

Wii™

Meta Knight ▶

Waddle Dee ▶

▲ Kirby

King Dedede ▶

Kirby's Adventure Wii™

INSTRUCTION BOOKLET

(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)

Any manuals provided with this software are digital reproductions of the original printed manuals. Please note that references may be made to features that can't be used in this version of the game. There may also be references to outdated consumer information, e.g. warranties and support hotlines.

For product information, please visit the Nintendo website at:

www.nintendo.com

For technical support and troubleshooting,
please refer to the Operations Manual for your Wii U console or visit:

support.nintendo.com

For age rating information for this and other software,
please consult the relevant website for the age rating system in your region.

PEGI (Europe): www.pegi.info

USK (Germany): www.usk.de

Classification Operations Branch (Australia): www.classification.gov.au

OFLC (New Zealand): www.classificationoffice.govt.nz

Russia: minsvyaz.ru/ru/doc/index.php?id_4=883

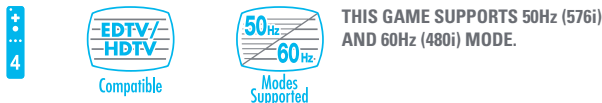
This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.



Thank you for selecting the KIRBY'S ADVENTURE™ Wii disc for your Wii™ system.

WARNING: Please carefully read the important health and safety information included in this booklet before using your Nintendo® hardware system, disc 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 SUPPORTS 50Hz (576i) AND 60Hz (480i) MODE.

IMPORTANT LEGAL INFORMATION

THIS NINTENDO GAME IS NOT DESIGNED FOR USE WITH ANY UNAUTHORISED DEVICE. USE OF ANY SUCH DEVICE WILL INVALIDATE YOUR NINTENDO PRODUCT WARRANTY. COPYING OF ANY NINTENDO GAME IS ILLEGAL AND IS STRICTLY PROHIBITED BY DOMESTIC AND INTERNATIONAL INTELLECTUAL PROPERTY LAWS.

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Wii Menu Update

Please note that when first loading the disc into the Wii™ console, the console will check if you have the latest version of the Wii Menu, and if necessary a Wii system update confirmation screen will appear. Select OK to proceed with the update. Updates can take several minutes and may add Channels to the Wii Menu. Please note that the Wii console must have the latest version of the Wii Menu in order to play the disc.



Note: If, after performing an update, the Disc Channel still does not display the title of the inserted disc, a second update is required. Please repeat the above procedure. Channels added by a Wii Menu update will be saved to the Wii System Memory if there is enough free space. These additional Channels can be deleted from the Data Management screen in Wii Options, and can subsequently be re-downloaded from the Wii Shop Channel at no extra cost.

When the Wii Menu is updated, unauthorised hardware and/or software modifications may be detected and unauthorised 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 unauthorised software or accessories will continue to function with the Wii console after this or future updates of the Wii Menu.



Further information regarding health and safety as well as the setup and operation of accessories compatible with this software can be found in the relevant sections of the Operations Manuals as detailed below.

Using the Wii Remote Wrist Strap	Wii Operations Manual – System Setup (Using the Wii Remote™/Using the Nunchuk™)
60Hz (480i) Mode, EDTV/HDTV (480p) Mode	Wii Operations Manual – Channels & Settings (Wii Settings and Data Management)
Synchronising your Wii Remote with the Wii console	Wii Operations Manual – System Setup (Synchronising your Wii Remote with the Wii console)

Getting Started

Insert the KIRBY'S ADVENTURE™ Wii disc into the disc slot. The Wii console will switch on.

- 1 The Health and Safety screen, as shown here, will be displayed. After reading the details press the A Button. The Health and Safety screen will be displayed if either the disc is inserted before turning the Wii console's power on, or if the Wii console's power is turned on without the disc inserted.



- 2 Point at the Disc Channel on the Wii Menu and press the A Button.



- 3 The Channel preview screen will be displayed. Point at START and press the A Button.



- 4 The Wii Remote wrist strap information screen will be displayed. Tighten the strap around your wrist, then press the A Button. The opening movie will then begin to play.
Note: This software can be played using the Wii Remote™ Plus. In this Instruction Booklet, "Wii Remote" refers to both the Wii Remote and Wii Remote Plus, unless stated otherwise.



