

NINTENDO DS™

# Kirby™

## Canvas Curse



INSTRUCTION BOOKLET

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**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, such as while 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 when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
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 - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

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

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*



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THIS GAME CARD WILL WORK  
ONLY WITH THE NINTENDO DS™  
VIDEO GAME SYSTEM.



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## Getting Started

### ⚠ WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT [www.nintendo.com/healthsafety/](http://www.nintendo.com/healthsafety/)



Confirm that your Nintendo DS system is turned off and insert the Kirby: Canvas Curse Game Card. Turn the power on and tap the Touch Screen after the Nintendo DS start-up screen appears.

On the system-menu screen, touch the Kirby: Canvas Curse panel to start the game.

In this manual, screenshots with **blue** borders represent the game's Touch Screen. Screenshots with **red** borders represent the Top Screen.



By setting your Nintendo DS system to auto start-up, you can shorten this process. For more information, refer to page 20 in your Nintendo DS Instruction Booklet.

## File-Select Screen

Choose the file you want to play and touch that file's icon.

Date and time the file was saved.

File information is displayed on the Top Screen.

Play time.



When you touch a file with

The Game-Select screen will appear. Touch a game name to begin.

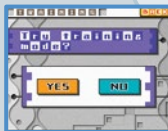
File icons appear on the Touch Screen.

When you touch a file with no saved data...

A new save file will be created. When you choose Main Game you will be given the option to try Training mode.



For more on game modes, see pages 12-22.



For more on Training mode, see pages 7 and 22.

## Controls

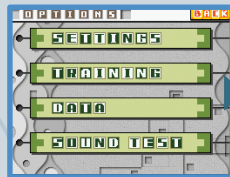
All in-game action is controlled via the Touch Screen.



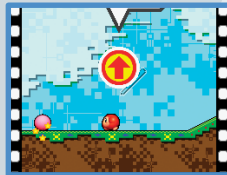
If you close your Nintendo DS system while playing, the system will activate Sleep Mode, turning off the screen display and entering a power-saving mode. When you open your system again, Sleep Mode will be deactivated.

### Controlling With the Stylus

The Training option in the Options menu offers the ability to view a quick game-play demonstration. For more information on controlling with the stylus, see pages 8-11.



In Training mode, control tips appear on the Top Screen and game-play examples appear on the Touch Screen.



### The Pause Screen



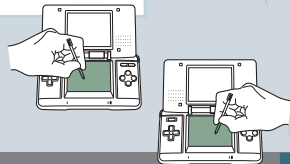
Press START to pause your game. If Kirby has a Copy Ability, information about that ability will be displayed, along with the following options:

- **Continue:** Touch this to continue playing your game.
- **Quit:** Touch this to quit playing.

To return to your game, touch Continue.

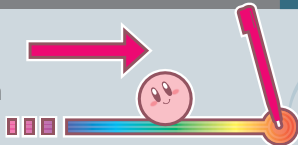
## Touch Action

Kirby is controlled entirely with the stylus and the Touch Screen.

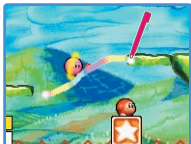


### Rainbow Lines

When you slide your stylus across the Touch Screen, you draw a rainbow line. When Kirby rides on rainbow lines, he rolls in the direction the line was drawn.



#### Climb Up to a Ledge



Draw a line up to a high ledge, and Kirby will roll right up to it.

#### Change Direction



When Kirby hits a vertical rainbow line, he rolls in the opposite direction.

#### Guard Against Attacks



Use rainbow lines to protect Kirby from enemies and shots.



Kirby rolls in the direction the line was drawn. **Each time you draw a rainbow line, your ink gauge on the Top Screen will be depleted.** The gauge refills automatically whenever you aren't drawing lines. **When Kirby is on the ground or on a ledge, it refills more quickly.**



Ink Gauge

### Touch Dash

When you touch Kirby with the stylus, Kirby will dash for a short distance. If he collides with an enemy while dashing, he will defeat the enemy.

#### Touch Kirby



#### Dash and Crash



If the enemy you defeated has an ability, Kirby can copy that ability.

For more on Copy Abilities, see page 15.



## Touch Enemies

When you touch enemies with the stylus, they will be stunned.



If an enemy is stunned, Kirby will defeat the enemy just by colliding with it—he doesn't even have to dash. If the enemy has an ability, Kirby can copy that ability.

For more on Copy Abilities, see page 15.

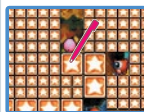
## Touch Devices

In each stage there are a number of devices. You can touch these devices with the stylus to break them or activate them.

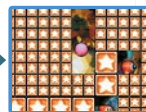
For more on devices, see page 18.

### Star Blocks

Copy Abilities can break some blocks.

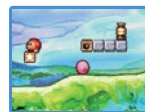


Touch large and small star blocks...



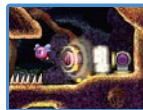
to break them.

### Bomb Block



Bomb blocks explode, destroying the blocks next to them.

### Super Cannon

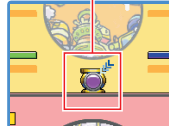


Touch the purple switch to launch Kirby.

