

GAME BOY®

Nintendo



DMG-AKCE-USA

KIRBY'S STAR STACKER™



INSTRUCTION BOOKLET

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

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This Game Pak has a battery back-up function to record the progress of the game.

CAUTION: Do not rapidly turn the power switch on and off, as this may shorten the life of the batteries and cause a battery backed-up Game Pak to lose your stored information.

CONTENTS

Story	2
Using the Super Game Boy Accessory	3
Controller Operation	4
Starting the Game	6
Playing the Game	8
Erasing Saved Data	12
About Each Game Mode	
Round Clear Mode	13
VS Mode	15
Challenge Mode	17
Time Attack Mode	18
Using the Game Link Cable	19
Warranty & Service Information	21

Story...

Kirby needs to stack the Stars. With three close friends, Rick, Kine and Coo, you can help!

Playing is quite easy, just sandwich one or more Stars between two like friends -- it's just that simple. Forming Chains is super easy too! In the twinkle of an eye, you can set off a chain reaction that just might clear everything. Play alone or with a friend. There are four different game types, each one satisfying in its own way!

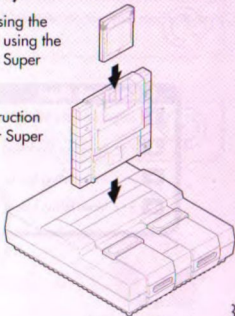
So, what are you waiting for-
start the game right now!!



Using the Super Game Boy® Accessory

Kirby's Star Stacker may be played using the Game Boy system or it can be played using the Super Game Boy accessory with your Super NES® Control Deck.

Please see your Super Game Boy instruction manual for details on how to use your Super Game Boy.



Controller Operation

Operation is quite easy; you will learn quickly!

+ Control Pad

- ↑ ... Switch the falling blocks
- ↓ ... Speed up the falling blocks
- ← ... Move falling blocks to the left
- ... Move falling blocks to the right



SELECT

- Not Used

A Button

- You can rotate the falling blocks to the right.
- Enter selection



B Button

- You can rotate the falling blocks to the left.
- Cancel selection and return to the previous screen.



START

- Enter selection
- Pause the game

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



How to Start the Game

Correctly insert the Kirby's Star Stacker Game Pak into the Game Boy system and switch the power to the ON position. The "Nintendo" logo will appear for a few seconds, followed by the title screen and a demonstration. Press any button to display the Game Select screen.



On the Game Select screen are four modes to choose from as well as the options for Rule Explanation and See Records. Make your selection using \uparrow and \downarrow on the \pm Control Pad, and enter by pressing the A Button.



Round Clear

Stack the required number of Stars to move to the next round.

VS

2-Player VS game.

Challenge

Compete against your high score to stack the most Stars.

Time Attack

Try to stack up the highest numbers of Stars within the time limit.

Rule Explanation

A visual explanation of the rules.

See Records

View the highest scores from the Challenge Time Attack modes.



Playing the Game

Kirby's Star Stacker is a simple action puzzle game. All you have to do is sandwich the Stars between two like Friend Blocks.

Block Types

There are four different block types.



Star Block: Sandwich it between like Friend Blocks, and the block will disappear, so Kirby can stack the Star.



Bomb Block: Sandwich it between like Friend Blocks and the bomb will explode, taking out that row.



Hard Block: Sandwich it between like Friend Blocks, to transform it to a Star Block.



Friend Blocks: Rick, Kine and Coo.

Eliminating Blocks

You can eliminate a block by stacking it with a like Friend Block.



1 Block pairs will fall from the top into the center two columns. Each block pair is a random pairing between Friend, Star and Hard Blocks. **2** Rotate and switch the falling blocks to line up like Friend Blocks. **3** The like Friend Blocks, and Star Blocks sandwiched between will disappear. Kirby will catch the stars and stack them away.

- If an unlike Friend Block or blank spaces are between the ones you line up, they will not be eliminated.
- You can sandwich Stars either vertically or horizontally.
- When like Friend Blocks touch each other, they will be eliminated.

How to do Chains

When blocks are eliminated and those remaining fall into line, they too will be eliminated in a chain reaction. This is termed simply a Chain.



1 Eliminate the block(s) sandwiching Stars using like Friend Blocks. **2** If a block disappears and another block falls into that space, and if like Friend Blocks line up, they too will be eliminated. **3** If this happens at least twice, it's called a Chain and bonus Stars fall.

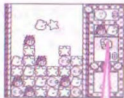
- If a Bonus Star is sandwiched between like Friend Blocks, this too is a Chain and the action will continue.
- The more Chains you get, the more Bonus Stars will fall.
- Any Bonus Stars sandwiched will also be stacked by Kirby.

Rising Blocks

Not only do blocks fall onto the playfield, they also push up from below. After two to three blocks fall from the top, a new row of blocks will push up through the bottom.

Whether the blocks push up after the second or third time depends on the difficulty level of the game.

- When you are in Crisis (the music changes to the Crisis tune), one row of blocks will be pushed up after every third pair has fallen.



Just before the blocks push up, King Dedede's fist appears.

Game Over

When either of the two center columns fill with blocks, the game is over.



Erasing Saved Data

Erase All Data

On the Title screen, press SELECT to open a window. Use the + Control Pad to select YES and press the A Button to enter.

