

NINTENDO DS™

MAA-NTR-TADP-UKV

# Kirby™

## Mass Attack



**INSTRUCTION BOOKLET**

(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)

*This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.*



Thank you for selecting the KIRBY™ MASS ATTACK Game Card for Nintendo DS™ systems.

**IMPORTANT:** Please carefully read the important health and safety information included in this booklet before using your Nintendo DS system, Game Card, Game Pak or accessory. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. Important warranty and hotline information can be found in the separate Age Rating, Software Warranty and Contact Information Leaflet. Always save these documents for future reference.

This Game Card will work only with Nintendo DS systems.

**IMPORTANT:** The use of an unlawful device with your Nintendo DS system may render this game unplayable.







## Contents



Getting Started .....	6
Basic Controls .....	8
Making Progress .....	10
Items .....	15
Objects .....	16
Extras & Awards .....	17
Credits .....	18

Note: Screens with  blue borders show the top screen, and screens with  red borders show the Touch Screen.

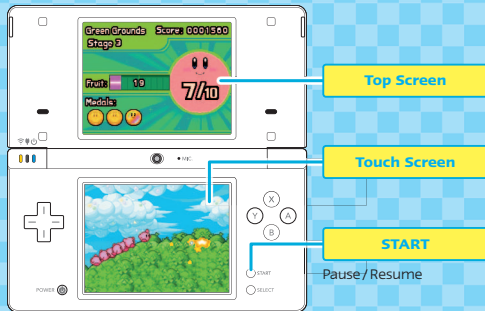


The in-game language depends on the one that is set on the console. In this game you can choose between five different languages: English, German, French, Spanish and Italian. If your Nintendo DS™ system is already set to one of them, the same language will be displayed in the game. If your Nintendo DS system is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your console. For further instructions about how to change language settings please refer to the Instruction Booklet of your Nintendo DS system.




### Kirby

Our hungry hero, after being split into ten by the Skull Gang boss, Necrodeus, sets out on an adventure to make things right.



Note: If you close your Nintendo DS system during play it will go into Sleep Mode, greatly reducing battery consumption. Reopen your system to resume play.



## Getting Started



Make sure your Nintendo DS system is turned off. Insert the KIRBY™ MASS ATTACK Game Card into the Game Card slot on the back of the Nintendo DS system and push until it clicks into place.

- 1 Turn the power on. The Health and Safety screen, shown to the right, will appear. Once you have read it, touch the Touch Screen.

When using a Nintendo DSi™ / Nintendo DSi™ XL system, simply touch the KIRBY MASS ATTACK icon to start the game.



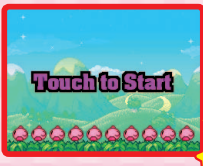
- 2 When using a Nintendo DS / Nintendo DS™ Lite system, touch the KIRBY MASS ATTACK panel to start the game. If the Nintendo DS / Nintendo DS Lite system is set to start up in auto mode, this step will not be necessary. For details, refer to the Instruction Booklet for your Nintendo DS / Nintendo DS Lite system.

Note: "Nintendo DS system" is a catch-all term which is used to refer to the original Nintendo DS, the Nintendo DS Lite, Nintendo DSi and Nintendo DSi XL systems.



- 3 On the title screen, touch the Touch Screen to begin.

Note: Wait for a moment on the title screen to see a movie about the KIRBY MASS ATTACK story.



## Selecting a File

There are three save files. Select NEW GAME to start a game from the beginning. Select a file that already contains save data to continue from where you left off.



## Selecting a Mode

Select STORY MODE to play the game. The number to the right shows the percentage of the game completed. EXTRAS and AWARDS will be unlocked as you progress through the game. **▶ Page 17** . You can also access the game options here.




## Options

Select LEFT-HANDED or RIGHT-HANDED depending on the hand you hold the stylus with. (The instructions in this manual are for the right-handed control method.)