When >>> appears on screen...

### Touch the object!

Doing so will activate the object. After you touch an object with the >>>, the >>> won't be shown again.



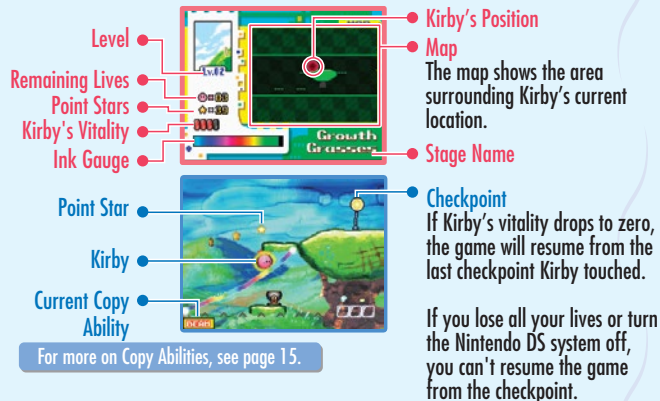


## Main Game

Kirby is in ball form, so you have to control him as he adventures through the seven levels of the painting world.

### The Game Screen

Check the map shown on the Top Screen as you proceed through each stage. If Kirby's vitality drops to zero when you have no lives remaining, your game ends.



## Playing the Main Game

### 1 Choose a Level



Slide the round table portion to change levels.

### 2 Choose a Stage

#### Medals Earned in the Chosen Stage

After you choose a level, please select the stage you'd like to play by touching the Touch Screen.



Once you've cleared a stage, the word "CLEAR" will appear on it.



### 3 Play



Try to find your way to the goal in each stage.

### 4 The Jump Game and Boss Games



Once you reach the goal, you can play in The Jump Game. After the final stage, you'll face a boss instead.

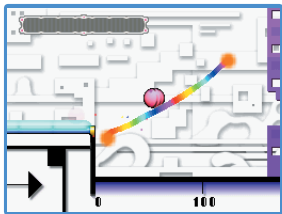
For details, see page 14.



## The Jump Game & Boss Games

### The Jump Game

Give Kirby boosts and help him jump. You'll earn Point Stars based on how far he flies.



Kirby jumps at the end of his approach. Draw rainbow lines while Kirby is in the air to help him fly farther.

### Boss Games

Each Boss Game has two levels. Once you clear the second level, that Boss Game can be played as a Subgame.



For more on Subgames, see page 20.

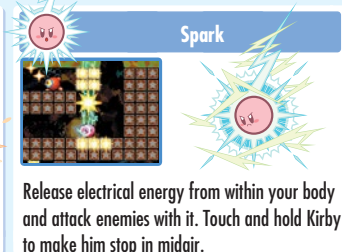


If you turn the game off or return to the File-Select screen, Kirby's remaining lives return to normal. **When quitting a game, choose BACK on the Game-Select screen to end your game before turning the power off.** Doing so will automatically save your game data.



## Copy Abilities

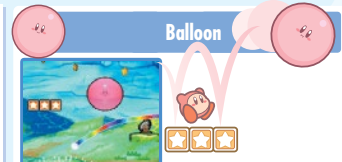
If Kirby has no Copy Abilities and he defeats an enemy who has an ability, Kirby will copy that ability. Touch Kirby to use his Copy Ability. There are many Copy Abilities besides those shown below.



To get rid of a Copy Ability...



Touch the ability panel!  
**You can't get back that Copy Ability unless you defeat another enemy with that ability.**

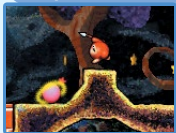


## Enemies

Many enemies appear in each of the different stages. The ones listed below are just some of them.



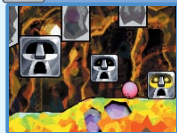
Spear Waddle Dee



When Kirby approaches, this Waddle Dee will toss spears at him.



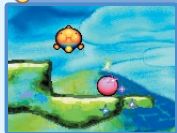
Thudd



Thudds fall from above and try to crush Kirby.



Bloon



When this enemy finds Kirby it will occasionally approach him.



Flame Shotzo



Shotzos attack by spitting flames. Rainbow lines can protect Kirby from them.






Blado



This enemy circles in a single area and attacks with its sharp blades.



Touching enemies like  and  will not stun them. Also, rainbow lines cannot protect against some falling enemies, like .

## Items

There are many different items waiting to be found. If you see any in the stages, try to get them.



Energy Drink



This item replenishes some of Kirby's vitality.



Maxim Tomato



Get this to replenish all of Kirby's vitality.



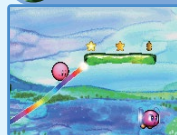
1-Up



Get a 1-Up to earn an extra life.



Point Star



Collect 100 Point Stars to earn an extra life.



Medal



Get medals in both the main game and in Rainbow Run.



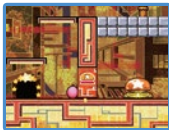
You can use the medals you've earned at the Medal Swap.

For more on the Medal Swap, see page 21.

## Stage Devices

There are many special devices in stages besides the ones introduced on page 11, and there are still more besides the ones listed below.

