Nintendo

NINTENDO AUSTRALIA PTY. LTD.
48-52 Dunlop Road, Mulgrave, Victoria 3170 Australia

Nintendo

GAME BOY™

DMG-KY-AUS-6

KIRBY'S DREAM LAND™

INSTRUCTION BOOKLET

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's Dream Land™ Game Pak for the Nintendo® Game Boy™unit.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.

Table of Contents

Kirby to the Rescue! ····· 3
Controller Operations ····· 5
Let's Get Started ····· 7
And Here's Kirby! ····· 9
Beating up The Bad Guys ····· 12
Kirby's Arsenal ····· 13
The Road Ahead ····· 16

Precautions

1) If you play for long periods of time, take a 10 to 15 minute break every hour or so.
2) This equipment is precision built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
3) Do no touch the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or GAME BOY unit.
4) Do not clean with benzene, alcohol, or other such solvents.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Game Boy unit.
6) Store the Game Pak in its protective case when not in use.

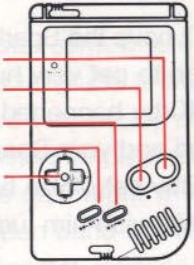
© 1992 HAL LABORATORY INC./NINTENDO
TM & ® are trademarks of Nintendo Co., Ltd.
© 1994 Nintendo Co., Ltd.

Kirby to the Rescue!

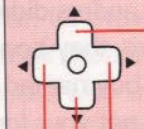
On a tiny star somewhere far, far away from earth, there is a very special place known as Dream Land. The Dream Landers are very happy people who use their magical Sparkling Stars to play and work among the heavens. That is until one dark night when the gluttonous King Dedede and his rotten band of thieves swooped down from neighbouring Mt. Dedede for a midnight snack in Dream Land. Not only did they steal all their food, but they stole the Dream Landers' treasured Sparkling Stars as well.

Because the Dream Landers didn't have the Sparking Stars to gather food anymore, they began to get very hungry. Suddenly a spry little boy named Kirby happened along and said, "Don't worry, I'll get your food and your Sparkling Stars back!". With these words, Kirby set off on his quest toward the dreaded Mt. Dedede. We wish him luck!

Controller Operations



✣Control Pad



Pushing up on the ✣Control Pad inflates Kirby and allows him to fly and to enter/exit through doorways.

Pushing right on the ✣Control Pad moves Kirby to the right.

Pushing down on the ✣Control Pad makes Kirby crouch, allows him to swallow an enemy that he is holding in his mouth, or lets him jump down to lower floors.

Pushing left on the ✣Control Pad moves Kirby to the left.

A Button : This button makes Kirby jump.

B Button : This button allows Kirby to inhale enemies or puff out anything that he is holding in his mouth (air pellets, enemies, fire pellets).

START Button : This button pauses the game.





NOTE

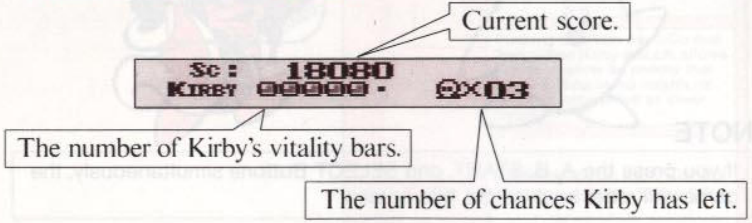
If you press the A, B, START, and SELECT Buttons simultaneously, the game will reset back to the title screen.

Let's Get Started

Correctly insert the Kirby's Dream Land™ Game Pak into the Game Boy unit and turn the power switch to the "ON" position. You will see the "Nintendo®" logo appear for a few seconds before the title screen appears. When the title screen appears, press the START Button to begin play.



• At the bottom of the screen



The number of Kirby's vitality bars.

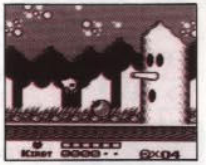
Kirby begins with six bars of vitality. When injured by an enemy, his vitality will decrease by one or more bars depending on the enemy that injures him.

The number of chances Kirby has left.

Once Kirby loses all his vitality bars, he will have to use one of his chances to try again. If you use up all of Kirby's chances, the game will end.

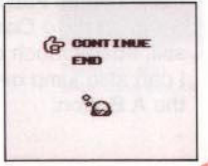
• Fighting the Bosses

When you come to a mini-boss or a big boss stage, the boss's vitality bar will appear on the screen just above Kirby's vitality bar. You'll have to defeat these bosses if you want to go on!



• Continue

When Kirby runs out of chances, the GAME OVER screen will appear followed by the CONTINUE screen. To continue the game, use the ✣ Control Pad to select CONTINUE then press the START Button to begin play. If you want to end the game, select END and you will return back to the title screen.



