**WARNING – Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don’t think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

**CAUTION – Motion Sickness**

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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Starting the Game

1. Insert the Kirby’s Dream Collection Special Edition Game Disc into the Wii console’s disc slot, point at the Disc Channel, and press \(\text{A}\).
   *If the game title is not displayed, a Wii system menu update is needed.

2. When the Channel Preview screen is displayed, point at Start and press \(\text{A}\).

3. The title screen will be displayed. Press \(\text{B}\) to go to the mode-selection screen.

How to Play

Select a mode to play from the following.

<table>
<thead>
<tr>
<th>New Challenge Stages</th>
<th>In this mode, control Kirby as you set high scores with a single Copy Ability and attempt to reach the goal. Each level has multiple stages to clear before you can advance!</th>
</tr>
</thead>
<tbody>
<tr>
<td>Classic Titles</td>
<td>Enjoy the following six classic Kirby titles, just as they appeared when released.</td>
</tr>
<tr>
<td>Kirby’s Dream Land™</td>
<td>Kirby’s Adventure™</td>
</tr>
<tr>
<td>Kirby’s Dream Land 2</td>
<td>Kirby Super Star™, Kirby’s Dream Land 3, Kirby 64™: The Crystal Shards</td>
</tr>
</tbody>
</table>

Kirby Super Star and Kirby’s Dream Land 3 can be played by two players simultaneously. Kirby 64: The Crystal Shards can be played by four players simultaneously. (Additional accessories required for multiplayer mode; sold separately).

Kirby’s History

Follow the footsteps of the Kirby series year by year. You can view the gameplay videos and packages for all titles, as well as anime TV episodes.

**CAUTION: WRIST STRAP USE**

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during gameplay.

Also remember the following:
- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during gameplay.
- Dry your hands if they become moist.
- Allow adequate room around you during gameplay and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the system will check if you have the latest version of the system menu, and if necessary, a Wii System Update Confirmation screen will appear. Select OK to proceed with the update. Please note that the Wii console must have the latest version of the Wii system menu in order to play the Game Disc.

When the system menu is updated, unauthorized hardware and/or software modifications may be detected and unauthorized content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorized software or accessories will continue to function with the Wii console after this or future updates of the Wii system menu.

For Wii Remote™ controls, please see pages 7-22. For details on the controls for each game of Classic Titles, please read the electronic manual. Electronic manuals can be accessed from the HOME Menu after selecting the game.
When you are playing Kirby’s Dream Collection Special Edition with the screen aspect ratio set to 16:9, frames will be displayed around the game screen. You can remove these frames by holding down \( \text{and} \) at the same time on the Wii Remote or Classic Controller™.

Note: When playing Kirby’s Dream Land and Kirby’s Dream Land 2, frames will be displayed even in the 4:3 aspect ratio.

Return to the Title Screen

You can go back to the mode-selection screen by selecting Reset on the HOME Menu or by pressing the RESET Button on the Wii console. When playing a Classic Titles game, simultaneously hold down \( \) and \( \) on the Wii Remote or \( \text{and} \) on the Classic Controller to return to the title screen of the game you are playing.

Saving and Suspend Feature

In the New Challenge Stages, your game is saved automatically as you clear each stage. In all Classic Titles games, your game progress is saved either with Suspend Points or the game’s save function. In The Great Cave Offensive, one of the Kirby Super Star game modes, you need to save the game progress at one of the save points.

Note: Saving will require 31 open blocks in the Wii system memory.

Note: The save data for New Challenge Stages and Classic Titles can be erased individually. The erased data cannot be recovered, so please be careful.

Note: For more information on how to delete files from your Wii system memory or copy files to an SD Card, please see the Wii Settings and Data Management section of your Wii Operations Manual.

When you quit the game in Classic Titles, a Suspend Point is created and the game will continue from that point the next time you play. The Suspend Point will be deleted once the game has restarted.

Note: Kirby’s Dream Land only has the suspend function and does not have the save function.

Note: Kirby 64: The Crystal Shards only has the save function and does not have the suspend function.