### Big Switches and Action Blocks



If you activate a big switch, an action block of the same color will be destroyed.

### Color Shutters



These walls will rise when the panel colors have all been matched.

### Lanterns



If Kirby is able to find and touch a lantern on pitch black stages...



The entire stage will be lit up for a brief period of time.

### Lasers



Kirby takes damage whenever a laser hits him, so...

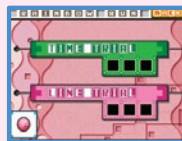


Draw rainbow lines to protect Kirby and get him safely past the laser.

## Rainbow Run

New trials await in the stages you've cleared in the main game. Are you ready for the challenge?

### Playing Rainbow Run



Just as in the main game, choose a stage and level to proceed to the trial menu. Choose a trial and touch it, then play much like you would in the main game. You will earn medals based on whether you pass the trial you've chosen.

### Time Trial



As soon as you start, a clock appears. Try to reach the end of the stage as quickly as possible. You can earn up to three medals, depending on your time.

### Line Trial



Each time you draw a rainbow line, the ink in the bottle decreases. Try to use as little ink as possible to reach the goal. You can earn up to three medals.

## Subgames

These three games feature simple rules, and they are quite fun to play! Beat level two of the Boss Games in the main game to play them.

### Paint Panic

Draw the picture in the same order as Paint Roller before Kirby rolls all the way to the right edge or before the Bomber catches him.



If Kirby's vitality runs out, the game ends. In Cart Run and Block Attack, the game will also end when time runs out.

### Cart Run



Get food to boost your speed.

Slide the rail generator up and down to adjust your track height, and race to the end. If enemies or Dedede's hammer hit you, you'll take damage and your speed will drop.

### Block Attack



Use the stylus to draw paddles, bouncing Kirby into blocks so he can break them. Defeat all the enemies to move on to the next stage.

## Medal Swap

Use the medals you earned in the Main Game and in Rainbow Run to get prizes hidden inside blocks.

### Choose a Block and Break It



Touch blocks to break them. Each time you touch a block it costs you one medal. The plates hidden in the blocks have prizes on them!



- Usable Medals/Collected Medals
- Slide up and down to scroll.
- Plate
- Medals needed to break.
- Block



Some blocks have character balls hidden in them.



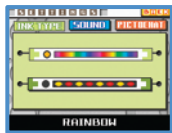
There are some blocks that cannot be broken until certain conditions have been met.



## Options

### Settings

Change the style of your rainbow lines with Ink Type. The Sound setting changes how sound is output while you play.



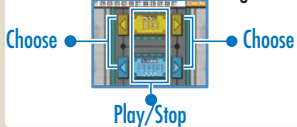
For more on PictoChat, see page 23.

### Training

Learn the basics of game play. To quit during the training video, press START and touch Quit on the pause menu.

### Sound Test

The Sound Test lets you listen to the music and sound effects in the game.



### Data



Choose this option to erase the contents of the selected file.



When the screen on the right appears after powering-on the game, press **A** + **B** + **X** + **Y** + **L** + **R** to erase all saved data.

Nintendo

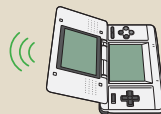
## PictoChat Search

If you turn the PictoChat Search option on under Settings in the Options menu, while you are playing, your Nintendo DS system will search for active PictoChat chat rooms nearby and let you know when it finds one.




When gamers nearby are using PictoChat...

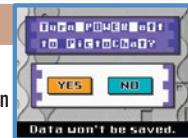
This icon  will appear in the upper-left corner of the Touch Screen.



## Joining the PictoChat Chat Room

If your system locates an active PictoChat chat room and you want to join in, touch the  that appears on screen. When the screen on the right appears, touch YES. Your Nintendo DS system will automatically power off. Unsaved progress will be lost. If you choose NO, you can return to your game.

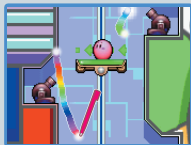
Once your Nintendo DS system has powered off, turn the system on again and activate PictoChat from the system menu. For information on using PictoChat, see pages 16-17 of your Nintendo DS Instruction booklet.



## Techniques

### Using Rainbow Lines Adeptly

If you draw two rainbow lines, the first one will disappear quickly. To avoid this problem, instead of drawing two lines to protect Kirby from two enemies, draw one line that protects him from both, as shown on the right.



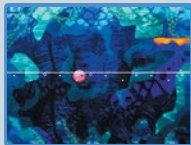
Drawing two lines causes the first to vanish quickly.



Instead, draw one line that wraps around Kirby to protect him from both enemies.

### Using Rainbow Lines Underwater

When you want Kirby to dive underwater, draw rainbow lines down from above to guide Kirby deeper into the water. Otherwise, he will try to surface.



To make Kirby dive down from the surface...



Use rainbow lines to push him under.

## Notes

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REV-D

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# Warranty & Service Information

REV-P

**You may need only simple instructions to correct a problem with your product. Try our website at [www.nintendo.com](http://www.nintendo.com) or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer.** Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

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*MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time  
(Times subject to change)*



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