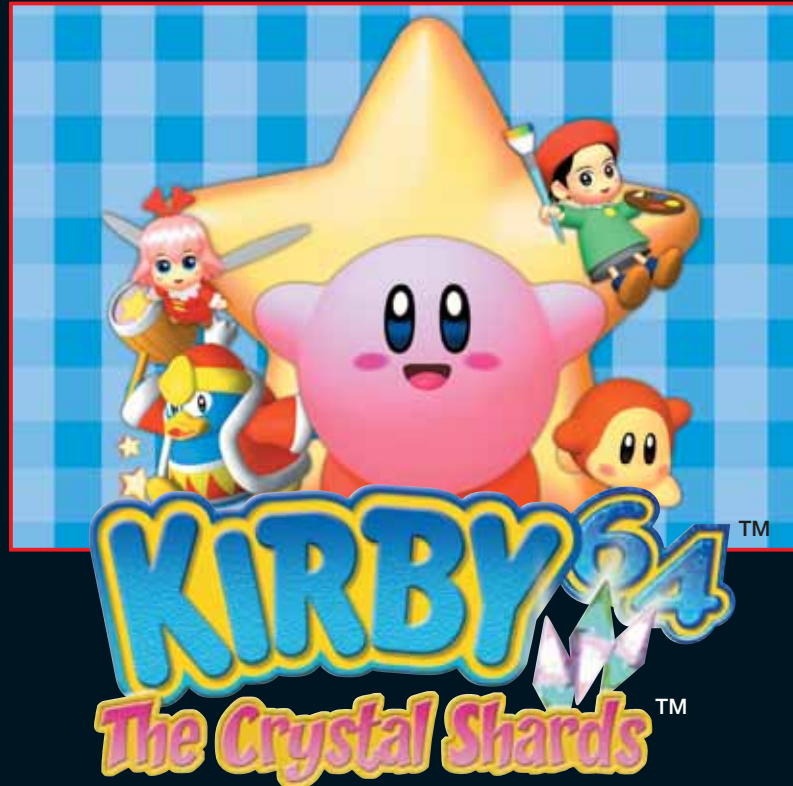


INSTRUCTION BOOKLET
SPIELANLEITUNG
MODE D'EMPLOI
HANDLEIDING
MANUAL DE INSTRUCCIONES
MANUALE DI ISTRUZIONI



Thank you for selecting the KIRBY 64™ – THE CRYSTAL SHARDS™ Game Pak for the Nintendo®64 System.

Merci d'avoir choisi le jeu KIRBY 64™ – LES ECLATS DE CRISTAL pour le système de jeu Nintendo®64.

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

WAARSCHUWING: LEES ALSTUBLIEFT EERST ZORGVULDIG DE BROCHURE MET CONSUMENTENINFORMATIE EN WAARSCHUWINGEN DOOR, DIE BIJ DIT PRODUCT IS MEEVERPAKT, VOORDAT HET NINTENDO-SYSTEEM OF DE SPELCASSETTE GEBRUIKT WORDT.

OBS: LÄS NOGA IGENOM HÄFTET "KONSUMENTINFORMATION OCH SKÖTSELANVISINGAR" INNAN DU ANVÄNDER DITT NINTENDO® TV-SPEL.

HINWEIS: BITTE LIES DIE VERSCHIEDENEN BEDIENUNGSANLEITUNGEN, DIE SOWOHL DER NINTENDO HARDWARE, WIE AUCH JEDER SPIELCASSETTE BEIGELEGT SIND, SEHR SORGFÄLTIG DURCH!

ADVERTENCIA: POR FAVOR, LEE CUIDADOSAMENTE EL SUPLEMENTO DE INFORMACIÓN AL CONSUMIDOR Y EL MANUAL DE PRECAUCIONES ADJUNTOS, ANTES DE USAR TU CONSOLA NINTENDO O CARTUCHO.

LES VENLIST DEN MEDFØLGENDE FORBRUGERVEJEDNING OG HÆFTET OM FORHOLDSREGLER, INDEN DU TAGER DIT NINTENDO® SYSTEM, SPILLE-KASSETTE ELLER TILBØR I BRUG.

ATTENTION: VEUILLEZ LIRE ATTENTIVEMENT LA NOTICE "INFORMATIONS ET PRECAUTIONS D'EMPLOI" QUI ACCOMPAGNE CE JEU AVANT D'UTILISER LA CONSOLE NINTENDO OU LES CARTOUCHES.

ATTENZIONE: LEGGERE ATTENTAMENTE IL MANUALE DI ISTRUZIONI E LE AVVERTENZE PER L'UTENTE INCLUSI PRIMA DI USARE IL NINTENDO®64, LE CASSETTE DI GIOCO O GLI ACCESSORI. QUESTO MANUALE CONTIENE INFORMAZIONI IMPORTANTI PER LA SICUREZZA.

