

Nintendo

CGB-KTNE-USA

GAME BOY **color**

KIRBY

Tilt 'n' Tumble™

A small Kirby character is shown to the right of the title, appearing to be in motion with motion lines around it.

INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
color

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Thank you for selecting the Kirby Tilt 'n' Tumble™ Game Pak for the Nintendo® Game Boy® Color system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or comments about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

**THIS GAME PAK WILL WORK ONLY
WITH THE GAME BOY® COLOR
VIDEO GAME SYSTEM.**



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1-425-885-7529

This may be a long distance call, so please ask permission from whomever pays the phone bill.

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1-900-288-0707 (U.S. \$1.50 per minute) **1-900-451-4400** (Canada \$2.00 per minute)

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Callers under age 18 need to obtain parental permission to call (prices subject to change).

STORY



Tumbling into Trouble



Pop Star was always a nice place to be.
Kirby napped on a cloud quite peacefully.
But he suddenly woke as Waddle Dee scurried by.
Then King Dedede – what a suspicious guy!

They were headed for Dreamland,
Kirby's own home.
But what were they doing? He didn't quite know.
Kirby hopped on a Warp Star to go check it out,
But when he reached Dreamland, he let out a shout!



"No stars in the sky? What's going on?"
King Dedede stole them, and now they're all gone!
He must have been jealous of that lovely night sky.
Who can get the stars back? Kirby must try!



How to Play



Just tilt your Game Boy Color!

To move Kirby, simply tilt your Game Boy Color system. You don't need to press any buttons.

Kirby rolls in the direction you tilt!



Tilt Down

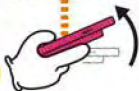
Tilt Left



Tilt Right

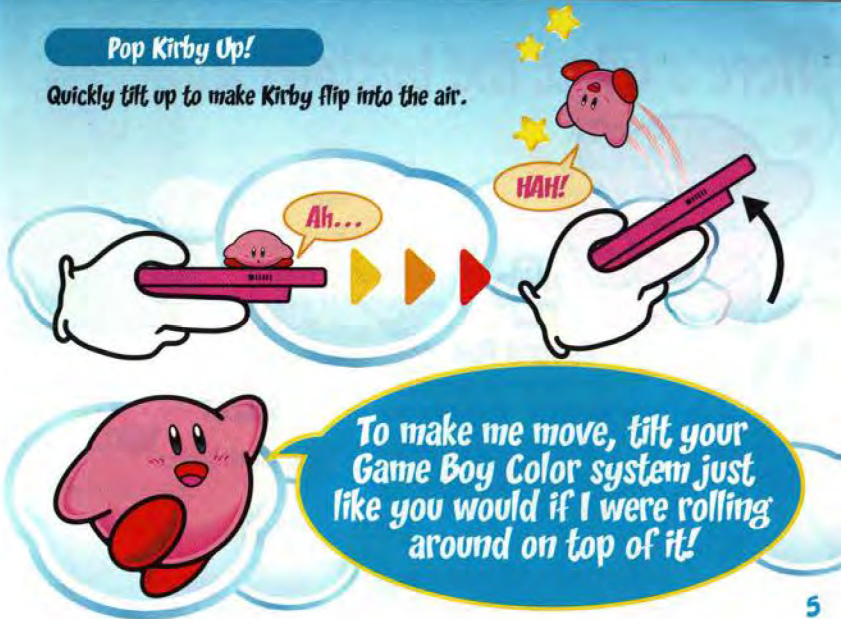


Tilt Up



Pop Kirby Up!

Quickly tilt up to make Kirby flip into the air.





Scroll across the map



Press **▶** on the **+** Control Pad to see the right side of the map.

SELECT

Reset the tilt balance



A Button

- Make a selection
- Jump out of a hole
- Fire an Air Blast when flying
- Paddle faster when on a Raft
- Make floor sections appear in Red Outlined Tiles



B Button

- Cancel a selection
- Make floor sections appear in Blue Outlined Tiles

START

Pause the game



Getting Started

Here's what you need to know!

1

Setting the Balance

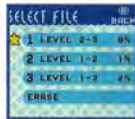
Insert your Game Pak into your Game Boy Color system, then turn the power ON. The first screen you will see is the Balance Screen. Hold your Game Boy Color perfectly flat, then press the A Button to set the balance. Kirby won't roll properly if the Game Boy isn't flat when you press the A Button.



2

Selecting a File

When the Title Screen appears, select Game Start, then press the A Button. On the following Select File Screen, choose which game file you want to play.



Note: Once you have cleared the final level (8-4), you will be able to choose to play any level on the map!

3

Erasing a Saved Game

If you want to delete a saved game, choose Erase, then select the file you want to delete. Choose Yes to erase the file.

Note: To erase all of the saved data in the game, press and hold SELECT, then choose Erase. Remember that once you erase all the data, you won't be able to get it back!



