

Nintendo

GAMEBOY

KIDS TO ADULTS
K&A
AGES 6+

Super Mario
GAME BOY
GAME PAK

DMG-AKXE-USA

KIRBY'S
BLOCK
BALL™*

INSTRUCTION BOOKLET

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Thank you for selecting the KIRBY'S BLOCK BALL™ Game Pak for the Nintendo® Game Boy® system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.



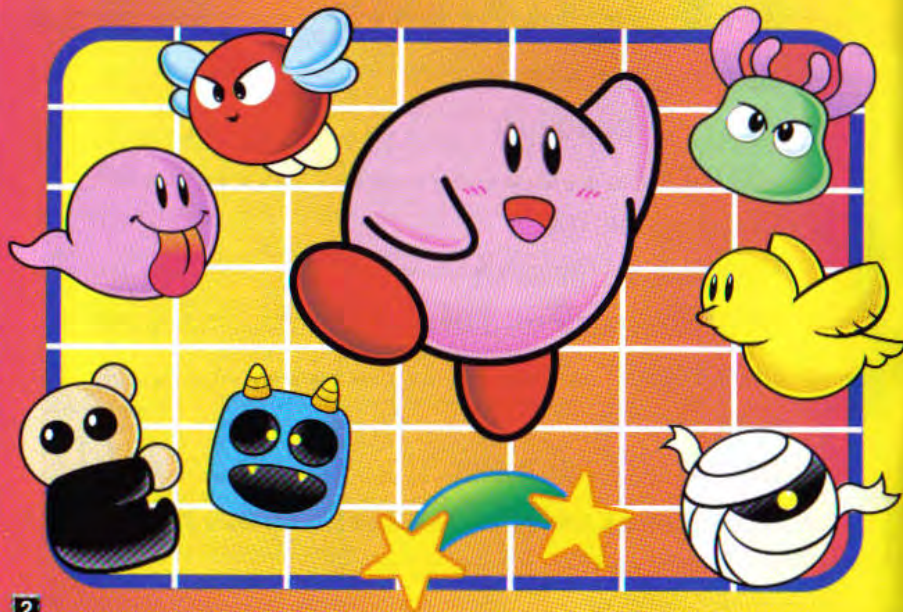
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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Welcome to Kirby's Block Ball

In this adventure, Kirby takes center stage in a frenzied, block-clearing free for all! Through the positioning of the paddle, you send a ball into the playing field and clear a variety of blocks, with the goal of establishing a high score! After facing familiar enemies, Kirby must confront his arch-nemesis, King DeDeDe! It will not be an easy task... Use the four abilities and the Kirby Power Bounce wisely! Good luck, Kirby!

CONTROLLER FUNCTIONS

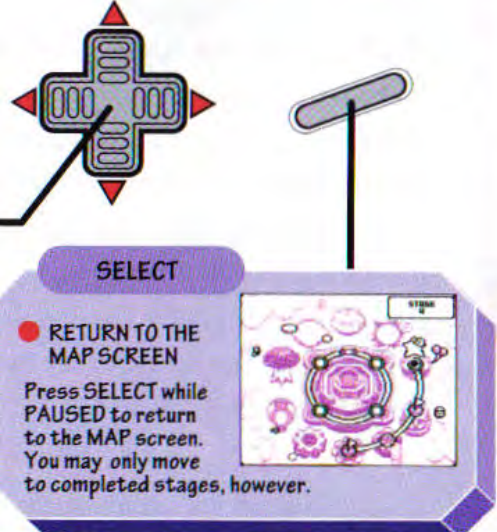
+ CONTROL PAD

- **MOVE THE PADDLE**



PADDLE


- **Move the cursor on SELECT FILE and MAP screens.**
(pages 8 and 9)



SELECT


- **RETURN TO THE MAP SCREEN**

Press SELECT while PAUSED to return to the MAP screen. You may only move to completed stages, however.



B BUTTON


- **ACTIVATE AN ABILITY**
(page 7)



START

- **PAUSE**


Interrupt game play.



A BUTTON


- **KIRBY POWER BOUNCE**

The paddle alters its shape to create the Kirby Power Bounce. The ball becomes much more powerful.
(page 6)



- **LAUNCHING THE BALL**

A moving arrow appears, indicating the direction the ball will travel when launched by pressing the A Button.





KIRBY POWER BOUNCE



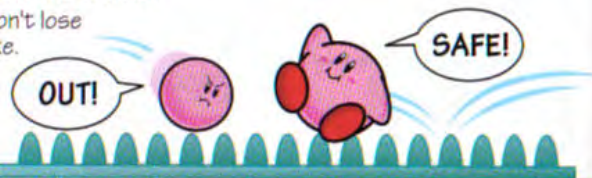
INCREASED DESTRUCTIVE POWER!