HUOMIO: LUE MYÖS KULUTTAJILLE TARKOITETTU TIETO-JA HOITO-OHJEVIHKKO HUOLELLISESTI, ENNEN KUIN KÄYTTÄT NINTENDO®-KESKUSYKSIKÖÄSI TAI PELIKASSETTEJASI.

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.



Ce sceau est votre assurance que Nintendo a approuvé ce produit et qu'il est conforme aux normes d'excellence en matière de fabrication, de fiabilité et surtout, de qualité. Recherchez ce sceau lorsque vous achetez une console de jeu, des cartouches ou des accessoires pour assurer une totale compatibilité avec vos produits Nintendo.

PLEASE READ THIS INSTRUCTION BOOKLET THOROUGHLY TO ENSURE MAXIMUM ENJOYMENT OF YOUR NEW GAME. THEN SAVE THIS BOOK FOR FUTURE REFERENCE.

WIR SCHLAGEN VOR, DASS DU DIR DIESE SPIELANLEITUNG GRÜNDLICH DURCHLIEST, DAMIT DU AN DEINEM NEUEM SPIEL VIEL FREUDE HAST. HEBE DIR DIESES HEFT FÜR SPÄTERES NACHSCHLAGEN GUT AUF.

NOUS VOUS CONSEILLONS DE LIRE ATTENTIVEMENT LE MODE D'EMPLOI AVANT DE COMMENCER À JOUER AFIN DE PROFITER PLEINEMENT DE VOTRE NOUVEAU JEU! GARDEZ ENSUITE LE MANUEL POUR VOUS Y RÉFÉRER PLUS TARD.

LEES DEZE HANDLEIDING GOED DOOR OM ZOVEEL MOGELIJK PLEZIER VAN DIT SPEL TE HEBBEN EN BEWAAR HEM OOK OM ER LATER IETS IN OP TE ZOEKEN.

POR FAVOR LEE DETENIDAMENTE ESTE MANUAL DE INSTRUCCIONES PARA DISFRUTAR AL MÁXIMO DE TU NUEVO JUEGO. GUARDA ESTE MANUAL PARA FUTURAS CONSULTAS.

LEGGI ATTENTAMENTE QUESTO MANUALE DI ISTRUZIONI PER POTER TRARRE IL MASSIMO DIVERTIMENTO DAL TUO NUOVO GIOCO. SUCCESSIVAMENTE CONSERVALO PER CONSULTAZIONI FUTURE.

LÄS NOGA IGENOM INSTRUKTIONERNA INNAN DU BÖRJAR SPELA OCH SPARA HÄFTET FOR FRAMTIDA BRUK.

LÆS VENLIST DEN MEDFØLGENDE FOLDER FOR AT SIKRE DIG, AT DU BEHANDLER DIT NYE SPIL KORREKT. GEM FOLDEREN TIL SENERE BRUG.

LUE NÄMÄ KÄYTTÖOHJEET HUOLELLISESTI, NIIN NAUTIT PELIÄSI VARMASTI. SÄÄSTÄ VIHKKONEN VASTAISUUDEN VARALLE.

[0501/EU6/N64]

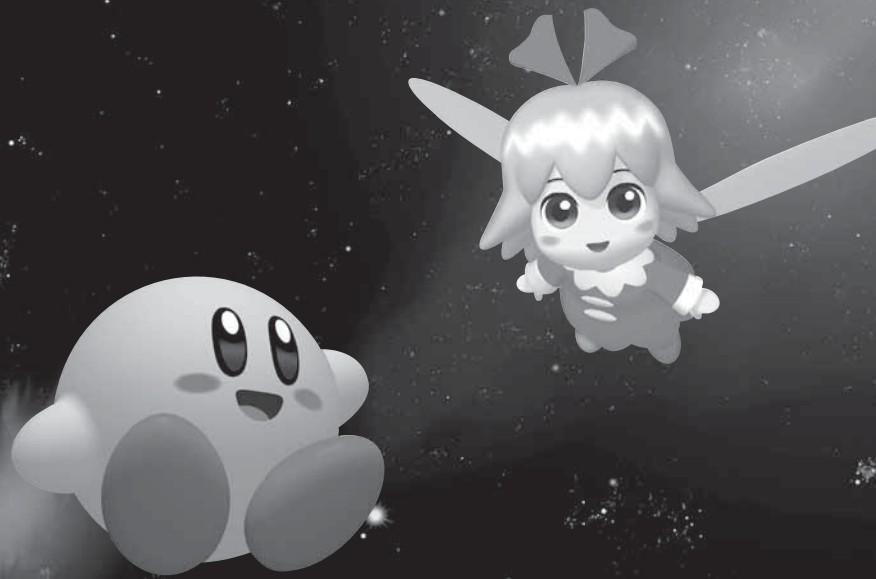
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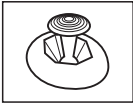
THE NINTENDO⁶⁴ CONTROLLER

The Nintendo⁶⁴ Control Stick uses an analogue system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its centre position (as shown in the picture on the left), then press START while holding the L- and R-Buttons.

