

KirbyTM

AIRRIDE



INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC 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	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	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, 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, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

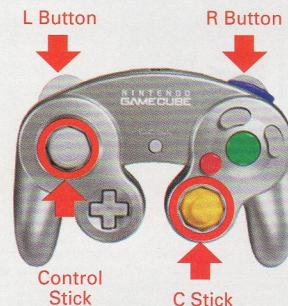
The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

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



**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE, TWO, THREE OR
FOUR PLAYERS AND
CONTROLLERS.**



Broadband

**THIS GAME IS COMPATIBLE
WITH THE NINTENDO
GAMECUBE BROADBAND
MODEM.**



Memory
Card

**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**

NEED HELP PLAYING A GAME?

You can visit our website at www.nintendo.com for game play information.
For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529.
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-800-521-0900

Available in U.S. and Canada - \$1.50 per minute (U.S. funds)
Please have Visa or MasterCard ready

MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under 18 need to obtain parental permission to call. Prices subject to change.

TTY Game Play Assistance: 425-883-9714



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Welcome to Kirby Air Ride!

High-Speed Fun!

Action Racing!

Pick an Air Ride machine and steer it through action-packed races on wild courses!



Use the Control Stick and the A Button!

Super-Easy Controls!

Control the Air Ride machines with only  and ! Even though the game uses only a few buttons, you can pull off all sorts of cool moves!



Turn



Boost



Quick Spin

Choose Your Favorite!

Three Game Modes!

Choose your favorite mode from the three available and play it as much as you like!

Air Ride

This action-packed 3-D racing game has simple controls that let you feel the speed and use Copy abilities with just one button!



> Pg. 13

Top Ride

View this lighthearted 2-D race from above as you pick up items and react to crazy course events!



> Pg. 20

City Trial

Race around the city and collect items to power up then compete in the Stadiums with the machine you built!



> Pg. 25

Controls

During races, you can perform many different actions using only  and ! Check out the following pages to see how!

A

Button

or

L

R

Boost

The Boost is a command that powers Air Ride machines across the surface of the ground.



Using the Boost, you can also brake or do charged-up dash moves!

Pg. 10

Jump (Hover) • When you are not on a machine

Pg. 29

C Stick

Change Camera Angles



Zoom in.

Zoom out.



Look from side to side.



Menu Operations

START/PAUSE

Start race.

Control Stick or + Control Pad

Choose selections.

B Button

Cancel selections or return to previous screen.

Z Button

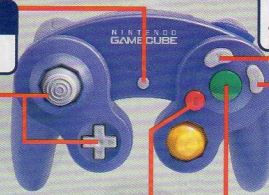
Go to the Settings screen.

X & Y Buttons

Change Kirby's color.

A Button

Enter selection.



NINTENDO
GAMECUBE

START/PAUSE

START/PAUSE

Pause the game.

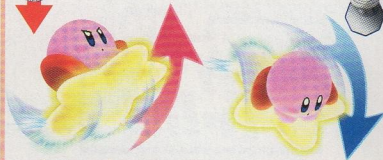
Control Stick or + Control Pad

Air Ride Machine Controls

Tilt Left and Right to steer.



Tilt Down to raise machine nose.



Tilt Up to lower machine nose.



The further you tilt , the more your direction or angle will be affected.

On Foot • Moving when not on a machine **Pg. 29**

Hit the Course!

Let's try racing on a real course to see exactly what actions you can perform using  and **A**!

Start!

Press nothing or **A**.

When the START signal appears, your machine will automatically start racing! However, if you hold down **A** during the race countdown and release it precisely at the beginning of the race, you can do a charged-up Boost!



Turn

Tilt the Control Stick.

Turn with . The farther you tilt Left or Right, the sharper your turns will be.

Drift

While tilting , hold **A**.

In sharp turns, if you hold down **A** while tilting , you will drift through the turn. While you are sliding sideways, you can charge up without decreasing your speed dramatically.



NOTE!

Charge While Drifting

Your Boost Gauge will power up during a drift turn. As you complete the turn, release the A Button you've been holding down and burst forward with a charged-up dash.



Full Charge

Fill up the whole Boost Gauge to do a huge Boost!



