

GAME BOY ADVANCE

AGB-B8KE-USA

The logo for the game Kirby & The Amazing Mirror. The word "Kirby" is written in a large, pink, bubbly font with a blue shadow and a yellow star in the letter 'i'. Below it, the words "& The AMAZING MIRROR" are written on a red banner with a gold border. The background is a light blue sky with white clouds.

KirbyTM
& The **AMAZING MIRROR**

INSTRUCTION BOOKLET

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

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

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 and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes 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 or eyes 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.

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Nintendo does not license the sale or use of products without the Official Nintendo Seal.

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



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH CAN USE A GAME BOY® ADVANCE GAME LINK® CABLE.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH CAN USE A GAME BOY® ADVANCE WIRELESS ADAPTER ACCESSORY.



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THE ADVENTURE BEGINS

High in the skies above Dream Land floats the Mirror World. In this strange and beautiful land, mirrors have the power to make any wishes reflected in them come true. One day, a sinister presence invaded the Mirror World, and its mirrors could only reflect bad things. When Meta Knight discovered what was happening, he set off to save the Mirror World.

Meta Knight

Meanwhile, down in the peaceful Dream Land, Kirby was enjoying a leisurely walk. Suddenly, from out of nowhere, a familiar shadow appeared! It looked like Meta Knight, but something seemed different. Without warning, the shadowy Meta Knight lunged at the daydreaming Kirby!



Kirby

What happened next, you ask? Well, Meta Knight's sword split Kirby into four, each one a different color! Meta Knight took off into the sky, and all four Kirbys hopped onto a Warpstar to chase after him! And that's where our adventure really begins! ✨



BASIC CONTROLS

L L Button (Press and hold)

Return to the beginning of the game

▶ Page 18

R R Button

Use your cell phone

▶ Page 24

+ Control Pad



Move left
and right

Press twice rapidly to dash in
that direction.

START

Pause the game

▶ Page 20

A A Button



Jump

Float
(Keep pressing **A**)



B B Button

Inhale



Exhale

Use Copy Ability

▶ Page 12

In Menus



Choose menu items



Select



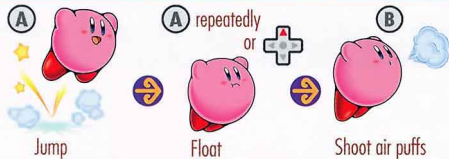
Go back

Press **START**, **SELECT**,
A, and **B** to reset
the game.

For more information about
Kirby's amazing moves, see
pages 10 to 15.

KIRBY'S MOVES

Midair Moves



Ground Moves



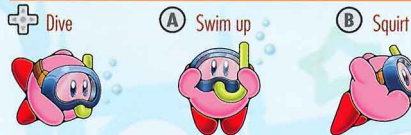
Crouching Moves

**CHECK** If you shoot an air puff...

Kirby will fall from the sky if you shoot an air puff, so be prepared!



Underwater Moves



Other Moves

Press the **+** button to enter a mirror / Open a chest / Climb ladders / Go down ladders.

**CHECK** Looking Up and Down

If you want a better look at your surroundings, use the **+** button to look up or down.

+ Look up



+ Look down



Inhale → Hold in mouth → Exhale or Swallow

B Inhale!



Kirby can inhale blocks and enemies.

Kirby's mouth is full...



Kirby can't float with his mouth full.

B Exhale to attack!

Turn inhaled items into stars and exhale them to attack enemies.



+ Swallow to copy an ability!



If Kirby swallows enemies with special abilities, he can copy those abilities and use them himself!

B Use copied ability!



Press **B** to use a copied ability.



CHECK Copy Pedestal

From time to time, you'll see special pedestals that give you a Copy Ability when you touch them. If you already have a copied ability, nothing will happen.

Getting Rid of a Copied Ability

Press SELECT to get rid of an ability you don't want anymore.

The ability turns into a star and floats away, and Kirby returns to normal. If you swallow that star, Kirby will copy that ability again. Also, if Kirby takes damage, he will drop his ability as a star.



Super Inhale

B Press and hold for a Super Inhale!

If you press and hold **B**, Kirby can move Heave-Ho Blocks with the power of his mighty lungs.



CHECK Don't inhale for too long!

If Kirby does a Super Inhale for too long, he'll tire out for a moment. Kirby won't be able to move until he recovers.

Various Copy Abilities

SWORD

Kirby attacks by slashing at high speeds or by swinging his sword at enemies while in the air or when he lands.



