

GAME BOY ADVANCE

AGB-A7KE-USA

**Kirby**<sup>TM</sup>

**NIGHTMARE IN  
DREAM LAND**

INSTRUCTION BOOKLET

**Nintendo**<sup>®</sup>

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

|                       |                                |                          |
|-----------------------|--------------------------------|--------------------------|
| <b>Convulsions</b>    | <b>Eye or muscle twitching</b> | <b>Loss of awareness</b> |
| <b>Altered vision</b> | <b>Involuntary movements</b>   | <b>Disorientation</b>    |

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 - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

### **⚠ WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.





EVERYONE  
COMIC MISCHIEF

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## THE ADVENTURE BEGINS

The peaceful world of Dream Land is in great danger. In Dream Land, dreams had always flowed out from the wonderful Fountain of Dreams, which the Fountain of Dreams collected the hopes and dreams of all living things. It also provided all the good dreams and rest that come from deep sleep. But one day, everyone in Dream Land lost the ability to dream! Apparently, King DeDeDe had been bathing in the Fountain of Dreams! Not only that, but DeDeDe had taken the Star Rod – the source of power of the Fountain of Dreams – and broken it into pieces, giving one to each of his underlings. Now, Kirby must embark on an adventure to restore peaceful naptimes to all the residents of Dream Land...



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# Basic Controls

+ Control Pad

Move Kirby

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Other controls are explained later in this instruction booklet.

A Button

Jump



Float



➔ Page 11

B Button

Inhale / Exhale

Attack with a copied ability

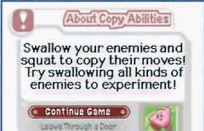


➔ Page 14

START

Pause

View explanations



➔ Page 18

SELECT

Throw away a copied ability

➔ Page 14



You can reset your game while playing by pressing

START + SELECT + A + B

# Getting Started



Insert your Kirby: Nightmare in Dream Land Game Pak into your Game Boy Advance system and turn the power ON. Once the title screen appears, press START to view the File Select screen.

Use **+** to choose one of the three available files and press START or **A** to begin your game. Kirby: Nightmare in Dream Land saves your game data to that file automatically while you play.



## Erase a File

Choose this option to erase a file. You should only do this if you want to start your game over from the beginning and have no other unused files.

## Start Game

Choose this to embark on Kirby's latest adventure, Nightmare in Dream Land. Choose One Player to begin your game.

See pages 32-35 for more information on multiplayer games

## Sub-Games

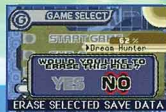
Choose this mode to have fun with some simple minigames.

See pages 24-27 for details

## Sound Test

Listen to the game's sound effects.

See page 36 for details



Once a file has been erased, it cannot be recovered. Don't erase a file unless you're absolutely sure you want to.

## The File Select Screen

When you choose a file that has saved data on the File Select screen, you can continue playing your saved game.



### File Number

The name shown here changes depending on how well your adventure is going.

This percentage shows how far you've gone through your adventure. Once you totally clear all stages, your quest will be 100% complete!



# Kirby's Moves



Walk



Kirby walks in the direction that you press  $\oplus$ .



Run



Kirby runs when you double-tap  $\oplus$  in the direction he is facing. Press and hold  $\oplus$  down after double-tapping to make Kirby keep on running.



Climb Up & Down Ladders

Press up on  $\oplus$  when standing in front of a ladder to make Kirby climb the ladder, and press down to make him climb down.



Enter Doorways



Press up on  $\oplus$  when standing in front of a doorway to make Kirby enter the doorway.



Jump



Kirby jumps when you press  $\text{A}$ . If you press  $\text{A}$  while walking or running, you'll jump farther.



You can float, too!

If you press  $\text{A}$  or up on  $\oplus$  while jumping, you can float in midair!

Page 12



Duck



Kirby ducks when you press down, which is great when you're trying to dodge enemy attacks!

Slide



While you're pressing down on  $\oplus$  to duck, press  $\text{A}$  or  $\text{B}$  to slide. Sliding into enemies and blocks is an effective attack!

## Midair Moves



Float



or



Kirby can float through the air as long as you're holding **A** or pressing up on **+**.



Exhale Air Puffs



Press **B** while floating to shoot puffs of air at enemies. But watch out, because puffs of air won't hurt all of the baddies you encounter!

*Note: If Kirby gets hit or shoots out a puff of air while he's floating, he'll fall from the sky!*



## Underwater Action

Kirby can do the following special moves when he's underwater.