Select DELETE FILE to delete the current save file. To delete all save files, press and hold the A, B, X, Y, L and R Buttons simultaneously when starting the game. **Deleted save data cannot be recovered, so please be careful.**

## Saving

Your progress will be saved automatically after completing a stage and at other points in the game. Make sure you don't turn off the power whenever  is displayed.



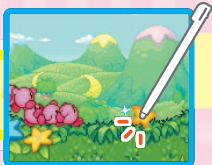
## Basic Controls



Touching and sliding the stylus on the Touch Screen will cause a star (Kirby's heroic heart) to appear. Kirbys are controlled using this star.

### ★ Walking

Touch the Touch Screen to make the star appear. Your Kirbys will walk towards the star.



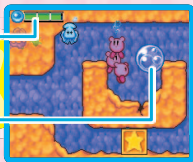
### ★ Running

Double-tap on the Touch Screen to make your Kirbys run to that point.



### ★ Swimming

The controls are the same underwater as they are on land. Keep an eye on the air gauge. If you run out of air, all your Kirbys will be KO'd and you'll lose the game. Swim into air bubbles to fill up your air gauge.

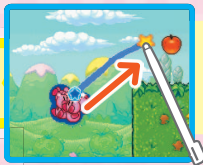


Air gauge

Air bubble

### ★ Carrying a Group

Hold the stylus on your Kirbys to attach them to the star, then slide the stylus to draw a line for the Kirbys to follow. Once your Kirbys are following the line, touch the Touch Screen again to make them stop.



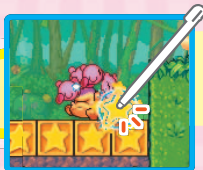
### ★ Jumping

Place the stylus on a Kirby and flick it to make him jump in the direction of the flick. These jumps can be used as attacks to break blocks and take out enemies.



### ★ Fighting Enemies

When your Kirbys pile onto an enemy, they'll automatically start to pummel their foe. You can help your Kirbys win the battle by tapping on the enemy repeatedly.



Note: Be careful not to tap too hard on the Touch Screen.





## Making Progress

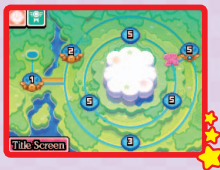


Progress through the game by clearing as many stages as you can. The number of Kirbys you have determines which stages you can enter. You can have **up to ten** Kirbys.

### ★ Selecting Stages

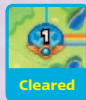
Touch a stage to make your Kirbys travel there. Touch it again to make your Kirbys enter the stage. Extras  and Awards  will become available here after you've unlocked them.

▶ Page 17



### ★ Stage Icons

Each stage icon has a number showing how many Kirbys you need to enter that stage. The stage icon will change once that stage has been cleared.



### ★ Rainbow Bubbles

After clearing certain stages, a rainbow bubble will appear. Use your Kirbys to burst these bubbles to create a rainbow bridge which opens up new areas on the stage selection screen.



## ★ The Game Screen

The Touch Screen is used for controlling your Kirbys. The top screen shows you information about the stage you're playing.

Level name and stage number

Green Grounds  
Stage 1

Fruit gauge ▶ Page 12

Fruit: 50

Medals found ▶ Page 15


Medals:

Number of Kirbys

8/10

This shows the current number / maximum number of Kirbys.

Kirby icon

This icon shows you that one of your Kirbys is off the screen in that direction. The icon will change depending on the status of that Kirby. For example, a KO'd Kirby will be .

## Daroach's Airship



Daroach

I am Daroach, leader of the space-faring pirates, the Squeaks. At some point in the game, you'll gain access to my ship. Drop by and I'll let you in on some game hints and give you tips on where to find medals.

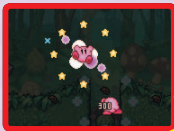
*Yours squeakily, Daroach* 

## ★ Adding More Kirbys

Collect fruit ▶ **Page 15** to fill the fruit gauge. Fill the gauge to 100 points to receive another Kirby to help you. (The fruit gauge will be reset to zero.) **You can have a maximum of 10 Kirbys.** If you already have the maximum 10 Kirbys, filling the fruit gauge will reward you with a 10,000 point bonus.