Press **B** repeatedly



+ **B**

FIGHTER

Kirby attacks with martial-arts moves! Keep it up for some fast-paced pummeling!



Press **B** repeatedly



+ **B**



Hold **B** and release

MISSILE



Missile Kirby flies into enemies or boulders and explodes, but you can also blow him up with **B**!

Change direction



+ (8 directions)

Explode



Hit enemies or press **B**

CUPID



Cupid Kirby shoots an arrow at enemies with his bow while floating in midair. Press and hold **B** and then release it to fire more arrows farther!

Change aiming



+

Shoot arrow



Press **B**

MAGIC



You never know quite what will happen! If you're playing with friends, whatever happens to you happens to them, too!

It's Magic!

When you press **B**

- You can use a randomly chosen ability.
- The enemies on-screen turn into life-restoring items.

SMASH

Kirby's got all his moves from Super Smash Bros. Melee!



Some Smashing Moves

Final Cutter: Ground and air **+** **↑** **+** **B**

Hammer: Ground and air, in the direction you're moving **+** **+** **B**

Stone: Ground and air **+** **↓** **+** **B**


There are tons of other abilities for Kirby to copy.

GETTING STARTED

Insert the Game Pak into your Game Boy Advance and turn the power ON. Press START when the title screen appears.

On the File Select screen, use  to choose a file and press **(A)** to enter your selection.

Your game is saved automatically in the selected file.

After you've chosen a file, the Game Select screen will appear. Choose Start Game, and then choose One Player or Multiplayer  **Page 32**. Press **(A)** to confirm.



Shows how much of the game you've explored.









Erasing Files

Erase any file by choosing Erase a File from the Game Select screen. Select the file and press **(A)**, then select YES and press **(A)** to confirm.

Be careful when you're erasing files. Once they're gone, they're gone forever!



Four Kirbys, Exploring Together

In this game mode, all four Kirbys     explore the Mirror World together! Using your cell phone , you can call the other Kirbys to you, so they can give you a helping hand.  **Page 24**

One Player

 **Page 18**

The other Kirbys are controlled by the game. These Kirbys explore the maze freely, but sometimes, they'll follow you around.



Multiplayer

 **Page 32**

If you're playing a multiplayer game using the Game Boy Advance Game Link cable, each Kirby can explore any area freely.



ADVENTURE AWAITS

It's up to you to collect the broken shards of the mirror as you explore the labyrinth and uncover hidden areas!

1 Start a Game

The world you start in has entrances to all the other areas you'll be exploring. Every time you clear an area, you'll return here. Then, you can go through the new mirror that appears. You can always return here by pressing and holding **L** in any area.



2 Explore

Each area is designed like an elaborate maze. If you get lost along the way, just check your location on the map. **▶ Page 21**



3 Uncover Hidden Paths

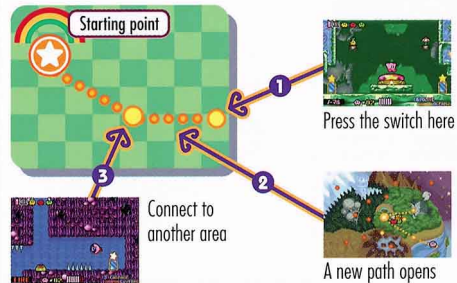
In each area, there are big switches that allow you to access other areas. If you press the switch, a mirror will appear, allowing you to move on.



CHECK

Connect the Dots

Connect all the locations within an area by pressing the big switches.



4 Clear an Area

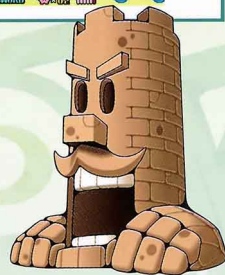
Defeat the Boss

Defeat the boss in each area to earn a mirror shard.



Beat the Goal Game

Goal games begin once you've reached certain goals. **▶ Page 22**



Reading the Game Screen

Cell-phone power remaining



Page 25

Status of the other Kirbys



Page 25

Current ability

Lives remaining and vitality

When your vitality drops to , your lives remaining will drop by one.

Area name or enemy name & vitality

An enemy is defeated when its vitality is gone.



CHECK

If you lose all your lives...

If you lose all of your lives, your game will save automatically, and you will return to the starting point. Also, your lives remaining will return to the starting number.



The Pause Screen

Press START to open the Pause screen. Here, you can see a brief description of your copied ability, as well as view area and world maps. Page 21



Copy Ability Screen



About Copy Abilities

Swallow enemies and squat to copy their abilities!
If you try hard, you can swallow large enemies, too!