Swim



+



Kirby swims in whichever direction you press **+**. Press **A** to make Kirby rise to the surface. If you press **A** when Kirby is on the surface of the water, he'll jump right out!



Squirt



If you press **B** underwater, Kirby squirts water in the direction you're pressing **+**.

## Awesome Attacks



Inhale



Press **B** when Kirby is standing in front of an enemy or a block to make him inhale it. He can transform any enemies and blocks he inhales into stars and shoot them out, or he can just swallow them.

*If Kirby inhales above two enemies or blocks at the same time, the star he shoots out will rocket through enemies and blocks, clearing a wide path.*

After inhaling



Exhale



If you press **B**, Kirby transforms an inhaled object into a star and shoots it back out. Exhaling these stars at blocks or enemies is an effective attack.



Swallow



Press down on **+** to make Kirby swallow an inhaled object. If he swallows an enemy that has a special ability, he'll copy that ability!

Page 14

## Copying Abilities

As soon as Kirby swallows an enemy that has a special ability, he copies that ability and makes it his own.

Inhale with **B**



First, press **B** to make Kirby swallow the enemy and its special ability.

Swallow & Copy with 



Next, press down on **+** to make Kirby swallow the enemy and copy its ability.

Use the ability with **B**



Now, just press **B** to make Kirby use his newly acquired special ability!

## Getting Rid of Copied Abilities

Just **SELECT** Kirby!

Anytime you want to get rid of a special ability that you've copied, just press **SELECT**. The copied ability will turn into a star and Kirby will shoot it out. Just think of it as **SELECT**-ing Kirby's true abilities! (If Kirby swallows a power star he has shot out, he'll copy that power again.)



Kirby might lose copied powers when he takes damage.  
Watch out!

Countless Copies! (There are even more abilities than these!)

**Sword**



I swing my sword around to cut my enemies down!

**Tornado**



I whirl around like a mighty tornado and send all my enemies sky high.

**Parasol**



With my razor-sharp parasol, I can float gently down from the sky, safe from attacks from above.

**Beam**



Check it out! With this whip-like beam, I can lash out at my enemies!

**Cutter**



Watch my sharp cutter boomerang cut through enemies!

**Ice**



My puffs of icy-cold breath turn my enemies into ice sculptures!

Quotable Copy

Press **START** after you've copied a special ability to see a brief description of your new ability.





# Adventures Aplenty



Many exciting adventures await Kirby. This section gives you an idea of what they might be like.

## 1 Enter the Stage



There are many different levels in this game, and each level has many stages. Kirby's adventure begins on Stage 1 of Level 1: Vegetable Valley.

## 2 Get Through the Stage

Once Kirby enters a stage, his adventure has begun! Head for the end of the stage, and steer clear of anyone who tries to attack you.



## 3 The Next Step



Door to the Next Step

Each stage is broken up into several steps. The steps are linked together by doorways, like the one shown on the left.

## 4 Set Your Sights on the Goal!



The picture on the left marks the end of the first stage. Your goal is to reach the end of every stage, so enter the doorway, and get ready to take the challenge!

## 5 The Goal Game

When Kirby reaches the lowest point in the clouds, press **A** and try to jump as high as you can. Once the goal game has ended, you'll go back to the level map.



## 6 On to the Next Stage!



Once you clear a stage, some of the walls on the level map crumble so that you can go on to the next stage. Adventure awaits, but you'll have to clear the rest of the stages on your own!

Next up, we'll explain how to read your game screen and the level map. Get ready!



## Viewing the Game Screen



- 1 Kirby's Ability**  
The name of Kirby's copied ability appears here. If he doesn't have any copied abilities, there won't be anything here.
- 2 Kirby's Remaining Lives**  
If Kirby has no lives remaining, your game ends when his vitality reaches zero. Game over!
- 3 Kirby's Vitality**  
As Kirby takes damage, his vitality (the red bar) drops. When his vitality reaches zero, he loses a life.
- 4 Your Score**  
Your score appears here. During boss battles (see page 20), the boss's vitality appears here instead.

## The Pause Screen



Press START while playing to bring up the pause screen. On the pause screen, you can read Kirby's own description of the special ability he copied. You have two options on the pause screen.



### Continue Game

Return to your game and continue playing.

### Leave Through a Door

Leave the current stage and return to the level map.

*These options won't appear on stages you've entered for the first time.*

## Continuing



When Kirby's vitality reaches zero and he has no lives remaining, your game is over and you'll see a screen like the one below. This screen gives you two options.