4

Changing Options

Choose Options on the Title Screen to change various game settings.

- **Position: Flat or GB**

Select the position you want to use to play. Press ◀ or ▶ to choose either Flat or GB, then press the A Button. If you choose Flat, Kirby will not roll when you hold your Game Boy Color system flat. If you choose the GB position, Kirby will stop rolling when you hold your system up at a slight angle.

- **Balance**

Reset the balance.

- **Records**

View the three highest scores for the game and for each of the mini-games.

- **Sound Room**

Listen to music and sound effects heard during the game. Press ◀ and ▶ on the + Control Pad to scroll through the types, then press the A Button to make your selection.





Saving and Game Over

Never give up!

1

Saving Your Game

**There are four courses
in each level!**

Your game will be saved
automatically each time you
clear a course.

Note: Do not turn your Game
Boy Color system OFF until the
Saving Screen disappears. If
you do, your game data could
be corrupted!



2

Losing a Life

When Kirby's vitality reaches zero, you will lose one of your remaining lives. If you have any lives left after that, you will restart the course from the last gate Kirby passed through. If Kirby hasn't passed through any gates on that course, you will have to restart from the beginning of the course.



3

Continuing Your Game

When you have lost all of your lives, your game will be over. You will then be able to choose to quit the game or continue. If you choose to continue, you must start at the beginning of the last course you played.



Note: When your game is over, you must start from the very beginning of the last course you played, even if Kirby passed through a gate on that course.



Recovered Stars

1

Current Score

Collecting Stars, bouncing into Bumpers, and flattening enemies are just some of the ways you can rack up points.

3

Recovered Stars

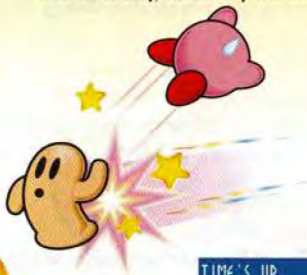
Kirby will gain one extra life for every 50 Yellow Star Pieces you recover.



2

Kirby's Vitality

Each time Kirby hits a spike or bumps into an enemy, his vitality will drop.



4

Remaining Time

When the remaining time reaches zero, you'll lose one life.





Course Terrain



There are many different types of terrain.

Water Courses

Kirby can float on the water's surface for only three seconds, so riding on a Raft is much safer!

Ice Courses

The icy floors of these courses will cause Kirby to slip and slide.

Cloud Courses

Kirby can ride around on the fluffy, floating Clouds, but make sure he doesn't fall off!

Quicksand Courses

Keep an eye on the timer-Kirby will sink into the sandy areas after only ten seconds.

Castles



Castle Courses

Kirby must unlock doors and press levers to reach the ends of these courses.



Keep your eye
on the goal!



Course Features



You'll find many mysterious objects in this world!



Clouds

Clouds carry Kirby across the sky. Press the A Button to jump off one.



Pop-Up Floors

These floors can be raised and lowered by pressing the A Button.



Bumpers

Bumpers come in many shapes and sizes. Kirby will bounce off Blue Bumpers, but Red Bumpers will knock him into the air.



LET'S GO!





Boost Pads

These strange spots will launch Kirby into the air.



Blast Boards

These boards will blast Kirby in the direction of the arrow.



Hint Boards

These helpful signs are located throughout the courses.



Lifts

Lifts carry Kirby to other platforms, but be careful—he can easily roll off them!



Rafts

Rafts allow Kirby to travel safely across water. Press the A Button to paddle faster, and paddle into squids to knock them back.



Whispy Woods

Whispy Woods lets Kirby warp to another course.



Outlined Tiles



Kirby will fall right through an Outlined Tile. Press and hold the A Button to make the floor appear in a Red Outlined Tile. Press and hold the B Button to make the floor appear in a Blue Outlined Tile. When you let go of the button, the floor will disappear again, so watch out!



Jump Holes



When Kirby is in a Jump Hole, press the A Button to make him pop out in the direction the arrow is pointing. The arrow will rotate around some holes, so time your jump carefully.

? Holes



Something strange may appear when Kirby enters one of these mysterious holes.

Square Jump Holes



When Kirby lands in a Square Jump Hole, tilt your Game Boy Color system in the direction you want him to jump, then press the A Button.



Useful Items

Power up with these special items!



Tomato



Completely restores Kirby's vitality.



Hamburger



Restores up to four vitality points.



Balloon



Lets Kirby fly through the air for 15 seconds.
Press the A Button while flying for a powerful
Air Blast that will blow through enemies.



Cake



Restores up to five vitality points.



Power Drink



Restores one vitality point.





Microphone



Knocks out enemies with a song.



Stopwatch



Adds a few more seconds to your remaining time. Different watches add different amounts of time.



Invincibility Candy



Makes Kirby temporarily invincible, allowing him to roll right through enemies and Bumpers. If you defeat seven or more enemies or Bumpers before the candy wears off, you'll get an extra life!