B BUTTON QUIT

SELECT SWITCH



On the Pause screen, press SELECT to switch from the copy ability description to the area and world maps. Press B or START to return to the game.

Area Map



1 Area Contents

Places you've already visited will be lit up. Once you've opened all of the treasure chests and pressed all of the big switches , the area will shine brightly.

2 Kirby Locations

These mark the positions of all of the Kirbys.

L R Switch to other area maps.

A Zoom in and out of area map.

Scroll map.

World Map



1 Area

Areas you've already visited will be lit up brightly.

2 Path Between Areas

These paths are connected by pressing switches .

3 Kirby Locations

These mark the positions of all of the Kirbys.

Mirrors

By entering mirrors, you can move around to different places.

Mirrors at the Starting Point



Warp to different areas. The frame of the mirror is different for each area.



As you beat each area's boss and recover the broken mirror shards, this mirror will slowly be repaired. Now, what happens if all the Kirbys enter this mirror?

Other Mirrors You'll Encounter



Move to another part of an area. Some mirrors are one-way only!




Move to a Goal Game.

Goal Games

Hop on a Warpstar and beat the Goal Games!

A Goal Game begins shortly after you catch the Warpstar.




Blast off at top speed and aim for the exit! Use  to control the Warpstar and collect items along the way!

Item and Life Sharing



Try out these tricks if you get in a pinch!

Item Sharing


If you touch another Kirby just as he grabs a drink or some food, you can share the item so that both of you get some strength  back!

Life Sharing



If you lose all your lives, you can borrow a life from a friend. When you see the message "Borrow?", choose yes and press . This reduces your friend's lives remaining  $\times 02$ by one.



If one of your friends asks to borrow a life from you, press  to give him a life. If you have only one life left, you won't be able to share.



FOOD

You cannot share lives in a one-player game.

Using Your Cell Phone

Press **R** to use your cell phone to call for help from your friends.



Calling Kirby

- R** Call for backup.
- B** Cancel.



Use your phone to call another Kirby.



...appear in the area of the Kirby you called.



Explore together!

Answering Kirby

- R** Answer the call.



When you're being called, "Connecting..." will appear on-screen.



If you answer the call, you'll use the mirror and...

If you're connecting to another player, you won't be able to respond to other calls until the connection is cut.

CHECK

Pay attention to the info in the top-left corner of the screen.

In the top-left corner of the screen, you can see the remaining battery life of your cell phone, as well as the status of the other Kirbys.



Cell Phone Battery Life

Every time you use your cell phone, the battery life drops by one bar. Once all bars are gone, you won't be able to make any more calls. You can restore one bar by acquiring batteries.

Depletes with each use



Restored by grabbing batteries



Can't be used (No power!)



Kirby Info



You can see the status of the other Kirbys here, including what abilities the other Kirbys have and whether you can call them.



Has the Sword ability



Has no copy ability



Can't be called with the cell phone

DEVICES

Here are a few of the many devices you'll run across during game play.

Heave-Ho Blocks



If the Kirby characters cooperate and do a Super Inhale, they can move these heavy blocks.



Big Switches & Small Switches



You'll come across several different switches. If you press a big switch, a new mirror will appear. If you press a small switch, a nearby device will start moving, opening up a path for you!



Treasure Chests



There are large and small treasure chests. Both contain items.

What you find inside depends on how big the chest is.

Cannons and Fuses



Hop into a cannon after lighting the fuse, and you'll be blasted to another part of the stage.

Warpstar




Just touch the Warpstar to ride it. It will take Kirby away to specific destinations.

INCREDIBLE ITEMS

There are tons of useful items waiting for you, but here are just a few to get you started!



1-Up

Tacks an extra life onto Kirby's remaining lives.  x 02.



Candy


This special candy makes Kirby invincible, but only for a little while.

CHECK Inhale to get items!

Some items can be hard to get, because they're enclosed by walls or blocks. If you inhale or team up for a Super Inhale, you can retrieve those items!




Energy Drink

Restores some of Kirby's vitality .




Maxim Tomato

Restores all of Kirby's vitality .



Battery

Restores one power bar to Kirby's cell phone .

COLLECTION ITEMS

You'll find tons of collectable items as you explore. Here are a few to give you the idea!



World Map and Area Maps

Check these maps by pressing SELECT on the Pause screen. Once you've found an area map, you can view the layout of that whole area.

Vitality

Increases the number of available life unit bars in Kirby's life meter [||||].