The Control Stick is a precision instrument; do not spill liquids or place any foreign objects into it.

While playing this game, we recommend you use the hand positions shown below.



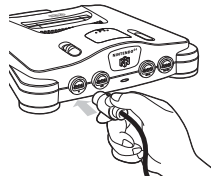
By holding the controller like this, you can operate the + Control Pad freely with your left thumb. Using your right thumb, you can easily access the A-, B- or C-Buttons.

Using your left and right index fingers you can operate the L and R Buttons as well.

To play this game, connect a controller to socket one located on the front panel of the Control Deck.

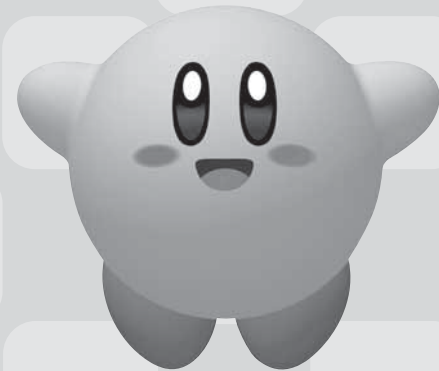
If you change the connection during the game, you may need to either press RESET or turn the power OFF to make the new connection active.

You must use two, three or four controllers in order to play the 2-, 3- or 4-Player game modes.



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THE CRYSTAL SHARDS...

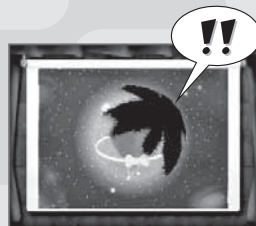
IN A DISTANT CORNER OF THE GALAXY, FAIRIES LIVED PEACEFULLY ON THE PLANET CALLED RIPPLE STAR. BUT THEN ONE DAY, A MYSTERIOUS BLACK CLOUD APPEARED AND SURROUNDED THE PEACEFUL PLANET. THE CLOUD (A SINISTER FORCE KNOWN AS DARK MATTER) HAD COME IN SEARCH OF THE FAIRIES' SECRET TREASURE – THEIR SHINING CRYSTAL.



The fairies look skyward as their peace was about to be shattered.



The strange black cloud approaches, spreading across the sky in an instant...



...and Ripple Star is suddenly engulfed by Dark Matter!

A FAIRY NAMED RIBBON KNEW THAT DREADFUL THINGS WOULD COME TO PASS IF DARK MATTER GAINED CONTROL OF THE POWERFUL CRYSTAL. SHE GRABBED THE SHINING STONE AND ESCAPED FROM RIPPLE STAR – JUST BEFORE THE PLANET WAS COMPLETELY ENGLUFED.

HOWEVER, AS RIBBON FLED, THREE DARK CLOUDS SPLIT FROM THE MASS OF DARK MATTER TO CHASE HER THROUGH SPACE. WHEN THEY CAUGHT UP WITH HER AND ATTACKED, THE FAIRIES' CRYSTAL SHATTERED INTO TINY SHARDS, WHICH DROPPED LIKE FALLING STARS ONTO THE MANY PLANETS IN THE SOLAR SYSTEM.



To protect the precious crystal, Ribbon grabs it and flees from Ripple Star as Dark Matter descends.



However, the nery fairy is pursued and attacked. The crystal is shattered, and its shards scatter across the solar system.



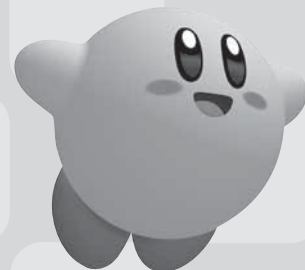
Meanwhile, a familiar figure sits gazing at the night sky, lost in thought...

STILL HOLDING ONE OF THE CRYSTAL SHARDS, RIBBON FELL ONTO THE PLANET CALLED POP STAR, WHERE – PERHAPS BY FATE – SHE RAN SMACK IN TO KIRBY. AFTER HEARING HER DESPERATE PLIGHT, KIRBY RESOLVED TO HELP RIBBON RECOVER ALL OF THE CRYSTAL SHARDS.

When he sees Ribbon's sad and troubled face, Kirby decides to help her recover the Crystal Shards.



AND SO BEGINS KIRBY'S LATEST ADVENTURE!