Controls for New Challenge Stages

For the Wii Remote controls, please see pages 19-20.

\[
\begin{align*}
\text{L} & : \text{L Button} & \text{R} & : \text{R Button} \\
\text{\text{+}Control Pad} & : \text{Guard} & \text{x} & : \text{Inhale/Spit,} (\text{while Kirby has a Copy Ability}) \text{Use Copy Ability} \\
\text{\text{+}Button} & : \text{Pause} & \text{b} & : \text{Inhale/Spit,} (\text{while Kirby has a Copy Ability}) \text{Use Copy Ability} \\
\text{L Stick} & : \text{Move, (down)} \text{Swallow} & \text{\text{+}Button} & : \text{Pause} \\
\text{HOME Button} & : \text{Display HOME Menu} & \text{a} & : \text{Inhale/Spit,} (\text{while Kirby has a Copy Ability}) \text{Use Copy Ability} \\
\text{y} & : \text{Inhale/Spit,} (\text{while Kirby has a Copy Ability}) \text{Use Copy Ability} & \text{b} & : \text{Inhale/Spit,} (\text{while Kirby has a Copy Ability}) \text{Use Copy Ability} \\
\text{A Button} & : \text{Jump, (repeatedly) Fly} & \text{y} & : \text{Inhale/Spit,} (\text{while Kirby has a Copy Ability}) \text{Use Copy Ability} \\
\text{x} & : \text{Jump, (repeatedly) Fly} & \text{X Button} & : \text{Jump, (repeatedly) Fly} \\
\text{B Button} & : \text{Inhale/Spit,} (\text{while Kirby has a Copy Ability}) \text{Use Copy Ability} & \text{START/PAUSE} & : \text{Pause} \\
\end{align*}
\]

New Challenge Stages support the rumble feature of the GameCube Controller.
Basic Actions

1. INHALE
   - After inhaling:
     - Swallow
     - Spit
   - In midair: Shoot air

2. JUMP

Items That Will Help on Your Adventure

- Invincible Candy
  - It turns Kirby invincible for a certain time.

- Maxim Tomato
  - It fully recovers Kirby's health.

- Microphone
  - It deals damage to all enemies on the screen.

- Pep Brew
  - It recovers Kirby's health by two bars.

- 1-Up
  - It increases the number of remaining Kirbys by one.

There are more items available.

Inhale an Enemy and Spit It Out to Attack Another!

Press ① near an enemy to inhale it into your mouth.

After inhaling, press ① again to spit out a star-shaped bullet.

Return to the main menu
On the HOME Menu, select Reset to go back to Kirby’s Dream Collection.

Return to the title screen
Hold down A + B + ① + ② simultaneously to return to the title screen without creating a Suspend Point.
**Basic Actions**

**MOVE** (press twice to dash)
- Duck
- Hover
- + 1 / 2 Slide

**INHALE**
After inhaling:
- + Swallow
- 1 Spit

**USE COPY ABILITY**

**DISCARD COPY ABILITY**

**START GAME PAUSE**

**JUMP**

---

**Acquire Copy Abilities**

Kirby can inhale certain enemies and copy their abilities.

Press 1 to inhale an enemy, and press + to swallow it!

Kirby gets the enemy’s ability!

---

**Various Abilities**

There are many types of abilities Kirby can copy. Try them all out by swallowing different enemies.

- Beam
- Microphone
- Ice

---

**Return to the main menu**
On the HOME Menu, select Reset to go back to Kirby’s Dream Collection.

**Return to the title screen**
Hold down + + 1 + 2 simultaneously to return to the title screen without creating a Suspend Point.
**Basic Actions**

- **MOVE**
  - Hover
  - Duck

**INHALE**
After inhaling:
- **Swallow**
- **Spit**

**USE COPY ABILITY**

**DISCARD COPY ABILITY**
**PART WITH FRIEND**

**START GAME**

**PAUSE**

**JUMP**

---

**Three Friends You Can Depend On:**

- **Rick**
  - A stable pal who doesn’t lose control on ice.

- **Kine**
  - A master swimmer who can move around in the strongest currents.

- **Coo**
  - The free bird who can fly against mighty winds.

**Friends and Copy Abilities**

- **Press**
  - Detach from the friend.

- **Swallow an enemy.**

- **Press**
  - Try all of the combinations!

- **Press**
  - Only the Copy Ability is discarded.

---

**Return to the main menu**
On the HOME Menu, select Reset to go back to Kirby’s Dream Collection.

**Return to the title screen**
Hold down A + B + ① + ② simultaneously to return to the title screen without creating a Suspend Point.
Basic Actions

**MOVE** (press twice to dash)
- Duck
- Open treasure box
- Slide

**INHALE**
- After inhaling:
  - Swallow
  - Spit

**USE COPY ABILITY**

**WHEN USING A COPY ABILITY:**
- Bring out Helper
- Normal Beam

**CHECK TREASURE**
- (The Great Cave Offensive)
- (Milky Way Wishes)

**JUMP**
- (press repeatedly)

Together With a Helper!
While Kirby has a Copy Ability, press A to bring out a Helper.