Spray Paint



Change Kirby to your favorite color and play! Select Default to return to Kirby to his original color 🍷.

Sound Player / Notes / Sounds





Once you get the Sound Player, you can play the Notes (musical scores) and Sounds (game sound effects) you've found.

Collection Rooms

Select Collection Room from the Game Select screen to view and use the items you've collected along your journey. At the bottom of the screen, you can see the item's name and an explanation of how to use it.


How to Use Spray Paint

• SPRAY PAINT : RED
CHANGE COLOR   


Select your favorite color using  and then press  to change Kirby to that color.




• DEFAULT
CHANGE COLOR   





If you select Random and then press , Kirby will return to the default color 🍷.

How to Use the Sound Player

• SOUND PLAYER 
Use this to listen to the music you've unlocked.

Press  to operate the Sound Player.







• SOUND PLAYER   
MUSIC 12   154 SOUND

Selected Item



Item Description

	Sound ON / OFF
	Quit Sound Player
	Switch between Music / Sound Effects
	Select Sound Number

SUPERIOR SUB-GAMES

Sub-Games can be played both one player and multiplayer (using the Game Boy Advance Game Link cable).

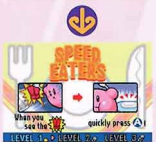
Starting a Sub-Game



Select the Sub-Game you want to play using and then press to enter your selection.



To play a one-player Sub-Game, select One Player. To play with friends, select Multiplayer. Press to make your selection. Page 32



Use to select the difficulty level and then press to begin the game.

CHECK *Once You've Finished a Sub-Game*



When the game ends, select Continue to play again, or select Quit to return to the Sub-Games screen.

Speed Eaters

Eat

At the very instant you see on the screen, press and eat the apples . Whoever fills his belly first wins! If you foul up and eat a bomb , you have to sit out one turn.



Kirby Wave Ride

Jump

Compete to see who can reach the goal first! Jump right at the crest of each wave to gain speed!



Wave Crest

Crackity Hack

Build Power / Punch

Build up power while you've got the time. Then, when the Kirbys jump, give the rock a mighty whack! Whoever makes the deepest crack in the earth wins!



Increase Power



Power Full!



When the is above the rock...



Press when the target is on the rock.

PLAY WITH FRIENDS

Use the Game Boy Advance Game Link cable to link up with your friends and play the main game or any of the Sub-Games together. Page 30 Before starting a linked game, be sure to read pages 34 through 37 thoroughly.

The main game requires one Game Pak per player, but the Sub-Game can be played with just one Game Pak.



Player 1 handles all the controls until the game actually starts. Once the Transmitting Screen appears, other players should just wait until the game starts.

Starting a Sub-Game



Once the correct link connections have been made, turn the Game Boy Advance systems ON. Next, from the Select Game screen, select Start Game, press **(A)** and choose Multiplayer.



The game will start transmitting link data. When prompted, press **(A)**.



The Select Game Pak screen appears next. Use **(+)** to select the Game Pak you want to use, and then press **(A)** to begin the game.

Playing the Main Game

The basic game play is the same as the one-player game. You and your friends can play through the same area, or all of the players can explore different areas on their own—it's up to you!



CHECK Saving Your Progress

Your progress is saved automatically to whatever Game Pak you chose when you started playing.

Player 1

Game Pak Selection



If P1's Game Pak is selected...

Collection Room



Data is saved only on P1's Game Pak.

Player 2

Play Screen



even if P2 acquires a Collection Item...

Collection Room



nothing is saved on P2's Game Pak.

LINKED PLAY

This section explains how to connect Game Boy Advance systems or a Game Boy Player using the Link cable.

■ Items Needed

- One of any of the following per player: Game Boy Advance, Game Boy Advance SP, Game Boy Player (including GameCube and Controller)
- Kirby & The AMAZING MIRROR Game Pak: 1 per player
- Game Boy Advance Link Cable
 - 2 players – 1 cable
 - 3 players – 2 cables
 - 4 players – 3 cables

■ Connection Method

1. Make sure that each Game Boy Advance system is turned OFF and then insert the Game Paks.
2. Using the diagram on the right, connect the Game Link cables to one another and then connect the cables to the external adapters of each game system.