CONTROLLING KIRBY



L & R Buttons / C Buttons

- Lift an inhaled enemy or a Power Star
- Press a second time to throw the lifted object into the air

A Button

- Jump
- After jumping, fly
- Swim when underwater

B Button

- Throw an enemy or a Power Star
- Inhale when Kirby doesn't have a Special Power or Power Combo
- Exhale after inhaling an object
- After copying an ability, attack with your Special Power

START

- Pause (see chapter "Kirby's Abilities")

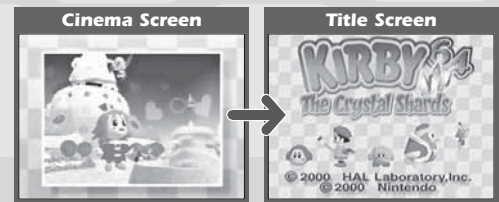
+ Control Pad

- Press **↑** or **↓** to walk
- Quickly press **↑** or **↓** twice to run
- After inhaling something, press **○** to swallow or copy
- Press **○** to duck
- When standing on a ledge, press **○** to jump down

GETTING STARTED

1 Turn the Power on

Properly insert your **KIRBY 64™ – THE CRYSTAL SHARDS™** Game Pak into the Nintendo®64 Control Deck and turn the power ON. After a moment or two, the **Cinema Screen** will appear, followed by the **Title Screen**.



2 Select a File

Press **START** on the **Title Screen** to display the **File Selection Screen**. After choosing a file and starting a game, your game data will automatically be saved to the file you chose. Use the **+ Control Pad** to select one of the three save files. Next, press **○** or **○** on the **+ Control Pad** to scroll through the menu selections and press the **A Button** to confirm. Below are explanations of the different menu displays and selections.

File Selection Screen

This box shows how far you've progressed in your adventure.

If a file is empty, a file number will appear where the **START** selection normally is.

This box shows the percentage of Crystal Shards you've collected. Look high and low to collect all the shards for a total of 100%!

Menu Choices Available:

- **START** Begin your game.
- **OPTIONS** See the next page for details.
- **DELETE** Delete the file's saved data.

You can't recover deleted data, so be careful when deleting!

CRYSTAL CLUE!

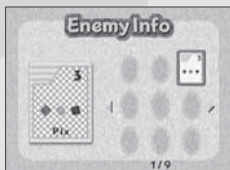
EXERCISE YOUR OPTIONS

From Mini-Games to Special Settings.

MINI-GAMES

Test your skills with three wacky, multi-player Mini-Games! (See chapter "The Bonus Game & Mini-Games" for more information.)

ENEMY INFO



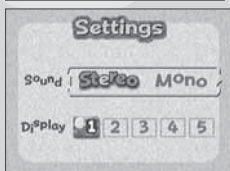
View Info Cards for each enemy character. If you get a card in one of the Bonus Games at the end of each stage, that card's data will show up under ENEMY INFO. (See chapter "The Bonus Game & Mini-Games".) Boss Cards will appear only after you defeat each boss. Each new card flashes until you take your first peek at it. As you build your collection, you may end up getting duplicates of cards you already have, so the remaining cards can be really hard to get your hands on! It takes a true Kirby collector to find all the cards!

THEATER



Come to the THEATER to see your favorite Kirby movies again and again. Use the **+** Control Pad to scroll through the movies you've seen in the game, then press the A Button to play one. Question marks will show up for movies you haven't seen, and you won't be able to replay those until you've seen them in the game.

SETTINGS



SOUND

Press **1** or **2** on the **+** Control Pad to switch between STEREO and MONO. When choosing STEREO, always check that both the left and right audio output cables are properly connected to your TV.

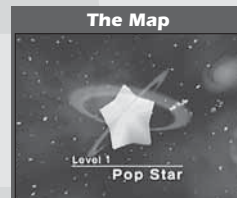
DISPLAY

Press **1** or **2** on the **+** Control Pad to select one of the five display settings.

BEGINNING YOUR QUEST

1 Choose a Planet

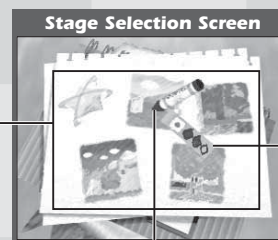
Choose START on the **File Selection Screen** to make a map of the planets appear. Press **1** or **2** on the **+** Control Pad to select a level, then press the A Button to go to that planet. At first, POP STAR will be the only planet you can choose.



Level 3 The level displayed on the File Selection Screen represents a planet on the map.

2 Choose a Stage

First, choose a planet, then choose the area on that planet that you want to go to. Use the **+** Control Pad to move the crayon. After you select a stage, press the A Button to begin your journey!



You can visit any stage pictured here.