Erase Individual Game Data

On the Game Select screen, select the game mode you want to erase the data from. Press SELECT to change the cursor to a bomb. Use the + Control Pad to select "ERASE IT," then press the A Button to enter.

- The data contained in the RECORDS mode will not be affected.
- The VS, RULES or RECORDS modes have no data that can be erased and cannot be selected.

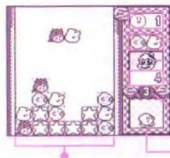


About Each Game

Round Clear mode

You must stack a certain number of Stars to clear each round.

On the Game Select screen, select the Round Clear mode. Set the difficulty level using \uparrow and \downarrow on the \pm Control Pad. You can also select your beginning round using \leftarrow or \rightarrow . When ready, press the A Button to start.



Playfield

Difficulty level and round number

Next blocks to fall

King Dedede (Before the blocks rise, his fist appears.)

The remaining number of Stars Kirby needs to stack

The number of Chains completed

Kirby

Markers

When you start the game, flashing blocks appear momentarily. If you place the first falling blocks in that place, it will be advantageous. (Markers do not appear in every round.)



Back-up Data

Each time you clear the round, your progress will be automatically saved. On the Difficulty Level Setting screen, you can then select up to that round.

Pause

Press START during the game to pause. Using \leftarrow or \rightarrow on the + Control Pad, select either Continue or Quit, and enter by pressing the A Button. (You can pause the game in the same manner in the Challenge and Time Attack modes as well.)



Markers

VS mode

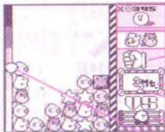
You can play the VS game using a Game Link Cable. When your opponent's game is over, you win.

Select VS mode on the Game Select screen and press the A Button. Use the + Control Pad to select the number of rounds, and the difficulty level. Press the A Button to start the game. Handicap skillful players by selecting different difficulty levels.

- The player who selected VS mode is Kirby, his opponent is Waddle Dee.



You can see your opponent's difficulty level.



Playfield

Win/loss tally X = win and O = loss.

The blocks that will fall next.

A fist will appear just before the blocks push up. (Your opponent's attack is also displayed here.)

The attack level number from your opponent.

The number of Chains completed.

Kirby or Waddle Dee

The balloon indicates the block height of your opponent's center columns.

Chain Attacks

You attack your opponent by pushing up their blocks in proportion to the number of Chains that you complete.

Normal	With a maximum of three rows
Hard	With a maximum of four rows
Very Hard	With a maximum of five rows
Super Hard	With a maximum of nine rows

3 Chains ...	2 rows
4 Chains ...	3 row
5 Chains ...	4 rows
6 Chains ...	5 rows

- For more than six Chains, each subsequent Chain will push up an additional row.
- The maximum attack is decided according to the difficulty level.

Winning and Losing

After each round, the Win/Lose screens appear. Select either Continue or Quit then press the A Button to enter. Select Continue, the results will be tallied. Select Quit, the results of the VS games are erased.

About Pause

If you press START while playing, the game will pause,



Challenge mode

In this mode, you simply stack Stars trying to get as many as you can. The game continues until you miss.

Select Challenge mode on the Game Select screen. Use the + Control Pad to select the difficulty level, then press the A Button to start the game.



Difficulty Level

The next blocks that will fall

Mr. Star (Dedede's fist will be displayed just before the blocks get pushed up.)

The number of the Stars stacked

The number of Chains

Kirby

Playfield

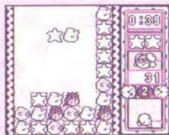
About Back-up data

If you get 1st, 2nd or 3rd place, your score is saved automatically.
(Even if you pause the game, your score will still be saved.)

Time Attack

A race against the clock to see how many Stars you can stack in three minutes.

Select Time Attack mode on the Game Select screen, Set the difficulty level using the + Control Pad, then press the A Button to begin.



Time (minutes & seconds)

The next blocks that will fall

Tic tac Jr. (Dedede's fist will be displayed just before the blocks get pushed up.)

The number of the Stars stacked

The number of Chains completed

Kirby

Playfield

About back-up data

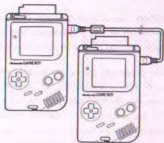
If you get 1st, 2nd or 3rd place, your score is saved automatically.
(If you pause the game, or miss, the score won't be saved.)

Using the Game Link® Cable

When you play the 2-Player VS mode game, you must use the following:

- Two Game Boy or Game Boy pocket hand held game systems
- Two Kirby's Star Stacker Game Paks
- One Game Link Cable

When a Game Boy pocket is used, please use the Game Boy pocket Game Link Cable Adapter. See your Game Boy pocket instruction booklet for details.



1. Connect the Game Link Cable and check that the Game Pak has been correctly inserted in each Game Boy. Then, turn the power switches to the ON position.
2. When the Title screen is showing on both systems, select the VS mode on one of the systems, and press the A Button to begin.

NOTE: The game will stop if step 1 has not been carried out correctly, or if the Game Link Cable is pulled out and inserted again during the game. If this happens, turn the power switches on both Game Boy systems to their OFF positions. Restart the procedure from step 1 again.

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Rev. B

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Rev. 1

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