Get the Item You Want!

When you flip Kirby, all of the items in the area will change to other items. Keep flipping until you get the item you want.



• This Stopwatch will give you three extra seconds.



• This Stopwatch will give you ten extra seconds.

Each of the stars in Kirby's world has its own name and purpose.



Collect 50 Yellow Star Pieces for one extra life.



Collect all seven Red Star Pieces in a course without losing a life to get a very special surprise...



Collect all of the Blue Star Pieces in a single course to get an extra life—but you'll have to figure out what to do to make them appear...



Warp Stars let you warp to new areas.



Blue Stars are hidden only in certain courses. They allow you to go to the Bonus Star.



One Red Star is hidden in every course—see if you can collect them all. The percentage you have collected will be shown on the Select File Screen, so keep playing until you've collected 100%!

Note: Red and Blue Stars will take effect when you reach the end of the course. If you lose a life before you reach the end of the course, you'll lose any Red and Blue Stars you've collected.



Cast of Characters



This is one tough crew!



Waddle Dee

This little guy will be found throughout the courses. Each time Kirby touches him, some of Kirby's vitality will be taken away.



Blockbots

These wind-up contraptions block paths and guard doors. Kirby can bump into them without taking any damage.



Blinkbats

These baddies will swoop down at Kirby anytime he gets near. Rolling under mesh floors is a good way to get by safely.



Cloud Cannons

These enemies will blast cannonballs at Kirby, but he can fire right back with an Air Blast!



Bronto Burts

These meanies patrol the skies relentlessly, but some well-aimed Air Blasts will have them seeing stars!



Orbservers

To take out one of these bad guys, aim for the eye and jump.

King Dedede

Kirby's archenemy can be taken out with a quick cannon attack.



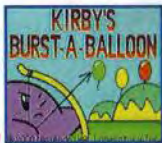


These mini-games will test your tilting techniques!



Find a Blue Star and carry it all the way to the end of the course to play a mini-game on the Bonus Star.

**MINI
GAME
1**



Kirby's Burst-a-Balloon

Pop the balloons with your arrows. Quickly tilt your Game Boy Color system down to reload.

**MINI
GAME
3**



Do the Kirby

Memorize Kirby's dance moves, then repeat them yourself. If you make a mistake, you'll be booted off the dance floor.

**MINI
GAME
5**

Kirby's Chicken Race

Get as far as you can as fast as you can. Hold ◀ on the + Control Pad and the A Button to put your Kirby-mobile in gear, then shake your Game Boy Color system to get the engine going. There's a cliff just 100 meters away—don't drive off of it!

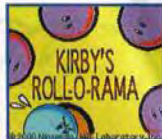
**MINI
GAME
2**



Kirby's Hurdle Race

Race against King Dedede! Time your hurdle-hopping carefully in this three-heat match.

**MINI
GAME
4**



Kirby's Roll-o-Rama

Try to roll all of the Kirbys into the holes. This one is tricky, so you'll have to tilt very carefully!





Tips and Tricks



With these moves, you'll be on a roll in no time!



These are just a few of the tricky techniques you'll need to use to recover all of Dreamland's stars.

JUMP!



1

Racking Up Points

- The more Red Stars you collect in a single jump, the more points you'll earn.
- Hidden bonus areas are packed with Yellow Star Pieces.

2

Discovering Hidden Secrets

- Different Bumpers will bounce Kirby in different directions.
- When Kirby flips, Blockbots and Bumpers will change colors.



- When four or more enemies are on the screen at the same time, flip them all over to turn them into Blue Star Pieces.



3

Earning Extra Lives

There are several ways to earn an extra life:

- Score 50,000 points.
- Collect 50 Yellow Star Pieces.
- Hit Bumpers repeatedly without stopping.
- Collect all seven Red Star Pieces on a single course without losing a life.
- Land a perfect bull's-eye at the end of a course.



4

Getting More Time

In addition to collecting Stopwatches, you can also increase your time limit in the following ways:

- Pass through the gate in the middle of a course. The amount of time that you will gain will be different for each course.
- Finish a course with time left over. The time you have left will be added to your time for the next course. If you lose a life or your game ends, however, you will restart with only the course's standard amount of time.



5

Maximizing Your Time Bonus

Before you defeat the boss at the end of a level, you'll earn a bonus based on the amount of time you have left.



6

Additional Tips

- Kirby can sometimes become invincible by repeatedly hitting Bumpers or bouncing on Boost Pads.
- Some Bumpers have secrets hidden beneath them.
- You can speed up and slow down moving Clouds by tilting your Game Boy Color system.
- Even after you've cleared all the levels, there may still be another secret to find...!?!

Notes

A whimsical illustration of a blue sky with white clouds. A winding white path or stream flows from the top left towards the center. Several small white clouds are scattered throughout the sky. A single small star is visible on the path. The overall style is soft and dreamy.



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REV-B

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REV-L

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