

NEED HELP WITH INSTALLATION,  
MAINTENANCE, OR SERVICE?



AUTHORIZED REPAIR CENTERS™  
1-800-255-3700

EmuMovies

PRINTED IN JAPAN

Nintendo

GAME BOY COLOR

CGB-KTNE-USA

# KIRBY Tilt'n'Tumble™



ONLY FOR  
GAME BOY  
COLOR

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

*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 Nintendo product.*

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



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.

© 2001 Nintendo / HAL Laboratory, Inc.  
TM, ® and Game Boy Color are trademarks of Nintendo of America Inc.  
© 2001 Nintendo of America Inc. All rights reserved.



## Contents

Tumbling into Trouble	3
How to Play	4
Getting Started	8
Saving and Game Over	10
The Game Screen	12
Course Terrain	14
Useful Items	19
Cast of Characters	22
Welcome to Bonus Star	24
Tips and Tricks	26

### NEED HELP WITH A GAME?

For free, automated game play tips and news, call Nintendo's Power Line at:

**1-425-885-7529**

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

**Rather talk with a game counselor?**

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

6 a.m. - 9 p.m. Pacific time, Monday - Saturday, 6 a.m. - 7 p.m. Sunday  
Callers under age 18 need to obtain parental permission to call (prices subject to change).

A whimsical illustration of Kirby flying through a light blue sky filled with white clouds, yellow stars, and pink Warp Stars. Kirby is in the foreground, looking surprised. Other Kirby characters are scattered around, some on clouds and some flying. A pink Warp Star trail leads from the top left towards the center.

# 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!

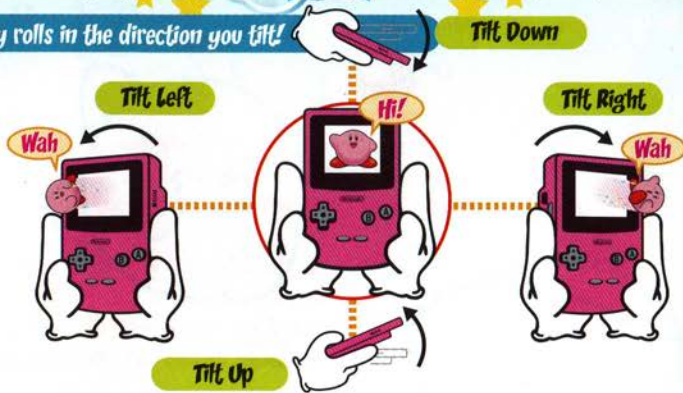


## How to Play

**Just tilt your Game Boy Color!**

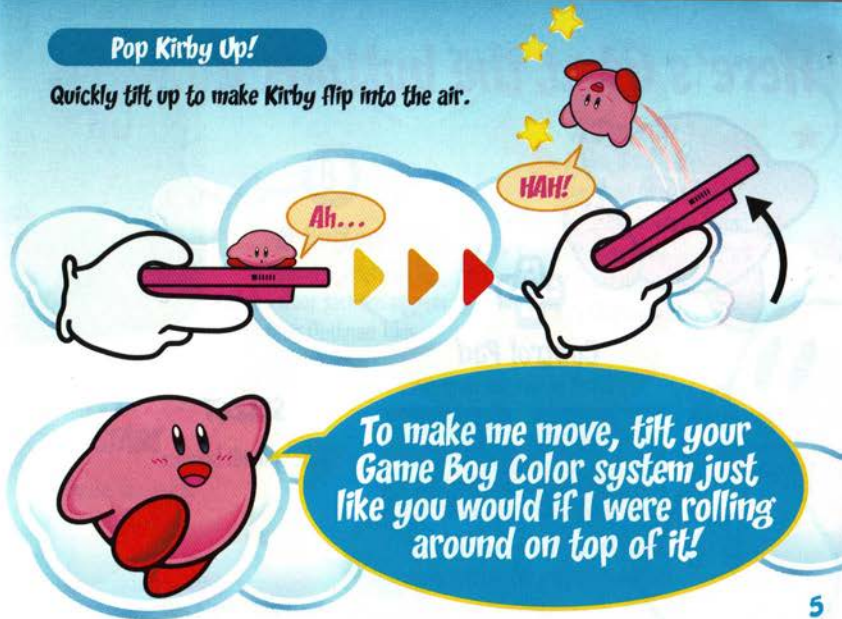
To move Kirby, simply tilt your Game Boy Color system. You don't need to press any buttons.

**Kirby rolls in the direction you tilt!**



## Pop Kirby Up!

Quickly tilt up to make Kirby flip into the air.



# Here's what the buttons do!



## Control Pad

Scroll across the map



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



## SELECT

Reset the tilt balance



## B Button

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

## START

Pause the game



## 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



## 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.





**Never give up!**



## Saving Your Game

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!



There are four courses in each level!



## 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.



## 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.



## The Game Screen

*You've never seen a course like this before!*



Current Score

Remaining Time

Kirby's Vitality

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.



# 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.



## Boost Pads

These strange spots will launch Kirby into the air.



## Hint Boards

These helpful signs are located throughout the courses.



## Rafts

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



## Blast Boards

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



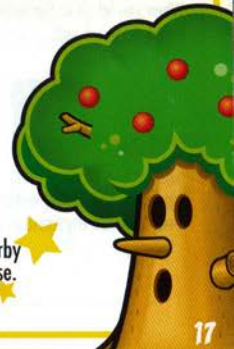
## Lifts

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



## 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!



## ? Holes

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



## 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.



## 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.



Cake



Restores up to five vitality points.



Hamburger



Restores up to four vitality points.



Power Drink



Restores one vitality point.



Balloon

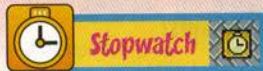


Lets Kirby fly through the air for 15 seconds. Press the A Button while flying for a powerful Air Blast that will blow through enemies.





Knocks out enemies with a song.



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



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.



### Blinkbats

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



### Blockbots

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



### Cloud Cannons

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



### Orbservors

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



### Bronto Burts

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

### King Dedede

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



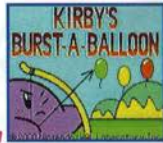


These mini-games will test your tilting techniques!



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 2



#### Kirby's Hurdle Race

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

### 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 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!

### 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!





## 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



## IMPORTANT:

REV-B

**WARNING:** Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo Licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:

Nintendo Consumer Assistance Hotline  
1-800-255-3700 (U.S. and Canada)

Or your local authorized Nintendo retailer.

## WARRANTY AND SERVICE INFORMATION

REV-L

You may need only simple instructions to correct a problem with your product. Try our web site at [www.nintendo.com](http://www.nintendo.com) or call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone or with the troubleshooting information available on-line, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER<sup>SM</sup>. Please do not send any products to Nintendo without contacting us first.

### HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

### GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

### SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at [www.nintendo.com](http://www.nintendo.com) or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

### WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.