Fruit Gauge

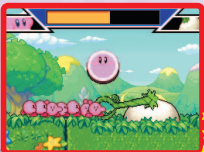


## ★ Many Kirbys Make Light Work

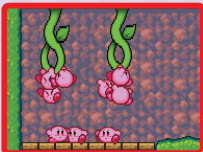
Having lots of Kirbys lets you access more stages, and will give you a number of advantages in the game (see below). There are some tasks on certain stages that are not possible to complete without having the right number of Kirbys.



The more Kirbys you have, the stronger you'll be in a fight.



It's easier to win tug-of-war battles when tapping ◡ if you have lots of Kirbys.



You can divide a large group of Kirbys between multiple tasks.

Note: Be careful not to tap too hard on the Touch Screen.

## ★ Kirby's Status

Kirbys turn blue when they get hurt. If a blue Kirby gets hurt, he'll get knocked out (KO'd). KO'd Kirbys fly up towards the top of the screen. If you don't catch them before they fly off, you'll lose them for good.

Note: When Kirbys get squashed by an obstacle, a large enemy or a boss, they'll get KO'd straight away.



Blue Kirbys



KO'd Kirby

## ★ Reviving KO'd Kirbys

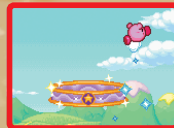
Make one of your other Kirbys jump up and catch a KO'd Kirby before he flies off. If you catch him, he'll automatically be revived as a blue Kirby.



## Recovery Rings

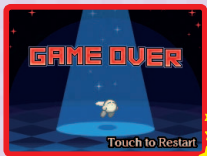
You'll find Recovery Rings on each stage. Flick your poorly, blue Kirbys through a Recovery Ring to turn them back into tickled-pink and healthy Kirbys.

*Yours squeakily, Daroach* ✍️



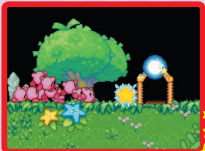
## ★ Game Over

You lose the game if you let all your Kirbys get KO'd. Touch the Touch Screen to return to the stage selection screen and restart the game. You'll also lose the game if you run out of air while you're underwater.



## ★ Clearing Stages

Clear the stage by going through the goal door at the end of the stage, or by defeating the boss. After clearing a stage, you may receive a bronze, silver or gold star depending on how well you took care of your Kirbys on that stage.



## Items



Each stage is filled with items that help your Kirbys through their adventure. Some items only appear after breaking a block or defeating an enemy.

### Fruit



1



10



30

These fill up the fruit gauge. Different fruits provide a different number of points.

### Maxim Tomato



Adds 100 points to your fruit gauge.

### Keys



Your Kirbys can pick up and carry these around.

### Treasure Chests



Use keys to open chests.

### Jumbo Candy



Eating this makes your Kirbys huge for a short time. While they're big, your Kirbys can break blocks and defeat enemies just by touching them.

### Medals



Collect these to open up more fun things in Extras. ▶ [Page 17](#)

## Watch Out for Skull Keys!



Picking up a skull key will whisk you away to a special stage where the Skull Gang await you. Grab the treasure chest to make a quick escape. If you don't, you'll have to brave it out till the bitter end.

*Yours squeakily, Daroach*







## Objects



Here are some of the objects that you can expect to see in the game. Some will help you on your way but others will hinder you.

### Blocks

#### Star Blocks



Break these blocks by flicking your Kirbys into them.

#### Metal Blocks



These blocks cannot be broken by flicking Kirbys at them.

#### Fruit Blocks



Flick your Kirbys into these blocks to make fruit come out of them. Keep hitting the block until it breaks.

### Others

#### Jerkweed



Have your Kirbys jump up and pull on these dangling plants. Watch out for spikes, though. They hurt!

#### Melody Switches



Hit these in the correct order to continue on your way.

#### Autocannons



Get your Kirbys inside, then touch to shoot them out.