Main Game

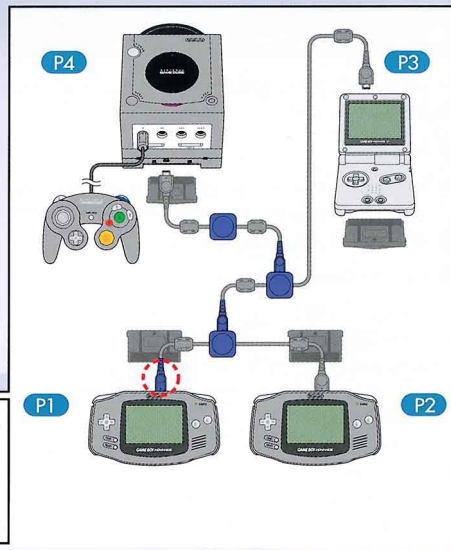
▶ Page 18

- Linked Game Play Cautions
The following situations may cause linking problems or other game play malfunctions.
- A cable other than the Game Link cable is being used.
- The Game Link cable is not inserted all the way into the socket.

Sub-Game

▶ Page 30

- The Game Link cable was removed from the Game Boy Advance when the power was turned ON.
 - The Game Link cables are not connected properly.
-
- When playing with two or three players, do not connect any unused game systems or cables.
 - The player with the purple cord end inserted into his game system is P1.



■ Connecting the Link Cable (Single-Pak)

This section explains how to connect Game Boy Advance systems or a Game Boy Player using the Link cable.

■ Items Needed

- One of any of the following per player: Game Boy Advance, Game Boy Advance SP, Game Boy Player (including GameCube and Controller)
 - Kirby & The AMAZING MIRROR Game Pak: 1
 - Game Boy Advance Link Cable
- 2 players — 1 cable
3 players — 2 cables
4 players — 3 cables

■ Connection Method

1. Make sure that each Game Boy Advance system is turned OFF and then insert the Game Paks.
2. Using the diagram on the right, connect the Game Link cables to one another and then connect the cables to the external adapters of each game system.

Sub-Game Page 30

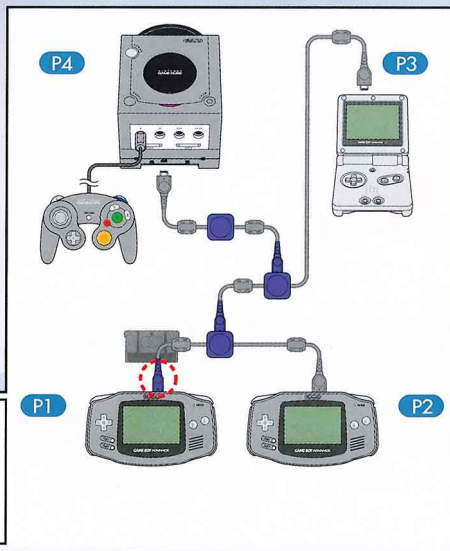
- Linked Game Play Cautions
The following situations may cause linking problems or other game play malfunctions.
- A cable other than the Game Link cable is being used.
- The Game Link cable was removed from the GBA while the power was turned ON.

3. Turn the power of each game system ON.
4. For the remaining procedures, please refer to page 30.

Sub-Game Page 30

- The Game Link cable was removed from the Game Boy Advance when the power was turned ON.
- The Game Link cables are not connected in the proper manner.
- The Game Pak is inserted into a game system other than Player 1's.

- When playing with two or three players, do not connect any unused game systems or cables.
- The player with the purple cord end inserted into his game system is P1.



HEROIC HINTS



Here are a few little hints to help you in your adventure!

When you call Kirby using your cell phone...

Call ☎ one of your buddies. When the other Kirby shows up, move close to him quickly — something good might happen!



Rolling Ram Attack

If you slide on a really steep hill, Kirby will start to roll down the hill. While rolling, if Kirby encounters an enemy, he will execute a damaging Rolling Ram Attack!



Slide on a steep hill...



and begin rolling...



Hit enemy with a Rolling Ram Attack!

Step-'n-Jump

When you're standing on another Kirby, press **A** to do a Step-'n-Jump! This way, you can jump much higher than normal!



Do a Super Inhale with all Kirbys together!

If you come across a massive Heave-Ho Blocks, team up with the other Kirbys and move it with a mighty Super Inhale!



Four-Player Multiplayer

Don't you hate it when you have to stand on a switch 🗑 to open a door, but if you step off the switch, the door closes again? Well, just use your cell phone ☎ to call another Kirby and have him press the switch for you!

Before going into a boss battle, call the other Kirbys. Their abilities might come in handy against that particular boss. This will make things a lot easier if you're having a tough time with a boss.



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REV-D

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REV-O

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