Just before the ball hits the paddle, press the A Button. If you've timed it correctly, the ball will change to Kirby. In this form, you can destroy Power Blocks, which the normal ball can't destroy. You can also destroy gray blocks with a single hit.



YOU'RE SAFE WHEN YOU HIT THE SPIKES!

In the Kirby form, you don't lose when you run into a spike. In the normal form, you will lose the ball if you hit a spike.



ABILITIES



If the ball hits a certain character, you can use a new ability, activated by pressing the B Button. When using an ability, scoring for hitting blocks and characters is doubled. Hitting a spike will cause you to lose your new ability.

SPARK



The ball sparks for a period of time, running through the blocks it strikes.

BURN



The ball burns for a period of time, and it moves straight up.

NEEDLE

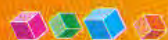


Press the B Button just before the ball hits the paddle, then re-launch the ball.

STONE



The ball drops down, crushing the blocks below.



STARTING THE GAME



1 Correctly insert the Game Pak into the Game Boy system. When the title screen appears, press START to begin play.

2 This is the Select File screen. Your progress in the game is recorded in the file you select. Use the + Control Pad to move Kirby, then select a file by pressing the A button or START.

To delete saved files, move Kirby to the bomb in the lower right, press the A button or START and Kirby will inhale the bomb. Move Kirby to the file that you want to delete and press the A Button to delete it.

To delete the high score rankings (see page 18), move Kirby to the bomb in the lower right, press the A button or START and Kirby will inhale the bomb. Press \uparrow on the + Control Pad and the B Button and the high scores will be erased.



MAP SCREEN: Press the A Button or START to enter a stage. You may play any previously cleared stage. Use the + Control Pad to move from stage to stage in the direction indicated by the arrows. The stage number is displayed at the top of the screen. You can move to any game in the Bonus Area by using the + Control Pad.



The stages are marked in three different ways.



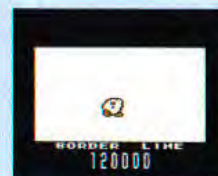
Initial Play



Level Cleared



Borderline Cleared



BORDERLINE DISPLAY: If you clear the borderline score that is indicated at the beginning of each stage, a flag will be posted on the stage marker. To play the 11th stage, you must have flags on all 10 stage markers.



PLAYING THE GAME



Each stage consists of three areas and five rounds. Destroy the blocks to proceed upward to the next round. Defeat the boss to finish stage. You can progress, regardless of borderline score, up to stage 10. Access to stage 11 requires clearing borderline scores in all 10 stages.

BOSS AREA- ONE ROUND



TARGET SHOOTING AREA- ONE ROUND



BLOCK AREA- THREE ROUNDS



DAMAGE ENEMY



WARP STAR APPEARS



In order to proceed to the Boss Area, you must first hit the enemy with the ball to damage him, making a Warp Star appear. Hit the Warp Star with the ball to move to the Boss Area.

ERASE ALL BLOCKS



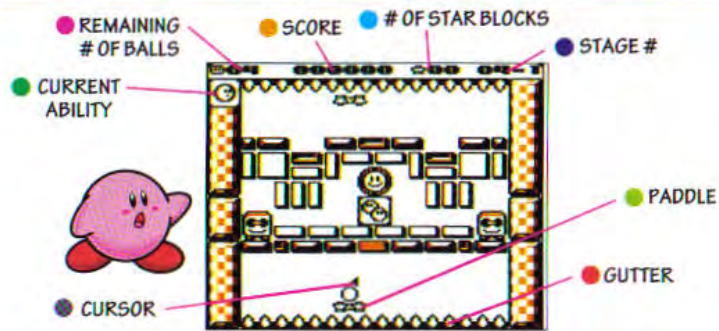
GATE OPENS ABOVE



If you erase all the blocks that can be destroyed in an area, that round will be cleared. After the score is displayed, a gate will open above, moving you to the next round.



SCREEN INFORMATION



- **REMAINING # OF BALLS** - At the beginning of each stage, you have four balls in your inventory. If this number reaches zero, the game is over. When a stage is completed, each remaining ball is worth 1000 points.
- **NUMBER OF STAR BLOCKS** - This indicates the number of Star Blocks acquired in the stage. Star Blocks cover spikes in the Boss area only. When a Star Block is hit it disappears.

- **ABILITY WINDOW** - This window displays the status of Kirby's current ability (see page 7).