Move the crayon to select a stage. If you choose the picture of the planet in the top-left corner, you'll return to the map.

When you select a stage with the crayon, a Crystal Card will be displayed. Only crystals you have found will be coloured; crystals you haven't found will simply be outlined. When you first visit a stage, all of the crystals will be outlined. The die on the Crystal Card indicates the stage number. A skull indicates a boss stage.

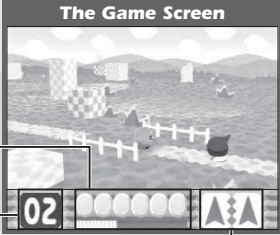
KIRBY'S ABILITIES

Kirby is a cool character of many talents.

The Game Screen

Before you play, you'll need to understand the **Game Screen**.

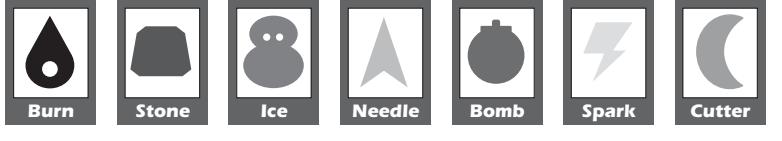
- Top Row: Kirby's Vitality Meter
 - Bottom Row: Star Meter (See chapter "Exciting Discoveries!")
- In a boss battle or guard battle, the Star Meter becomes the **enemy's Vitality Meter**. (Guards are the big enemies inside rooms that you have to beat to move on.)



Kirby's Remaining Lives

When Kirby copies an enemy ability, its Special Power symbol will be displayed here. When Kirby copies two abilities for a Power Combo, symbols will show up on both the left and right.

SPECIAL POWERS



The very first time you play Kirby 64, an explanation of Kirby's abilities will be given if you choose **NOPE**. The explanation will be repeated if you choose **SURE**.



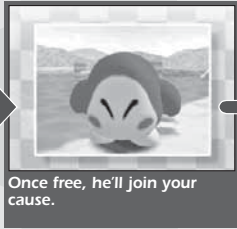
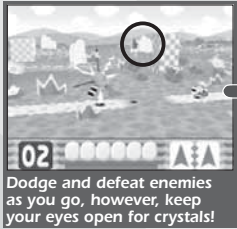
CRYSTAL CLUE! RETURN TO CLEARED STAGES AND LEVELS AT ANY TIME!

You can go back to any stage or level you've cleared whenever you want, and you'll certainly want to do so if you clear a level without finding all the Crystal Shards. You can even go back to challenge yourself all over again!



3 Keep your eyes peeled for the Crystal Shards!

You must dodge or defeat each of your enemies as you work your way through the different stages, but don't forget that the object of your quest is to recover all of the Crystal Shards. POP STAR's first stage is a perfect example of the quest that lies ahead...



The Bonus Game will be the last step in clearing Stage 1. After you finish the Bonus Game, you'll be able to go on to the next stage. Once you defeat the boss on POP STAR's final stage, you can continue to the next planet!

CRYSTAL CLUE! PRESSING START DURING GAME PLAY...

Press **START** during your game to display the **Pause Screen** on the right. Choose **CONTINUE** to return to your game in progress. Choose **TRY AGAIN** to exit the current stage and return to the planet map.







Kirby's Actions



The Basics

Master Kirby's basic skills first.

+ Control Pad (◁)

- Swallow 
- Copy (After inhaling) 
- Duck (When standing) 
- Jump down (When standing on certain ledges) 



+ Control Pad (↑ and ↓)

- Walk 
- Dash (Double-tap) 




L or R Buttons

or

C Buttons

- Lift (After inhaling or copying) 
- Throw into the air (After lifting) 





A Button

- Swim (When underwater) 
- Jump (When standing) 
- Fly (When in midair) 

+ Control Pad + A Button

- Slide 

B Button

- Use your Special Power (After copying) 
- Swallow 
- Throw (After lifting) 
- Exhale (After inhaling) 

Simple Attacks

Here's how Kirby attacks when he has no Special Powers.

On Land or Underwater

Press the B Button once to inhale an enemy or block, then again to exhale, shooting it back out. This is Kirby's most basic attack. If you inhale two or more at the same time, then exhale, they combine to create an enemy-piercing blast!



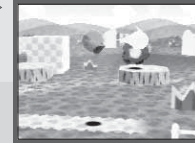
Press the B Button to inhale!



Press the B Button again to exhale!

In Midair

Press the B Button while Kirby is flying to shoot an air blast. It's not very powerful, but it's better than nothing.



Climbing

These moves come in handy in certain spots.

Grab a pole or ladder: Climb (↻) or (⏪)

Press the A Button to let go of a pole or ladder.