Use Features

Boost using **A**.

You can operate the features along the surface of the course by Boosting on top of them. There are many different features on all of the courses!



Annoy Your Rivals

Quickly tilt .

When rivals get too close to you during a race, you can do a Quick Spin attack by quickly tilting  to the Left and Right!



Jump

Tilt  at top jumps.

If you ride over jumps along the courses, your machine will go airborne! Tilt  Down when you jump to sail higher than normal. After taking off you can glide along at that level.



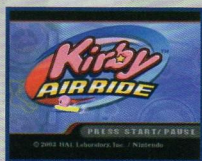
Glide

Land smoothly using .

While you are gliding in the air, use  to raise or lower the nose of your machine. After raising the nose and increasing your altitude, you can extend the distance of your flight by adjusting your machine to be level with the ground. If you land with your machine perfectly parallel to the ground, your speed will not decrease when you touch down.



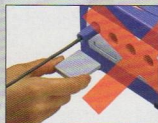
Starting a New Game



Place a Memory Card and the Kirby Air Ride Game Disc in the Nintendo GameCube, close the Disc Cover, and press the POWER Button to turn the Nintendo GameCube on. Once the Kirby Air Ride title screen appears, press START/PAUSE.

Cautions Regarding Memory Cards and Saving

- 1 In order to save the course records and Checklist data you've accumulated, the Memory Card inserted into Slot A must have 4 free blocks of available space.
- 2 Before starting a game, be sure to following the instructions provided on-screen to create a Kirby Air Ride game file on the Memory Card in Slot A. (Once a file has been created on the Memory Card, game data will be saved automatically.)
- 3 During game play, game data will be saved to the Memory Card automatically. Therefore, do not remove and reinsert the Memory Card during game play.



NOTE!

Removing and Reinserting the Memory Card

During game play, do not remove and reinsert the Memory Card or repeatedly press the POWER or RESET Buttons as it could cause permanent damage to the Memory Card or cause data to be deleted from the Memory Card.

- 4 To quit the game, first return to the title screen before turning the power OFF.

For information regarding deletion of game files stored on the Memory Card or for information regarding Memory Card formatting, please refer to the Nintendo GameCube Instruction Manual.

NOTE!

About the Pause Menu

If you press START/PAUSE during a race, the Pause menu will appear. The contents of the Pause menu are as follows:



Return to Game Return to the race.

Start Over Restart the same race.

Quit Quit the current race.

Step 5

View Replay

Once the race is finished, a replay will begin playing. At any time during the replay, you can go to the Results screen by pressing START/PAUSE.



Step 6

View Results

Each player's ranking and race time appear on the Results screen.

When Only 1 Player is Racing

Player's Ranking



Course Name

Player's Race Time

If you are racing against another individual, the number of times you've finished first will also be displayed.

Your Machine and Kirby Color

Other Rankings and Race Times

If all participating players press START/PAUSE, the game will return to the Select Course screen and you can race again!

NOTE!

Race Yourself

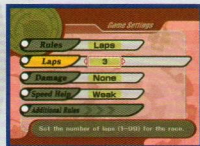
In Free Run mode, the route you took in your fastest race will be displayed as small ball of light that you can race against. This is a great way for you to analyze your best race as well as think of methods for attacking other players on similar courses.





About Game Settings

By changing various rules on the Game Settings screen you can create different styles of game play. You can access the Game Settings screen from the Select Mode screen or by pressing **Z** on the Select Course or Player Entry screens.



Rules

Decide what will determine the end of the race.

Laps	The player who completes the predetermined number of laps first wins the race.
Time	The player who races the longest distance in the predetermined amount of time wins the race.

Laps/Time

Select whether to race using a set number of laps or a time limit. If you select Recommended, a predetermined number of laps will be chosen automatically.

Damage

You can set Damage to OFF or ON. If this is set to ON, the level shown in your Energy Gauge will decrease as you take damage. If the gauge reaches 0, you will be retired.



Energy Gauge

Speed Help

During a race, the farther the first-place player extends his or her lead, the more acceleration other players will receive. This makes it easier for trailing players to catch the player in the lead. You can choose from three settings here: OFF, WEAK, or STRONG.