NORMAL



SPARK







BURN



NEEDLE



STONE

- **SCORE** - The score in a stage begins at zero, and is tallied here. The first through fourth highest ranking scores in each stage will be saved (see page 18).
 - **GUTTER** - If you hit a spike, the ball is lost.
 - **PADDLE** - Move the paddle to bounce the ball back into the playing screen. The paddle becomes bigger when the A Button is pressed.
-    
- **CURSOR** - Use the cursor to select the direction the ball will be launched.
 - **STAGE #** - The current stage number and round is displayed.



BLOCK CHART



BLOCKS THAT SHOW UP DURING GAME PLAY:



★ **STAR BLOCKS** - Located in Target Shooting Areas, the Star Blocks you have acquired will cover the spike gutters in the Boss Area. The more Star Blocks acquired, the more spikes that are covered. In a Boss Area, if the ball hits a Star Block once, the spike it covered is revealed (see page 11).



★ **SWITCH BLOCK** - Once all the Switch Blocks are erased, the Bonus Round begins. You receive bonus points by clearing the screen perfectly (see page 16).



★ **THROUGH BLOCK** - During a Bonus Round, blocks change to bubble-like Through Blocks. If you hit a Through Block, the ball flies straight through the block, destroying it (see page 16).

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★ **SCORE BLOCK** - Each time you hit the ball, the points awarded increase. If you hit the block a seventh time while using a special ability, you will get a 1-Up and the block will disappear.



★ **POWER BLOCK** - You can not destroy these blocks normally, but if you use the Kirby Power Bounce, you can destroy them.



★ **PINBALL BLOCK** - This block causes the ball to accelerate when it bounces away.



★ **ABILITY BLOCK** - This block can only be destroyed by using a special ability.



★ **WARP STAR** - If you hit the star, it carries Kirby to the Bonus Game zone or the Boss Area.

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BONUS ROUND



If you erase all the Switch Blocks on a screen, the Bonus Round begins. All the blocks transform into Through Blocks, and a timer starts counting down from 30.



HIT THE SWITCH BLOCK



BONUS ROUND BEGINS

If you destroy all the Through Blocks within the time limit, you get bonus points for the number of blocks you destroyed. You also receive bonus points for the time remaining on the timer.

(The number of blocks destroyed and time left on timer) X 500 = Bonus

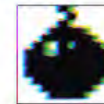
When the timer ends, Through Blocks that you were not able to erase change back to their previous form.



CHARACTERS & ITEMS



If you defeat a character on the screen, an item will appear. If you hit the item, it can be very helpful.



CRASH

Erase blocks that are normally impossible to destroy.



APPLE

Get 1000 points



CHANGER

Select from the four abilities with the B Button.



CANDY

Get 1500 points



FLIP

White and gray blocks will be reversed.



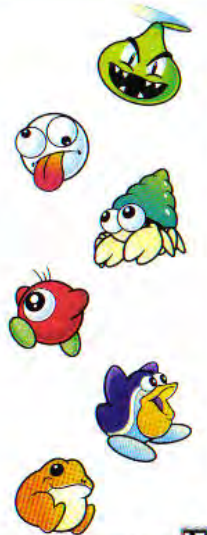
CAKE

Get 2000 points



REPLICA

The ball splits into two.





HIGH SCORE RANKING



In each stage, the scores ranked from first through fourth are saved. After a stage is cleared, the High Score Ranking screen is displayed. If your score is one of the best four, your name can then be entered for that stage.



Select Letter
(forward)

Select Letter
(back)



Enters letter,
moves cursor forward



Moves cursor back

STAGE 1 HI-SCORE RANKING	
1. NOKI	00019000
2. KEN	00061880
3. KEI	00049440
4. HIDEKI	00048250
YOUR SCORE	00015000



GAME OVER



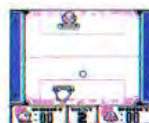
When your allotment of balls has been depleted to zero, your game is over and the screen shown at right is displayed. Select CONTINUE and press either the A Button or START to restart the game. If you select END, you will return to the title screen.



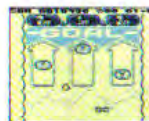
BONUS GAMES



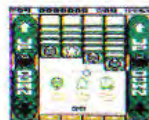
THERE ARE FOUR KINDS OF BONUS GAMES AVAILABLE.



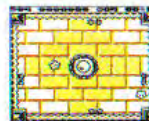
AIR HOCKEY - If you hit the ball into the opponent's goal, you get one point. You have three chances in each Air Hockey game.



UP CLOUD - Use the ball to hit the clouds, gradually pushing them up. The first one to the goal results in the indicated prize.



UP DOWN - Within the time limit, arrange four panels so that they all show the same picture. Clear a panel by hitting it with the ball, and replace a panel by hitting the arrow at the bottom of the screen.



STAR CATCHER - Catch the stars coming from the center with the paddles. If you catch a bomb, the Star Catcher game ends.

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REV-B

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REV-I

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