Climb onto a ledge

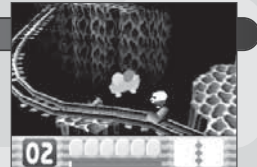
You can sometimes fly up through a ledge to stand on top of it.



CRYSTAL CLUE!

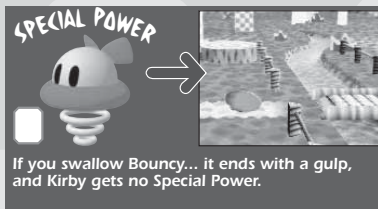
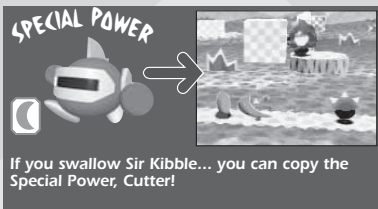
FRIENDS IN NEED

In some stages, you'll have to ride down a mine track or on a raft with a friend. You may even have to ride on a friend's back to get where you're going!



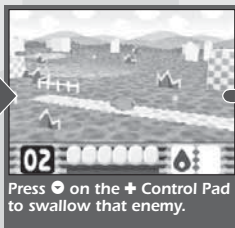
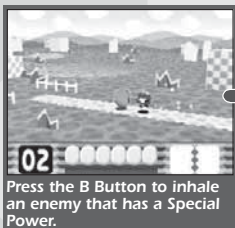
KIRBY'S COPY ABILITY

When it comes to swallowing enemies with Special Powers and copying their powers for his own use, Kirby is unmatched! It doesn't do any good to swallow enemies that have no Special Powers, though.



The Copy Ability

Here's how you copy enemy abilities. It doesn't get any easier!



CRYSTAL CLUE!

DON'T LOSE HARD-EARNED SPECIAL POWERS!

Once you copy a Special Power, you won't lose it if you travel to a new stage or planet. If you take a hit from an enemy, though, you may lose your Power Star – and the copied power. If you inhale and swallow that Power Star again, you'll regain the same Special Power.

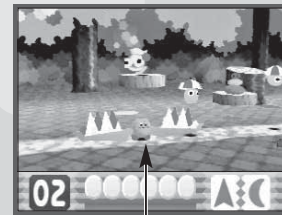


POWER COMBOS

Kirby's copy ability has evolved!

Power Combos

If Kirby manages to copy two Special Powers at the same time, he gains a powerful ability called a Power Combo. Combine different Special Powers for entirely different Power Combos, or combine two of the same Special Powers for a super-powered version of that ability!



\blacktriangle + \odot = The Needle-Cutter Combo!

Four Methods for Obtaining Power Combos!

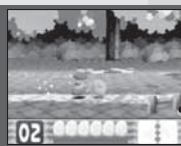
Four common methods for gaining Power Combos are detailed below. When you want a combo, choose the easiest method based on your current status.

POWER COMBOS

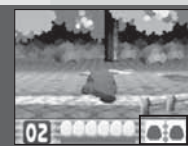
METHOD 1:

Simultaneously swallow two enemies that have Special Powers.

Inhale two enemies that have Special Powers in one big breath.



Next, swallow both enemies to gain the Power Combo!

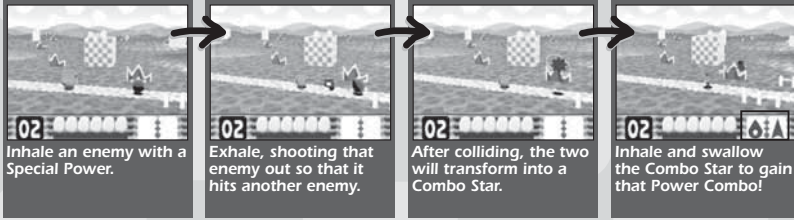


INHALING AND EXHALING

Here's what you can do after inhaling.

POWER COMBOS

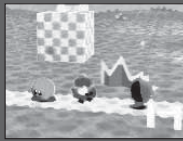
METHOD 2: Shoot one enemy into another.



POWER COMBOS

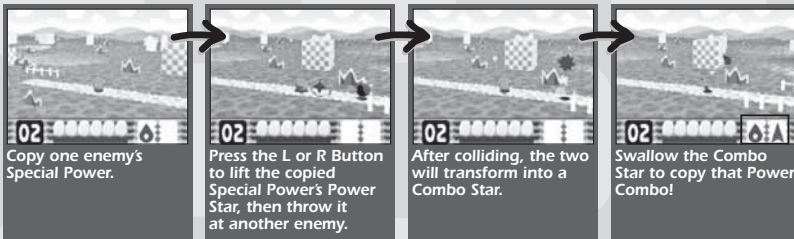
METHOD 3: Throw one enemy into another.