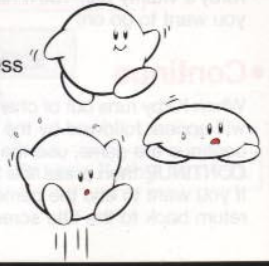
And Here's Kirby!



Hi! I'm Kirby..... Pleased to meet you! I'll be doing the explaining from here on, so listen carefully as you'll need my advice to knock out King Dedede.

ACTION 1 ..... Walking

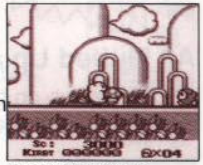
When I'm on the ground, press left or right on the ✣ Control Pad to make me walk. If you press down on the ✣ Control Pad when I'm standing still, I can crouch down to avoid an enemy. I can also jump over an obstacle by pressing the A Button.



ACTION 2 ..... Inhaling/Exhaling Enemies

If you press the B Button, I can inhale any enemy that may be standing nearby. Can you see my cheeks puff out? If you press down on the ✣ Control Pad, I can swallow an enemy.



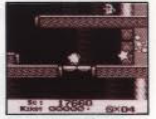


Even if I swallow 2 enemies, they can only be used once for an attack.

Using Munched Up Enemies for Firepower

If you press the B Button when my cheeks are full, I'll puff out whatever I had in my mouth. If it hits another enemy, I can give those meanies a taste of their own medicine!



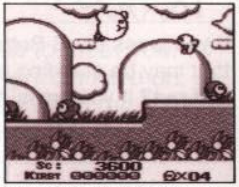


There are also destructive blocks.

ACTION 3 ..... Flying

All Fluffed Up and Ready to Fly!

If you press up on the ✣ Control Pad, I can take in a big gulp of air and fly through the skies!

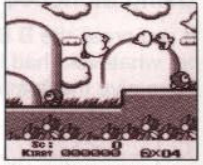


If you press the A Button. I can "hover"

Going After an Enemy with Air Pellets

If you press the B Button while I'm in the air, I can puff out an Air Pellet that can be used to attack an enemy. Unfortunately, I'll fall like a rock without a gulp of air. But don't worry, just press up on the ✣ Control Pad and I'll be able to float as good as new.





Time your shot carefully to stay out of trouble!

Beating up on the Bad Guys

There are Some Tough Guys Out There That Even I Can't Swallow!

Some of the enemies are just too nasty for me to swallow. See if you can find other ways to beat these guys!



A medium-rank boss can't be swallowed up.

Air Pellets are Useless Against King Dedede's Big Bosses

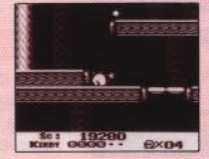
Except for the boss at the end of stage three, a normal air pellet will not work against King Dedede's Bosses. You'll need to puff out an enemy or an object to defeat these guys.



Things get rather risky when you come close to the enemy.

Dive Attack

If I fly high enough, I can dive onto an enemy to defeat it and I won't even get hurt!



If Kirby falls like this, he won't lose any life force.

Kirby's Arsenal



Let me introduce some of the items that will help me on my adventure. If you use them wisely, I can survive the fiercest of attacks.



Candy

When I grab this lollipop, I can flatten as many enemies as I like without getting hurt. Unfortunately this lasts only a short while and if I fall down a cliff, I won't come out alive!



Bomb

This can be a real blast if I throw it at an enemy, but if the bomb blast reaches me, it can hurt me as well. If I get too close to a bomb without swallowing it, it might explode – so take care!



Microphone

I'm not a very good singer and I sometimes sing off key, but King Dedede's bullies can't stand to hear me sing and will just explode with laughter when I puff out the microphone.



Spicy Food

When I eat this big plate of hot and spicy food, I can attack enemies with fire pellets. However, keep me out of water or I'll douse this weapon sooner than you may want to.



Mint Leaf

If I grab this big mint leaf, I can shoot a rapid stream of Air Pellets. This will definitely come in handy if there are a lot of enemies on the screen!



Bag of Magic Food

This bag contains some pretty special food. I can't tell you exactly what's inside, but if I pick one up, it will completely restore all my vitality.



Pep Brew

If I get my hands on this bottle of super energy brew, I'll recover 2 bars of vitality.



1 Up

This handy item increases the number of chances Kirby has by 1. You might not need these extra chances now, but wait till we meet up with King Dedede. You'll wish you had as many as you could get!



Warp Star

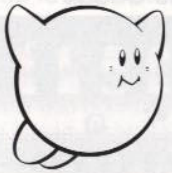
The people of Dream Land use these magical warp stars to travel to nearby places. If you see one, jump on board for a quick trip but make sure you hold on tight!