Make a Helper appear!
When Kirby has an ability, press A to...

Play Together With Another Player!
If you press any button on a second controller, Player 2 can control the Helper.

- **Infinite Jump**
  - Press 2 multiple times to float in the air.

- **Use Copy Ability**
  - Press 1 to allow a Helper and Kirby to share a Copy Ability.

Return to the main menu
On the HOME Menu, select Reset to go back to Kirby’s Dream Collection.

Return to the title screen
Hold down A + B + 1 + 2 simultaneously to return to the title screen without creating a Suspend Point.
**Basic Actions**

- **MOVE** (press twice to dash)
  - Duck
  - + ② Slide

- **INHALE**
  - After inhaling:
    - + Swallow
    - ① Spit

- **USE COPY ABILITY**

- **DISCARD COPY ABILITY**

- **TEAM UP WITH FRIEND**

- **DETACH**

- **CALL UP GOOHEY**

- **START GAME**

- **PAUSE**

- **JUMP**
  - (press repeatedly)

- **FLY**

---

**Take Gooey Along on Your Adventure!**

Press A to bring out Gooey.

If you press A on a second controller, Player 2 will be able to control Gooey.

- ★ In one-player mode: press A to bring out Gooey.
- ★ For two-player mode: press A on a second controller to enable Player 2 to control Gooey.

Gooey can also use Copy Abilities... and team up with a friend!

**Team Up With a Friend!**

Rick
- Can move on ice without slipping.

Kine
- Can swim against the strongest currents.

Coo
- Can fly against strong winds.

Pitch
- Can do surprising attacks using Copy Abilities.

ChuChu
- Can attach to and move along the ceiling.

Nago
- Can perform a triple jump.

---

Return to the main menu

On the HOME Menu, select Reset to go back to Kirby’s Dream Collection.

Return to the title screen

Hold down A + B + ① + ② simultaneously to return to the title screen without creating a Suspend Point.
Basic Actions

MOVE
- (press twice to dash)
  + Duck
  + + Slide

Start game Pause

Discard Copy Ability
- After inhaling, lift up
- After lifting, throw upward

Inhale
- After inhaling:
  + Swallow
  ① Spit

Use Copy Ability
- After lifting, throws object

Jump Fly
- (press repeatedly)

Mixing Copy Abilities!
If you mix two Copy Abilities at the same time, the Copy Abilities will change according to the combination. There are three different mixing methods.

Method 1
- Swallow two enemies with abilities at the same time.
If you inhale two enemies and swallow them...the Copy Abilities are mixed!

Method 2
- Throw an ability enemy at another ability enemy.

Method 3
- Throw an Ability Star at an ability enemy.

On the HOME Menu, select Reset to go back to Kirby’s Dream Collection.

Hold down A + B + ① + ② simultaneously to return to the title screen.
**Basic Actions**

- **INHALE**
  - After inhaling:
    - + Swallow
    - ① Spit

- **GUARD**

- **USE COPY ABILITY**

- **MOVE** (press twice to dash)
  - + Duck
  - + ② Slide

- **START GAME**

- **PAUSE**

- **JUMP**
  - FLY (press repeatedly)

---

**Increase Your Score by Collecting Coins and Defeating Enemies!**

When you collect coins and defeat enemies, you earn points. However, you will lose points as well as health each time you are hit.

- Defeat enemies, and travel quickly with the right moves!
- Time your jumps to collect all the coins!
- Check out how to use moves.
- Select the Copy Ability and practice, practice, practice!

---

**Master the Copy Abilities**

You can practice your Copy Abilities in the Training Room. You can also view the ability guide from the pause menu.

---

**Return to the main menu**

On the HOME Menu, select Reset to go back to Kirby’s Dream Collection.
Control Overview

Select History
- Rotate the game packages

1. Close

Show Front Image of a Game Package

2. Confirm
- While viewing game package, zoom in/out

Preview the Kirby Anime

You can watch three of the 100 episodes of the TV series *Kirby: Right Back at Ya!*

- Look for the TV anime in 2002.
- Select the episode you want to watch.
- You can rewind or fast-forward.

Return to the main menu

On the HOME Menu, select Reset to go back to Kirby’s Dream Collection.