Inhale an enemy with a Special Power, then press the L or R Button to lift the inhaled enemy. Next, press the B Button to throw that enemy into another enemy that has a Special Power.



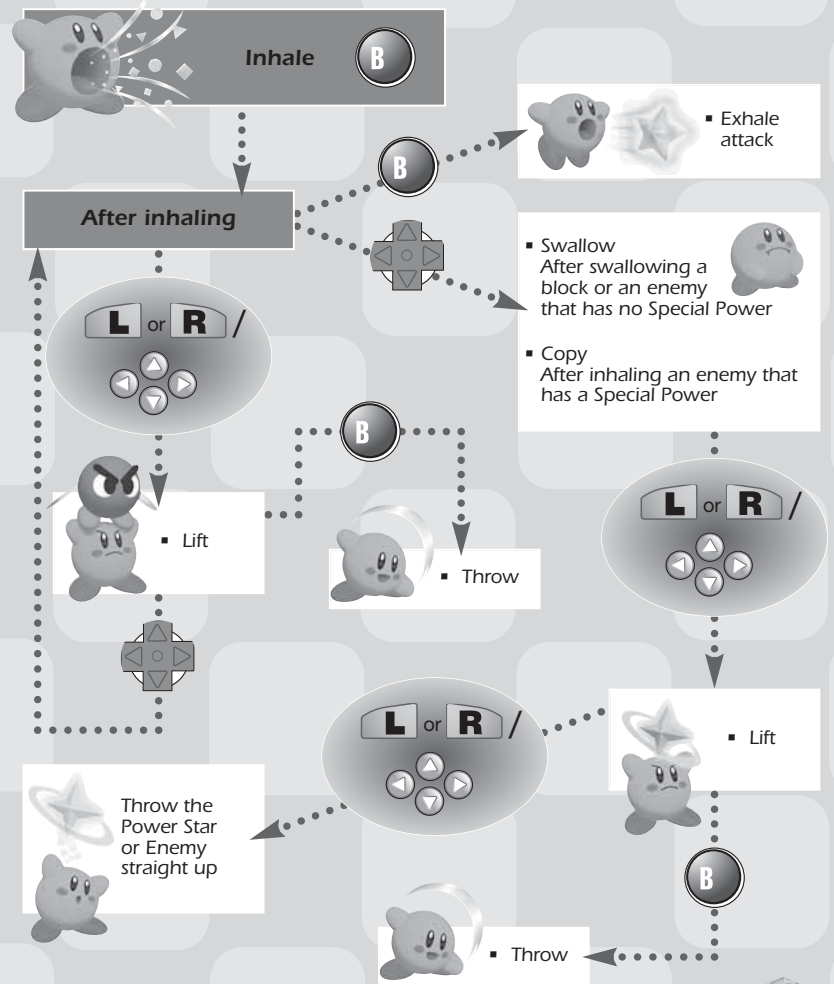
POWER COMBOS

METHOD 4: Throw a Power Star at an enemy.



CRYSTAL CLUE!

IF YOU THROW A COMBO STAR, IT'LL BLAST THROUGH ANY ENEMIES IN ITS WAY, BUT THEN IT WILL VANISH.



EXCITING DISCOVERIES!

Make the most of the items you find!

When Kirby's tired...

...eat to regain strength!

Eat any one of these to recover a little strength.

Ice Cream Bar



Cake



Sparerib



Tomato



Sandwich



This is Kirby's favorite snack. Eat this miracle fruit to regain all your strength!

Collect these to get something good!

Yellow Stars	Collect 30 to earn an extra life!
Green Stars	Green ones are worth 3 Yellow Stars. (You can only find these in Bonus Games.)
Red Stars	Red Stars are worth 5 Yellow Stars. (You can only find these in Bonus Games.)
Blue Stars	Blue ones are worth 10 Yellow Stars! Return to a place where you found a Crystal Shard to get one of these!

Very important items!

Invincibility Candy	Kirby becomes invincible! (...for a little while.)
Info Card	Collect Enemy Info Cards in Bonus Games.
1-UP	When you grab one of these, you'll automatically get an extra life!

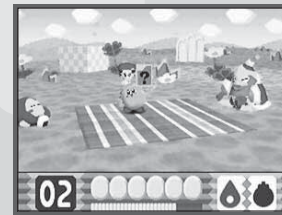


THE BONUS GAME & MINI-GAMES

Now it's time to relax and have a little fun!

The Bonus Game

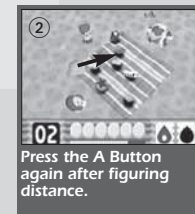
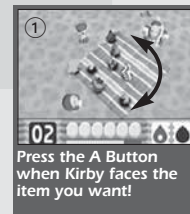
Test your broad jump skills in the Bonus Game at the end of each stage. It's a very simple game – you just aim for the item you want, then make Kirby jump toward it. You'll find stars, recovery items and Info Cards, which you can then view under ENEMY INFO on the Options Menu.