Additional Rules

In addition to the rules explained above, there are still more detailed rules that you can set!



About Records

On the Records screen you can view high scores for all courses as well as information recorded in the Checklist.



Best Records

On the Best Records screen you can view the high scores from each course and a list filled with information regarding the race in which the record was set.



- Change Pages
- Scroll
- Return to Previous Screen

Checklist

The Checklist is a way to play that involves satisfying the conditions of hidden tasks. For each space on the Checklist, there is one hidden task that players must try to accomplish.



- Select Space
- Perform Tasks
- Return to Previous Screen



Once you clear a task, the space will change color and you can view the conditions that apply to all spaces adjoining the one you cleared.

If you clear task A, you will be able to view the conditions associated with B through E. So you'll want to clear a task, find out what the other tasks are, and then work to clear them and continue through the Checklist.

Also, when a space's color changes, there's a chance you'll receive something good. What kind of gift will you receive? Well... You'll just have to see for yourself!

You can create all sorts of fun game play styles by changing the settings in the Top Ride, City Trial, and Air Ride game modes! Experiment on your own!

Records for the three different modes are stored in the Records section. The methods for navigating the records are the same for all three modes.

Mode Intro

Top Ride

Top Ride is an action-packed 2-D racing game in which up to four players can enjoy a lighthearted race from a top-down view. There are no Copy abilities available in Top Ride—instead, you compete using the items that appear on the course during the race.



Game Progression

- | | |
|----------------------|----------------|
| ① Select Mode | ④ Start Game |
| ② Select Course | ⑤ View Replay |
| ③ Set Player Entries | ⑥ View Results |

Step 1

Select Mode

First, you must select which game mode you want to play. If you select Free Run mode, you will then be able to select both Time Attack and Free Run modes.



Top Ride

1-4 Players

Compete against other players or CPUs while going around the course.

Time Attack

1 Player

Race against time over as many laps as you select.

Free Run

1 Player

Compete for the best time on each lap. Press START/PAUSE to finish.

NOTE!

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Course Name

Your Machine and Kirby Color

Other Rankings and Race Times

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Change Pages



Return to Previous Screen

Scroll

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Select Space



Return to Previous Screen



Perform Tasks



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Game Progression

- 1 Select Mode
- 2 Select Course
- 3 Set Player Entries
- 4 Start Game
- 5 View Replay
- 6 View Results

Step 1

Select Mode

First, you must select which game mode you want to play. If you select Free Run mode, you will then be able to select both Time Attack and Free Run modes.



Top Ride

1-4 Players

Compete against other players or CPUs while going around the course.

Time Attack

1 Player

Race against time over as many laps as you select.

Free Run

1 Player

Compete for the best time on each lap. Press START/PAUSE to finish.



From the Select Mode screen, you can change game options or view the records from various game modes, just as you can in Air Ride.

Step 2

Select Course

Select the course you want to race on. If you select Random, the course will be chosen for you automatically.



Step 3

Player Entry

Select machines with different control capabilities and alter player settings. Also, as with Air Ride, you can select CPU players to participate in races with you.



In Top Ride mode, it is not possible to play with only one machine on the course. In Time Attack and Free Run modes, you cannot race CPUs.



Player Settings

Set handicap settings (P1-P4) and CPU levels.

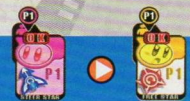
Control Type

There are two types: Free Star and Steer Star.

Setting Control Types

Pg. 22

Press X or Y to change Kirby's color.



When you've confirmed settings for all machines, press START/PAUSE when "READY?" appears on the screen to make the game begin.

Step 4

Start Game

Once the countdown is finished, the game will begin.



Lapsed Time



Predetermined Number of Laps

P1's Current Place and Lap

P2's Current Place and Lap

P3's Current Place and Lap

P4's Current Place and Lap

In multiplayer battles, races end once all players have either reached the goal line or retired.

NOTE!

Control Type Differences

Choose between two different control types in Top Ride!

Free Star



Your machine will go in whatever direction you tilt the Control Stick.

Steer Star



Tilt the Control Stick Left or Right to make your machine revolve in that direction.

To Turn Right:

Free Star

Steer Star

To Go Down:

Free Star

Steer Star

NOTE!

