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Nintendo

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Nintendo

GAME BOY®

DMG-K9-USA

KIRBY'S PINBALL LAND™★

INSTRUCTION BOOKLET

This official 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 Game Boy System.



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Thank you for selecting the Kirby's Pinball 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.

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Welcome to Kirby's Pinball Land !!!

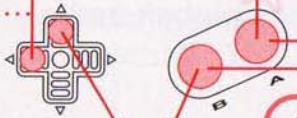
Kirby, your pudgy buddy from Dream Land, is back again on Game Boy®!
This time the game is Pinball, and Kirby will have to face King Dedede and his bosses who guard the three Pinball Lands. In order to defeat King Dedede and his three bosses, Kirby becomes a pinball. This allows him to fight effectively in the Pinball Lands -- each a magical land with all kinds of tricks and bonuses! How high can you score? Can Kirby defeat King Dedede again? Let's find out! Okay Kirby, turn into a pinball and get ready for a wacky pinball battle!

Controlling the Game



Pressing Left on the ✚ Control Pad operates the Left Flipper.

The A Button operates the Right Flipper.



Pressing the ✚ Control Pad upwards or pressing the B Button shakes the pinball machine.

You can see the Top Scores List by pressing the A or B Button on the Title Screen.

The SELECT Button

This button is used to save your game in the Game Pak's battery-backed memory.
Details about saving your game are explained on page 19.

The START Button

This button is used to start the game and to pause the game.When you press this button during a game, the game will pause. To unpause, press the START Button again.



Special Controls

In addition to the above controls, the A Button is used to activate the Springboard and to choose which direction to shoot the ball out of a Roulette Hole. If you press the A, B, START and SELECT Buttons simultaneously during play, the game will reset back to the title screen.

Let's Get Started

Correctly insert the Kirby's Pinball 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 playing.

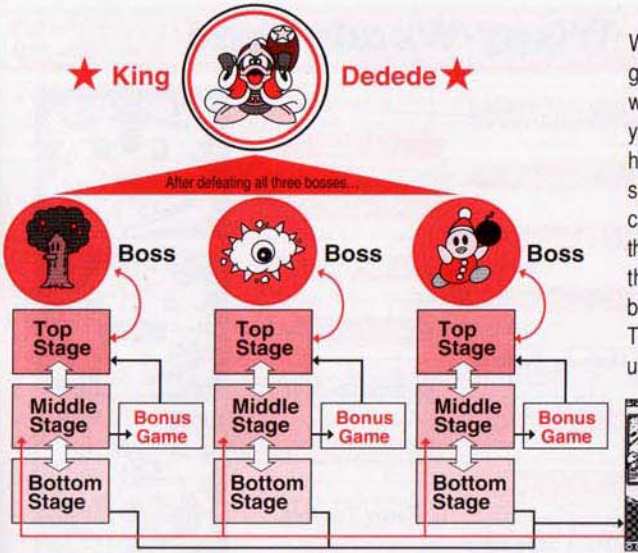


How to Play

You start with three Kirbys (or three pinballs). Try not to let Kirby drain between the flippers at the bottom of the playfield! Use the flippers to keep Kirby in play and rack up more points!

Game Layout

There are three pinball machines (Pinball Lands) for you to master, each divided into three stages. After successfully passing through the top stage of each pinball machine you come face to face with the boss of that particular Pinball Land. After defeating all three bosses you finally confront King Dedede himself!



When you start the game, you can choose which Pinball Land you want to go to by hitting the appropriate shooting star. You can do this by using the flippers or by using the cannon at the bottom of the screen. To shoot the cannon, use the A Button.



Warp Screen

Wispy-Woods Land



Slippy
Bounder
Slot Lane
Gordow
Rollover Switch
Kaboo
Big Kaboo
Drain Stopper

Twister
Cappy
Dancing Kirby
Slot Machine
Outlane Stopper
Mummy Ball
Kirby Triplets



Outlane Stoppers are activated by passing over a Rollover Switch. This helps to prevent Kirby from rolling out of play. Be careful! The Outlane Stoppers only last for a short period of time!

★Maxim Tomatoes and other items appear next to Slippy at the top of the stage. You need to hit a Warp Star to reach the boss of this Pinball Land. To make the Warp Star appear, destroy all three of the Cappies.

★If Kirby passes through the Slot Lane, the Slot Machine will spin. If you hit the Dancing Kirby, only the picture with an arrow above it will spin.Payoffs:

: If you shoot Pinball Kirby over the Dancing Kirby, he will be shot up to the Top Stage.

: Sends out a Warp Star that can take you to a Bonus Game.

: A Maxim Tomato will appear which can activate the Drain Stopper.

: You don't want this. It makes Drain Stoppers disappear!