★ Select File

Select a save slot and press the 2 Button to confirm. The main menu will be displayed.



★ Main Menu

Choose which game mode you would like to play. Modes that are not yet available will be greyed out. These will become available as you progress through the game.



🎮 About Saving

Data will be automatically saved whenever a stage is cleared. To delete a save file, select DELETE FILE on the main menu.



- When you quit the game or return to the main menu, the number of remaining lives and the current Point Star total will be reset.
- For information on deleting saved data from the Wii System Memory or copying it to an SD Card, please refer to the Wii Operations Manual – Channels & Settings.
- Deleted data cannot be recovered, so please be careful.
- Do not touch the POWER Button or RESET while saving is in progress.

The in-game language depends on the one that is set on your Wii console. This game includes five different language versions: English, German, French, Spanish and Italian. If your Wii console is already set to one of them, the same language will be displayed in the game. If your Wii console is set to a different language than those available in the game, the in-game default language will be English. You can change the in-game language by changing the language setting of your Wii console. For further instructions about how to change language settings please refer to the Wii Operations Manual – Channels & Settings.

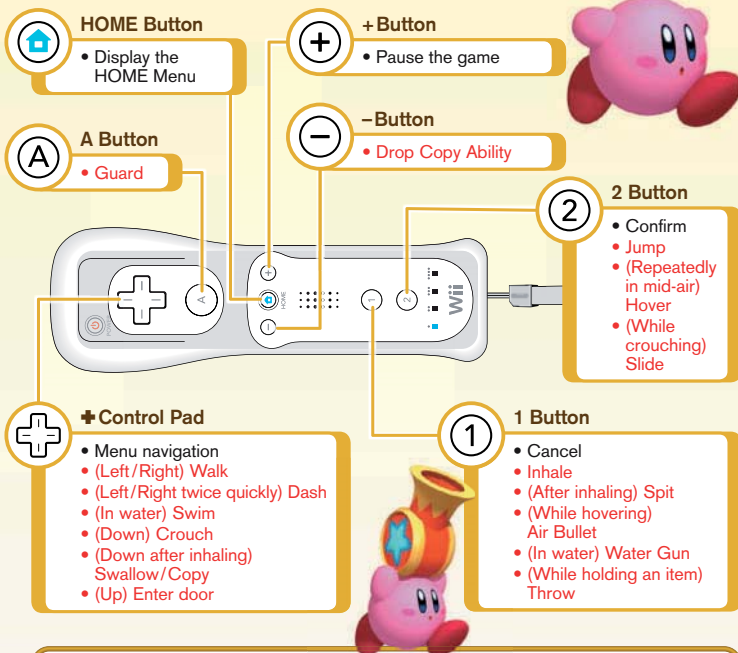
Controls

You will mostly be holding the Wii Remote sideways to play this game. To play multiplayer **P.9**, you will need one Wii Remote for each player (up to a maximum of four).

★ The Wii Remote

Text in **red** refers to in-game actions. You can also view available actions from the pause menu **P.11**.

Note: It will sometimes be necessary to shake the Wii Remote.



★ Holding the Wii Remote Vertically

During sub-games, the Wii Remote should be held vertically. The controls for each sub-game will be explained on screen.



Actions

Kirby can perform many different actions. Below are a few examples of these.

★ Inhale

Press the 1 Button to inhale enemies or blocks and carry them around in Kirby's mouth.



★ Spit

After inhaling an enemy or block, press the 1 Button again to spit it out.



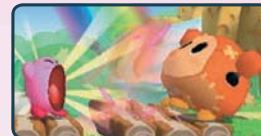
★ Swallow

After inhaling an enemy or block, press down on the + Control Pad to swallow it. If you swallow an enemy with a Copy Ability **P.8**, Kirby will gain that ability.



★ Super Inhale

While inhaling, shake the Wii Remote or repeatedly press the + Control Pad in various directions to inhale large enemies and blocks that cannot usually be inhaled.



★ Hover

While in the air, repeatedly press the 2 Button to float freely through the stage.



★ Air Bullet

Press the 1 Button while hovering to fire a blast of air from Kirby's mouth. This will also make Kirby fall.