The Bonus Game

Getting What You Want

- Kirby will look left and right. The moment Kirby faces the item you want, press the A Button. That's how you choose the direction he'll jump!
- After you choose a direction, Kirby will start swinging his arms forward and back. Press the A Button when Kirby swings his arms back to make him jump far. If you press the A Button when he swings them forward, he'll jump only a short distance. Consider the distance to the item you want, and take care when timing your jump!



CRYSTAL CLUE!

WHAT HAPPENED?!

If Kirby doesn't land on an item, you won't get anything! Don't miss!



The Mini-Games

Choose the MINI-GAMES selection under **OPTIONS** on the **File Selection Screen** to play one of three Mini-Games. Up to four people can play, so challenge your friends!

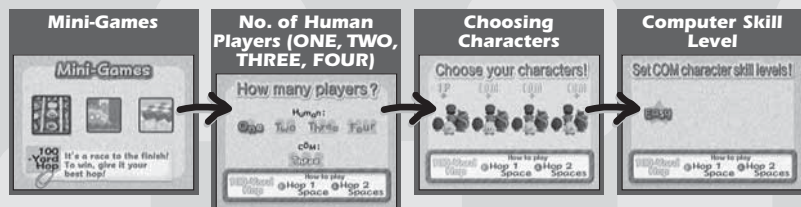
► **NOTE:** When playing with two or more human players, you'll need one controller for each player.

The Bonus Game

Getting Ready

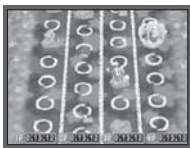
First, choose the MINI-GAME you'd like to play. Next, choose the number of human players (see box) and which characters the players will control. At first, the only computer skill level you will be able to choose will be **EASY**, but once you take first place, you will be able to choose the next-highest difficulty setting (**NORMAL**, **HARD**, **INTENSE**) and do battle against even tougher computer-controlled opponents!

The MINI-GAMES will always have four contestants. If there are only one, two or three human players, the remaining contestants will be controlled by the computer. The characters the computer controls are determined randomly.



100-YARD HOP

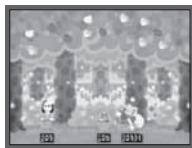
- A Hop 2 Spaces
- B Hop 1 Space



Carefully hop to the finish line. Watch out for puddles and frogs!

BUMPER CROP BUMP

- or ○+ A Bump Opponents
- or ○ Move



Catch the falling food in your basket. Use the **+** Control Pad and **A** Button when it's time to bump someone!

CHECKERBOARD CHASE

- A Drop Blocks
- , ○, ○, or ○ Move



Get the drop on your opponents! When all the others have fallen five times, you win!

FRIEND OR FOE?

Finally, it's time to introduce the cast of characters!



Kirby

Kirby, naturally, is the hero of this tale. Kind and jolly by nature, he turns tough-guy to lend his storied talents to the imperiled fairies of the Ripple Star planet. Surely he'll be able to recover the Crystal Shards.



King Dedede

Long-time rival King Dedede finds one of the missing Crystal Shards on his castle grounds. Whatever will he do with it?



Ribbon

A fairy from Ripple Star, Ribbon escapes the planet with the fairies' Crystal, only to fall victim to a Dark Matter ambush. When she loses control of the Crystal, she turns to Kirby for help.



Adeleine

Adeleine, an aspiring young artist, comes to POP STAR to study art but finds herself in the middle of a Dark Matter mess.



Waddle Dee

Kirby cohort Waddle Dee gets himself in gobs of trouble when he happens upon another of the powerful Shards.



If you set a new record in a MINI-GAME, that record will automatically be saved. The stars on the **Results Screen** indicate the number of times you took first place. The stars will disappear when you quit playing.

The Mini-Games

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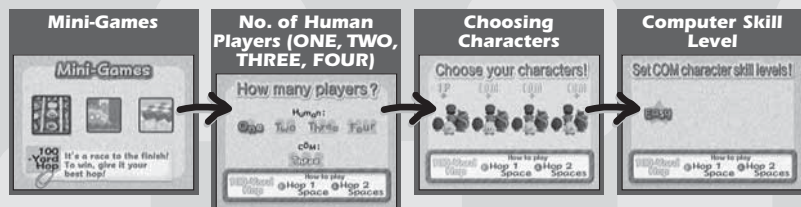
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The Bonus Game

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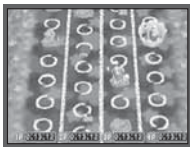
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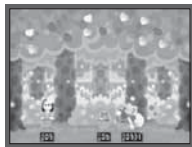
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