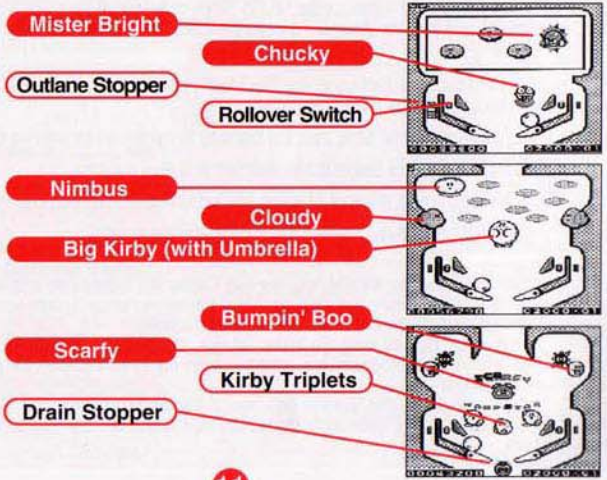
★Once you've destroyed all six Kaboos, the Big Kaboo will disappear, and the Roulette Hole will appear. When the pinball enters the Roulette Hole, the arrows begin to light up. Press the 'A' Button to select the direction in which you want the ball to be thrown.

★When Pinball Kirby passes over the Kirby Triplets, the pictures of Kirby change. Line up three rotund, happy Kirbys and Stoppers will appear. Line up three deflated Kirbys and OOPS! The Stoppers will disappear!

★Each time the pinball hits the Mummy Ball, one of the letters in the words "WARP STAR" light up. When all of the letters have been illuminated, the star which will zip you to the Warp Screen will become visible.

Kracko Land





Outlane Stoppers are activated by passing over a Rollover Switch. This helps to prevent Kirby from rolling out of play. Be careful! The Outlane Stoppers only last for a short period of time!

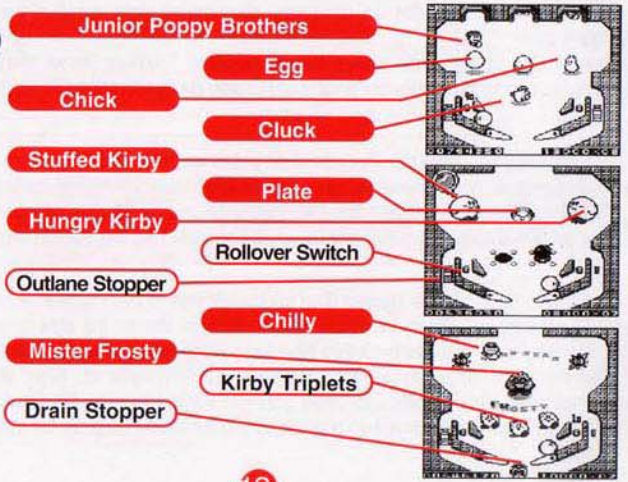
★ When Kirby hits Mr. Bright (the sun) three times, day turns into night, and Mr. Shine (the moon) and stars come out.
★ When Kirby hits Mr. Shine three times a Warp Star appears. The Warp Star will take you to the boss.
★ If Kirby hits Chucky three times, our good buddy Chucky turns into a Maxim Tomato!

★ When Kirby hits the Clouds on either side of the pinball machine, various items come into play such as Maxim Tomatoes, which activate the Stoppers, and Warp Stars, which send you to a Bonus Game.
★ If Pinball Kirby hits Nimbus three times, it will start to rain and the Big Kirby will open his umbrella. If you land the pinball on the top of the umbrella, you will be sent to the Top Stage of the pinball machine.

★ Each time Kirby hits the Bumpin' Boo on the left side of the machine, a letter in the word "WARP" will light up. When the pinball hits the Bumpin' Boo on the right, a letter in the word "STAR" will light up. When all the letters have been illuminated, a Warp Star appears.
★ Each time Kirby hits Scarfy, a letter in the word "SCARFY" lights up. When all the letters have been illuminated, Scarfy splits into three Scarfys! If Kirby hits the top Scarfy, this Scarfy is replaced by the pinball, which is then bumped up into the Middle Stage by the other two Scarfys.

Poppy Brothers' Land





★ Outlane Stoppers are activated by passing over a Rollover Switch. This helps to prevent Kirby from rolling out of play. Be careful! The Outlane Stoppers only last for a short period of time!

★ Each time Kirby hits an Egg it cracks, and finally becomes a Chick. (If one of the Junior Poppy Brothers touches an Egg, it will return to its original state.) When all three Eggs have become Chicks, they set out to find items such as Maxim Tomatoes and Warp Stars (that take you to the boss!) .
★ If Kirby hits Cluck three times, Cluck turns into a Maxim Tomato.