Copy Abilities

Kirby has the power to copy the abilities of the enemies he swallows. Making use of these abilities can be the key to clearing the various stages!

★ About Copying

If you swallow an enemy with a Copy Ability, Kirby will gain that ability for himself. Copy Abilities are generally used by pressing the 1 Button in combination with other buttons.

Note: Detailed descriptions of how to use each Copy Ability can be found on the pause menu **P.11**.

Drop Copy Ability

Press the -Button to drop Kirby's current Copy Ability, turning it into a star. If you swallow this star, you can get the Copy Ability back. Kirby can also sometimes lose his Copy Ability when he takes damage.

Copy Essences

Touch a Copy Essence to gain the Copy Ability it represents.

Mixing Copy Abilities

If Kirby swallows three or more enemies with Copy Abilities at once, these abilities will be mixed, causing Kirby's status icon to switch between many different forms like a roulette wheel. Press the 2 Button to stop the roulette and gain one of the Copy Abilities.

★ About Super Abilities

Swallow certain special enemies to equip Kirby with an all-powerful Super Ability! Kirby will be able to use the Super Ability until the Super Ability Gauge runs out.

Super Ability Gauge

This gauge empties over time.



Multiplayer

By synchronising multiple Wii Remotes **P.3**, up to 4 players can work together to clear the stages. Each extra player can join or leave at any time with a simple button press.

★ About Multiplayer

To join the game as a new player, simply press any button on the Wii Remote. Press left or right on the + Control Pad to select which character to use, and then confirm with the 2 Button. Players can leave the game at any time by holding down the - Button.

Character Icon

Characters other than Kirby cannot use Copy Abilities, but they do have their own special attacks.



Notes on Multiplayer

- Whenever a new player joins the game, the number of remaining lives will decrease by one. A life will be gained if a player leaves the game with full health.
- A new player can join the game even if there are no remaining lives, but they will start with a reduced amount of health.
- The ability to freely join and leave is not available during certain game modes.

Special Multiplayer Actions

There are certain actions that can only be performed with multiple players. For instance, if multiple players climb on top of each other and hold the A Button, then release it at the same time, they can unleash a powerful Team Attack!

Note: More details on special actions can be found on the pause menu **P.11**.



★ Face-to-Face

If you touch another player's character immediately after eating a food item, that player will also recover some health.



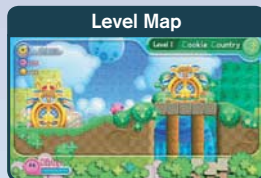


Playing the Game

Guide Kirby through a variety of themed levels, each containing a number of stages. Each level's final stage contains a boss – defeat it to progress to the next level!

★ The World Map and Level Maps

Select a level on the World Map to travel there, then select a stage to play. Clear each stage to progress to the next.



★ Stage Screen

Remaining Lives

Point Stars

Collect 100 of these to earn an extra life.

Kirby's Status

Shows Kirby's health and current Copy Ability.

Energy Spheres Collected

These icons light up to show which Energy Spheres you have found in the current stage.



Energy Sphere



The Lor Starcutter

A mighty ship that serves as your base of operations for this adventure. Collect Energy Spheres to unlock new rooms within the ship. These include challenge stages to test your skills with individual Copy Abilities, unique sub-games and more!



Within the Stages

Guide Kirby to the goal, overcoming the enemies and obstacles that stand in his way.

Kirby's Health

If Kirby is attacked by enemies, or bumps into dangerous obstacles such as spikes, his health will decrease. Health can be recovered by eating food items.



Game Over

If Kirby's health runs out completely, you will lose a life. If this happens when there are no lives remaining, the Game Over screen will appear and you can choose whether to continue playing or give up for now.



Clearing Stages

Reach the final door of each stage to clear it. Through the final door is a Goal Game. Press the 2 Button with perfect timing to send Kirby soaring skyward! You will receive a reward depending on how high you manage to jump. In the final stage of each level, there is no final door or Goal Game. Instead, you will have to defeat a boss to clear these stages.



The Pause Menu

Press the + Button at any time to bring up the pause menu. Here, you can press left or right on the + Control Pad to view Kirby's current available actions and other useful information.

Note: The contents of the pause menu will vary based on the current game situation.



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