### Continue

Resume your game from the stage that it ended on.

### Quit

Quit playing and return to the title screen.

## Cleared Levels & Stages

You can return to any level or stage that you've cleared as many times as you want, which is good, since you might want to go back to get an item you forgot to pick up or to copy a special ability that you can't find elsewhere.

### Doorways on the Level Map



This leads to the next level.



This goes back to the last level.



Choose the level you want to go to.

When you've cleared a stage, the color of the door to that stage changes. If you don't clear the stage entirely, the color of the door stays the same.



## Rooms in the Levels & Level Map



- 1 Entrance to Stage 1
- 2 Entrance to Stage 2
- 3 Entrance to Stage 3
- 4 Entrance to Stage 4
- 5 The Boss Room
- 6 Warp Star Launch Pad
- 7 The Museum
- 8 Entrance to the Bonus Stage



### 5 The Boss Room

When you've cleared every stage in a level, the door to the boss room appears!



When you go through that doorway, you'll find yourself in a fight with the biggest baddie in the level. In the bottom-right corner of the screen, you can see the boss's vitality meter. If you manage to win this fight, you'll get to go on to the next level.



### 6 Warp Star Launch Pad

If you press certain switches on certain stages, they'll activate the Warp Star launch pad. Then you can hitch a ride on a Warp Star to any level you've cleared.



### 7 The Museum



Once you clear several stages in a level, the museum appears on the level map. In the museum, you can find replicas of enemies you've encountered that have special abilities you can copy. Come in whenever you need to copy an ability.



### 8 Entrance to the Bonus Stage

Each level also has a bonus stage. In the bonus stages, you'll get to play one of three sub-games. (See page 24 for more information about sub-games.) When you're done playing, you'll get a bonus based on how well you did in the sub-game.



There might be other rooms besides the ones explained here. Can you find them?



# Incredible Items

## Peppy Tonic



Kirby recovers two vitality points when he drinks this refreshing soda.

## Maxim Tomato



Kirby loves tomatoes—and not just because they're round and colorful like him. Eating one of these fills Kirby's vitality meter to the max!



## Candy



Everybody loves candy—even Kirby! This special candy makes Kirby invincible, but only for a little while.

## 1-Up



This astounding item tacks an extra life onto Kirby's total number of remaining lives. Now, that's incredible!

## Cannon



If Kirby hops in the cannon after lighting the fuse, he'll be blasted to another part of the stage.



## Switch



When Kirby finds and presses a switch, a hidden door will appear on the level map.

## Warp Star



If you see a Warp Star, make wish and hold on tight, because you're about to go for a wild ride: the Warp Star's going to jet you off to another part of the stage!



## Star Rod



As you defeat the biggest baddies of all in the boss rooms, you'll find pieces of this precious item. King DeDeDe stole it and broke it apart into seven pieces—one for each color of the rainbow. Can you find all seven parts?

### Hey! What's That?

Sometimes, your eyes might catch a glimpse of an item that you can't reach right away. Give it a little thought. Good things come in due time.



# Superfun Sub-Games



Sub-games are very simple games that can be played by pressing only **A**. There are two ways you can play sub-games:

Enter the bonus stage on the level map.



The sub-game you get to play is set for each level.

Sub-Game Screen



Choose Sub-Games on the Game Select screen.

Just choose one of the three games and play it.

## Sub-Game Settings

Settings can't be changed in bonus stages.



### Players

Choose One Player to play a single-player game. Choose Multiplayer to play a game with your friends.

See pages 28-33 for details about multiplayer



### Game Level

You can choose from one of three difficulty levels before playing. The higher the level, the harder the game.

Be the fastest A button-presser around!

Be the fastest **A** button-presser around!

### How It Works

Once the duelers appear, the duel begins.



As soon as the exclamation mark appears, press **A**!



Whoever presses **A** fastest wins.



### QUICK TIPS!!



If you press **A** before the exclamation point appears, pressing it again after the exclamation mark appears won't do you any good—even if you're still fastest.

### Single-Player Duels



Each time you win a duel, you'll move on to the next one.

### Multiplayer Duels



The first player to win three duels wins the match.

## Bomb Rally

Press **A** to lob the bomb!

### How It Works

Ready? Start! As soon as you see those words, press **A** to get the rally going.



Watch the incoming bomb. Press **A** at the right time to knock it back.



If you don't hit the bomb back, it will explode, and you'll lose.



### QUICK TIPS!!



If you press **A** quickly to change direction...



and then press **A** again as the bomb comes in, you can hit it back in the direction it came from.