Sparkling Stars

After I defeat the last boss of each stage, they will leave behind one of the special Sparkling Stars that King Dedede has stolen. When you see it, make sure you grab it so that you can return it to the people of Dream Land.

The Road Ahead



Once in King Dedede's realm, there are five stages you must get through. To help you through your journey, here's a short peek at what lies ahead...

STAGE 1 GREEN GREENS

Nature's Trail of Badness

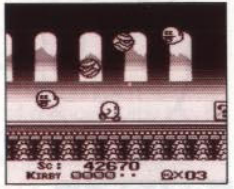
A great place to start your journey, this natural setting is full of rolling hills, fleecy clouds, and bushy trees. But don't let the scenery distract you because while the animals may look cute and friendly, they can be very troublesome and dangerous.

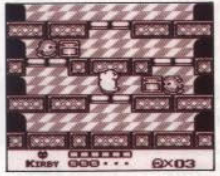


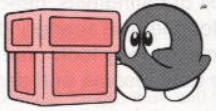
STAGE 2 CASTLE LOLOLO

Plenty of Strange Things Await You in This Castle

One step inside this spooky castle and you'll know that something weird is going on! You'll have to be careful here because some of the nasties that float around here can't be beat just by inhaling them. The not so famous twins Lololo and Lalala rule this castle of gloom.



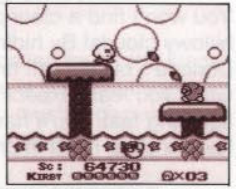


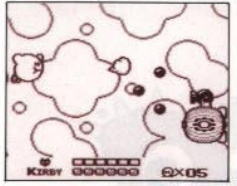


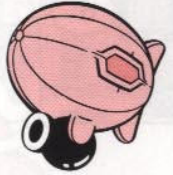
STAGE 3 FLOAT ISLANDS

This is Definitely not a Resort Paradise

This may look like an island paradise lined with palm trees, but don't expect to have a relaxing time here! You'll have to watch your step as you island hop here or you could end up falling in to the ocean. Kaboola will have you scrambling to dodge her constant attack of cannon balls.



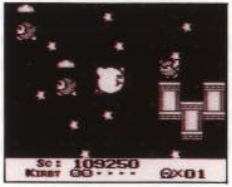


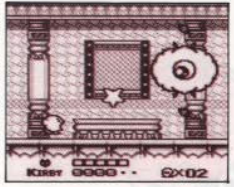


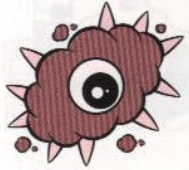
STAGE 4 BUBBLY CLOUDS

The Kingdom of Clouds

You won't find a clear path through these soft billowy clouds! By hiding in the clouds, King Dedede's bullies will find a way to surprise you when you least expect it. The boss Kracko is lightning fast. You'll have to keep moving and keep a clear head in order to beat him!







STAGE 5 Mt. DEDEDE

King Dedede and His Crew are Waiting on This Mystical Mountain

King Dedede heard you were coming and he has called for all the stage bosses to return to Mt. Dedede to protect him. This is going to be your toughest battle yet, but if you've come this far, you mustn't give up. Remember, the people of Dream Land are counting on you!



★ Hints ★

Explore all areas thoroughly and look for hidden passageways. Magical Food, Pep Brew, and 1-Ups are hidden in some unexpected places.

You'll have to be patient in order to defeat some of the bad guys. Use enemies, blocks, or anything else you can find to defeat some of the stronger enemies.



REV-J

WARRANTY FOR THE NINTENDO GAME BOY (GAME PAK) BY NINTENDO AUSTRALIA PTY. LTD.

The product is sold subject to all warranties implied under the provisions of the Trade Practices Act of Australia. Nintendo Australia Pty. Ltd. (Nintendo) warrants to the original consumer/purchaser that this GAME BOY ("GAME PAK") shall be free from defects in material and workmanship. If a defect covered by this warranty occurs, Nintendo will repair or replace the (GAME PAK) at its option, free of charge.

To receive this warranty service, contact Nintendo's Head Office.

This undertaking to repair or replace the product will not apply if the (GAME PAK) has been damaged, after sale to the original consumer/purchaser, by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

NINTENDO AUSTRALIA HEAD OFFICE ADDRESS:
48-52 Dunlop Road, Mulgrave, Victoria 3170 Australia
Phone : (03)9265-9900

- NINTENDO HELPLINE 1902 24 1001
  (LEGION CALL RATE AT 75 CENTS P. MINUTE
  Calls from mobiles and public phones attract a higher rate.)