### Doors

#### Area Doors



Go through these doors to move to a new area.

#### Shortcut Doors



These doors let you skip to the end of a stage. Shortcut doors remain faded and unusable until you've cleared that stage at least once.



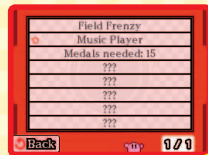
## Extras & Awards



You can access the Extras screen and Awards screen from the mode selection screen or stage selection screen.

### Extras

Collect as many medals as you can to unlock the sub-games and other features on this list. To play a sub-game, simply select it from the list.



### Awards

There are lots of secret challenges awaiting you throughout the game. You'll get an award each time you complete a challenge. Awards you've received are marked on the list with



## Credits

### **DIRECTOR**

Mari Shirakawa

### **ASSISTANT DIRECTOR**

Tadashi Kawai

### **CONCEPT PLANNING**

Takashi Hamamura

ENGINES

### **PLANNING**

Lee Suchol

Toyohisa Tanabe

Kousuke Koyanagi

Yoshimasa Arita

Takashi Hamada

### **PROGRAMMING**

Hiroyuki Hayashi

Kazuhiro Mizusawa

Keita Yamada

Hideto Fukushima

Kojiro Ooki

Kazunori Takahashi

Fumihiko Sugiura

Hiroyuki Fujiwara

### **DESIGN**

Yoshihisa Maeda

Abeno Matsuzaki

Shiho Tsutsuji

Takayuki Nakayama

Yohei Sano

Kouichi Ogawa

### **SOUND**

Shogo Sakai

Masaaki Iwasaki

### **ARTWORK**

Tetsuya Notoya

Mariko Kimizuka

Masayo Nakagami

Hisayo Osanai

Sachiko Nakamichi

Keiko Inoue

### **NOE LOCALISATION**

### **MANAGEMENT**

Andy Fey

Jan Peitzmeier

Andrea Salvi

### **NOE LOCALISATION**

### **COORDINATION**

Mihai Barbulescu

### **NOE LOCALISATION**

John Mullen

Daniel Idoine-Shirai

Pierre-Guillaume Mabboux

Gurvan Le Guen

Daniel Pestka

Sascha Weinard

Andrea Leitenberger

Marco Morbin

Elizabeth Sánchez León

Pedro José Moreno Villar

### **NOE QA**

### **COORDINATION**

Wolfgang Weber

Christopher Caël

### **NOE QUALITY**

### **ASSURANCE**

Natalie Lunt

Brendan Quinn

Damien Li

Julien Llopart

Antoine Boissier

Allane Lalmi

Oliver Müller

Markus Engemann

Monica Joseph

Francesco Fonte

Alessandro Boem

Julien Marchant

Julio Manzaneda

Ester Villalobos

Jessica Sánchez

### **NOE MANUAL**

### **LOCALISATION**

### **ARTWORK**

### **PRODUCERS**

Andrea Dopico

Kei Udagawa

### **PROOFREADING**

### **AND LAYOUT**

Andrea Penna

Francesca Abate

Sandra Bialys

Ana Luz

Canela Rodal

Pieter Van Nueten

Martin Péron

Ralf Rehkopf

Cornelia Bilz

Verena Lischka

Oleg Sdarskij

Ursula Lipinski

### **LOCALISATION**

### **COORDINATION**

Kenichi Masuda

### **MANAGEMENT**

### **ADVISER**

Tomoaki Fukui

### **COORDINATION**

Atsuto Yagi

### **PRODUCERS**

Masanobu Yamamoto

Yoichi Yamamoto

Yasushi Adachi

### **SENIOR PRODUCERS**

Kensuke Tanabe

Masayoshi Tanimura

### **EXECUTIVE PRODUCER**

Satoru Iwata

HAL Laboratory, Inc. and Nintendo are the authors of this software for the purpose of copyright. All rights reserved. ©2011 HAL Laboratory, Inc. / Nintendo.



**Nintendo®**

PRINTED IN THE EU