The more times the bomb gets hit without being dropped, the faster it travels.

## Kirby's Air Grind

Get ready for a superfast skate in the sky!

### How It Works

When the race begins, press **A** to grind the rail and start accelerating.



If you hit any of the black bumps on the rail, you'll slow down, so release **A** to lift off of the rail.



Whoever grinds their way to the finish line the fastest wins.



### QUICK TIPS!!



If you release **A** immediately before the black bumps and press it again immediately after the black bumps, you'll get a bonus boost.



When you maneuver the bumps so well that Good or Great appear on-screen, Kirby will move even faster. Avoid the black bumps, and you'll be sure to win the race.

The courses in Kirby's Air Grind are random, so race as often as you like.

# Linking Up

## Single-Pak Multiplayer

Here's all of the information you need to link multiple Game Boy Advance systems using one Kirby: Nightmare in Dream Land Game Pak.

### Necessary Equipment

- Game Boy Advance systems: One system per player
- Kirby: Nightmare in Dream Land Game Paks: One
- Game Boy Advance Game Link® Cables:

Two players: one cable  
Three players: two cables  
Four players: three cables



### Linking Instructions

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Kirby: Nightmare in Dream Land Game Pak into Player One's Game Pak slot.

2. Connect the Game Link cables.
3. Insert the Game Link cables into the External Extension Connectors (EXT), making sure to insert the small, purple connector into Player One's game system and the larger, gray connector into the other game systems.
4. Turn each system's Power Switch ON.
5. Now, follow the instructions on page 32.

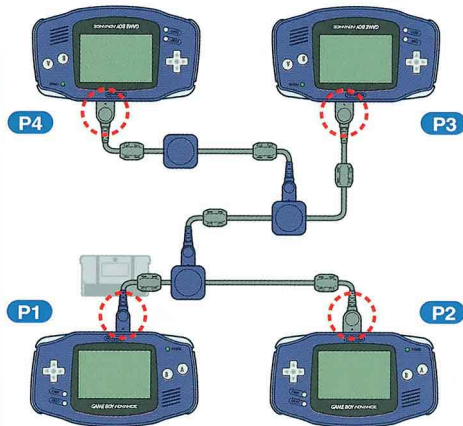
**!** When playing with only two or three players, do not connect any game systems that will not be used. Consult the diagram on the right when connecting Game Link cables to Game Boy Advance systems. (Note that the Game Pak goes into Player One's system and that the Game Link cable's small connector is purple and the larger one is gray.)

### Troubleshooting

You may be unable to transfer game data or you may experience malfunctions in any of the following situations:

- When you are using any cables other than Game Boy Advance Game Link cables.
- When any Game Link cable is not fully inserted into any game system.
- When any Game Link cable is removed during the transfer of data.
- When any Game Link cable is incorrectly connected to any game system.
- When the Kirby: Nightmare in Dream Land Game Pak is inserted into any system other than Player One's Game Boy Advance.
- When more than four Game Boy Advance game systems are linked.

## Game Boy Advance and Game Link Cable Setup



# Linking Up

## Multi-Pak Multiplayer

Here's all of the information you need to link multiple Game Boy Advance game systems using multiple Kirby: Nightmare in Dream Land Game Paks.

### Necessary Equipment

- Game Boy Advance systems: One system per player
- Game Paks: One Game Pak per player
- Game Boy Advance Game Link Cables:

Two players: one cable  
Three players: two cables  
Four players: three cables



### Linking Instructions

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Kirby: Nightmare in Dream Land Game Paks into the individual Game Pak slots.

2. Connect the Game Link cables and plug them into the External Extension Connector (EXT) on each of the game systems.
3. Turn each system's Power Switch ON.
4. Now, follow the instructions on page 34.

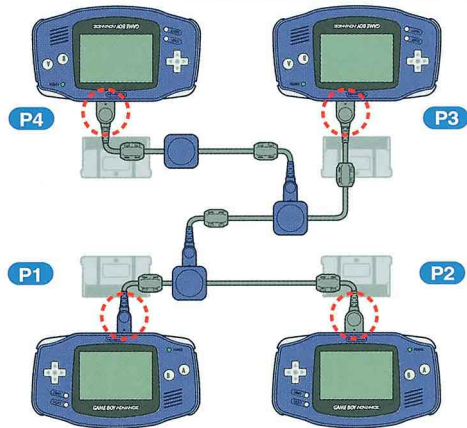
**!** When playing with only two or three players, do not connect any game systems that will not be used. The player who plugs the small, purple connector into his or her Game Boy Advance will be Player One. Consult the diagram on the right when connecting Game Link cables to Game Boy Advance game systems. (Note that the small Game Link cable connector is purple and the larger one is gray.)