★ When Pinball Kirby hits the Stuffed Kirby, he will exhale whatever he's thinking about and put it on the plate. When the pinball hits the Hungry Kirby, he will inhale whatever is on the plate.
★ If Kirby hits a Maxim Tomato that the Stuffed Kirby exhales, the Stoppers will appear.
★ If Kirby hits one of the Warp Stars that the Stuffed Kirby exhales, you'll go to a Bonus Game.
★ If the pinball hits one of the Squishy Squids that the Stuffed Kirby exhales, you'll be thrown to the Top Stage.

★ Each time Kirby hits Chilly, one of the letters in the words "WARP STAR" lights up. When all of the letters have been illuminated, the Warp Star is activated.
★ Each time the pinball hits Mr. Frosty, one of the letters in the word "FROSTY" lights up. When the word has been completely illuminated, Mr. Frosty can catch Kirby and start to spin. Using the A Button, stop Mr. Frosty's spin and shoot Kirby in the desired direction.

The Bad Guys





Wispy-Woods

Try to make Kirby hit Wispy-Woods in the face. If you don't panic, you shouldn't have too much trouble.





Kracko

Extremely quick, Kracko's spinning attack can knock Kirby for a loop! Look Out!!





Poppy Brothers

After attacking several times, Poppy splits into two Poppies! Watch out for simultaneous bomb attacks!

Caution!! If one of the Bosses' attacks hits one of the flippers, it will be immobilized and will not work for a brief period of time! Be Careful! If you make a mistake and let Kirby drain while fighting one of the Bosses, you will be thrown back to the Top Stage of that Pinball Land!

The Springboard (A Second Chance!)

If Kirby drains off the Bottom Stage of a machine, he falls to the Springboard. By pushing the A Button when the Springboard drops down to its lowest position, Kirby can jump back up to the Bottom Stage of that Pinball Land. If your timing is just right, Kirby can jump up to the Middle or even to the Top Stage of the pinball machine. Kirby can wear out the Springboards if he uses them too often during one life. The bigger a Springboard is, the easier it will be to jump off of it.



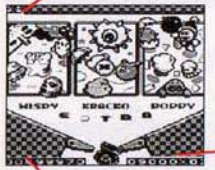
Extra Kirbys



After defeating a Boss and moving back to the Stage Warp Screen, a ball with the letters E-X-T-R-A flashing on it appears, replacing the Warp Star that was previously there. Each time Kirby hits the ball, the displayed letter is lit. If you can spell EXTRA, you'll get an extra Kirby!

Scoring and Screen Displays

Number of Kirbys Remaining



Bonus Points [+B] and Bonus Multipliers [+M] can be earned in various places in the game. Whenever a Kirby is lost, the bonus points will be added to your score.

Bonus Points [(Bonus Points) x (Multiplier)]

Present Score



If you get one of the top 4 scores, you can enter your name on the Top Scores list. Enter your name using the ✛ Control Pad and the A Button. Use the B Button if you make a mistake. Up to seven letters can be entered. From the Title Screen, press the A or B Button to go to the Top Scores list. If you want to erase the Top 4 Scores, press START, SELECT, and Down on the ✛ Control Pad on this screen.

Bonus Games (How To Rack Up Points!)

In the Middle Stage of each Pinball Machine, you can access a Bonus Game by hitting a Warp Star. Each Bonus game has excellent ways to add substantially to your score and increase your Bonus. Each Bonus Game has a time limit. During this time, any Kirby that goes between the flippers will be shot back into the playfield.

The Wispy-Woods Bonus Game



Blocks are arranged in three rows at the top of the screen. Hit as many blocks as you

The Kracko Land Bonus Game



Hit the items up to the Kirby at the top of the screen so he can inhale them for some serious points!

The Poppy Brothers' Land Bonus game



It is every Kirby's dream to play soccer with a squid. Score as many goals as you can.The more goals you make, the more each goal is worth!

Saving Your Game



If you need to stop playing for a while, you can save your game in this Game Pak's Battery-Backed Memory. When you save your game, your score and position of the ball is saved.



How to Save Your Games

Pressing the SELECT Button at any time during your game will give you the screen shown in the picture above. Choose one of the following two menu selections using the ✚ Control Pad and press the START Button.



Continue Playing

This lets you return to the game without saving.

Save and Quit

Saves your game and returns to the Title Screen. Your game is safely protected, even if you turn off your Game Boy®.



Restarting Your Game

Your game can be restarted by selecting "Play Saved Game" on the Title Screen.

Be Careful When Saving Your Games!

All saved data is erased after you have restarted your game by selecting the "Play Saved Game"option on the Title Screen. The "Play Saved Game" option will not reappear unless you save the game again.

If the game is saved during one of the Bonus Games, the game will begin at the Top Stage of the machine when you restart.

If the game is saved during a battle with one of the bosses, the boss will completely recover from any damage when restarting the game. You will have to fight the boss as if you were just entering the boss' stage.



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