### Troubleshooting

You may be unable to transfer game data or you may experience malfunctions in any of the following situations:

- When you are using any cables other than Game Boy Advance Game Link cables.
- When any Game Link cable is not fully inserted into any game system.
- When any Game Link cable is removed during the transfer of data.
- When any Game Link cable is incorrectly connected to any game system.
- When more than four Game Boy Advance game systems are linked.

## Game Boy Advance and Game Link Cable Setup





# Single-Pak Multiplayer

If you only have one Game Pak, up to four players can still play Kirby's sub-games. First, see pages 28-29 for information on how to link your systems together

See pages 28-29

With a single Game Pak, you can play multiplayer versions of Quick Draw, Bomb Rally, and Kirby's Air Grind.

## GETTING STARTED

### Player One's Screen



Player One chooses the sub-game that you all want play and selects Multiplayer.

**CHECK!** Make sure all your cables are connected properly.



After checking all the settings, Player One presses **A** to begin transferring the sub-game.



Once all players have downloaded the sub-game, Player One picks the difficulty settings.

Choose  **A** Confirm



Start playing!  
Once the match ends, Player One decides whether or not you'll continue playing.

### Players 2, 3 & 4



Turn your Game Boy Advance on without inserting a Game Pak.

**CHECK!** Make sure your cables are all connected properly.



Wait for the game to download from Player One's Game Pak.

**CHECK!** Do not remove the cable while the game is downloading.



Start Playing!  
Once Player One selects the difficulty, start playing!



**Communication Error!**  
Check all connections and try again.

If the download fails, the screen above will appear. Check your cable connections and try again.

# Multi-Pak Multiplayer

Two to four players can play Nightmare in Dream Land or any of the sub-games together. First, see pages 30-31 for information on how to link your systems together.





➡ See pages 30-31



## Special Rules for Multiplayer

- 1** The game starts on the highest level that all four players have completed. For example, if three players have cleared level five, but one player has only cleared level two, you all start from level two.
- 2** All players automatically enter the first door any of the players enters.
- 3** No one can enter a doorway unless all players are grouped near the doorway.



If you run into a difficult stage or a boss you just can't beat, call your friends over to lend a helping hand. In multiplayer games, P1 is , P2 is , P3 is , and P4 is .

## GETTING STARTED



Depending on which mode you want to play, choose either Start Game or Sub-Games on the Game Select screen.

**CHECK!** Everyone must choose the same mode.



Choose Multiplayer.

**CHECK!** Check your cable connections.



Player One can confirm the linked players on-screen. Press **A** if everything is correct.



**CHECK!**

Players Two through Four have to wait for Player One to confirm everything.



The game begins! The way you link your systems together determines who gets to be Player One.

➡ See pages 30-31

**CHECK!** Player One gets to choose all sub-game settings when you're playing sub-games.



# Cool Tunes



You can listen to the music and sound effects that are heard in the game anytime you like. Just select the Sound Test and choose either Music or Sound.



Use the controls right to choose the samples you want to listen to.



|  |                                 |          |                                   |
|--|---------------------------------|----------|-----------------------------------|
|  | Switch between Music and Sound. | <b>A</b> | Start or pause playback.          |
|  | Scroll through track numbers.   | <b>B</b> | Return to the Game Select screen. |

## HINTS AND ADVICE

### Hint 1

#### COPY ABILITIES WISELY!

There are a number of abilities you can copy. If you copy abilities according to how well they help you against particular enemies or in the stage you're traveling through, you'll find your journey will go much more smoothly.



### Hint 2

#### HOVERING HELPS!

If you find yourself surrounded by foes, just float away to safety! If you fall from a high place, you might be able to hover back onto the stage.



### Hint 3

#### WHEN THE GOING GETS TOUGH...

If you're having trouble moving ahead, why not go back? You can go to the museum or revisit stages and levels you've cleared. You might be able to pick up more recovery items or even find that one copy ability that you need to go forward.



### Hint 4

#### 100% EFFORT

Completing your quest won't be easy, and neither will be getting a score of 100% on the file select screen. Be sure to look high and low in every stage, level and step. That's the only way to find it all!



# IMPORTANT:

REV-B

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## 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.

## WARRANTY LIMITATIONS

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