Race Yourself!

Just as in Air Ride, in the Free Run mode you can race against your best lap in that session. However, your best runs will not be saved.



Step 5

View Replay

Once the race ends, the replay will begin playing. During the replay, press **A** to change the camera angle. You can go to the Results screen by pressing START/PAUSE.



Step 6

View Results

On the Results screen, you can view each player's rank and race time.

Course Name



P2's Rank and Race Time

P3's Rank and Race Time

P1's Rank and Race Time

P4's Rank and Race Time

When battling with more than one person, the number of times you've won first place will also appear.

If all participating players press START/PAUSE, the screen will return to the Select Course screen and you can begin a new race.

NOTE!

Quick Spin

By using the Quick Spin, it's possible to discard items that you've picked up. You can also make other players spin out or force them to discard their items.

Item Types and Effects

You can pick up items that appear along the course and use them to mess with other players or help yourself finish first! Some of those items are introduced here, but be aware that many others not listed here will also appear along the course!



Drill

Attaches to the front of your machine. Sends rivals flying forward.



Freeze Fan

Allows you to blow cold air on your rivals and freeze them.



Buzz Saw

Attaches to the sides of your machine. Sends rivals flying away from you.



Candy

Makes you invincible for a limited time.



Big Cake

Makes your Kirby huge. Crush other machines when you drive over them.



Missile

Chases down characters in front of you and blows them up.



The effect of an item can vanish after a certain amount of time elapses or after you use it all up. You can have only one item in your possession at a time.

About Game Settings and Records

Just as in Air Ride, in the Top Ride Game Settings, you can make various setting adjustments regarding items and camera angles. You can also view Top Ride Records.



Mode Intro



Roam the city collecting as many items as possible to power up your machine. Then head to the Stadium to battle other players in various competitions!



Game Progression

- 1 Select Mode
- 2 Set Player Entries
- 3 Enter City
- 4 Confirm Abilities
- 5 Enter Stadium
- 6 View Results

Step 1

Select Mode

First, you must select which game mode you want to play. If you select Start Game, you will play the main mode of City Trial.



Just as in Air Ride, you can make various game settings and view records.

City Trial

1-4 Players

Power up your machine in the city and then do battle in the Stadium.

Stadium

1-4 Players

Choose your machine and then do battle in the Stadium.

Free Run

1-4 Players

Cruise freely around the city and view the lay of the land.

Step 2

Set Player Entries

Make settings for participating players and set CPU levels.



Player Settings

View player settings such as P1, P2, or CPU.

CPU Level Settings

Set CPU strength.



Weak



Strong

When you've confirmed settings for all machines, press START/PAUSE when "READY?" appears on-screen to make the game begin. Just as in Air Ride, you can set CPU players to participate in the race with you.

In City Trial mode, you can't play with just one participating machine.

Step 3

Start City Trial

Roam around in the big city for a limited amount of time and try to power up your machine by collecting items!

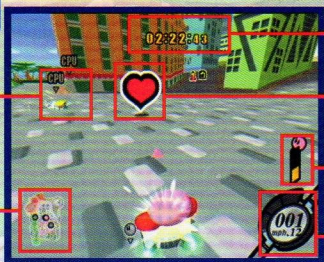


Screen Display With One Player:

Rival

P2, P3, P4 or CPU is displayed.

Locations of All Machines



Remaining Time

Item

Energy Damage

Boost Gauge

Refer to pg. 15 for more information regarding the screen display when two or more players are participating in the race.

About City Items

Items drop into the city in various places. There are also items hidden inside the boxes that drop around the city.



Blue Boxes

Power-Up Items/Power-Down Items

It's possible to increase your machine's capabilities. However, if you take a gray item, your machine's capabilities will decrease.

Power-Up



Power-Down



Top Speed Patch

Increases top speed.



Boost Patch

Adds acceleration power.



Offense Patch

Increases offensive power.



Defense Patch

Adds defensive power.



Charge Patch

Increases charge-up speed.



Turn Patch

Increases turn speed.



Flight Patch

Increases flight ability.



Weight Patch

Increases machine weight.



HP Patch

Augments Damage Gauge.



All Up Patch

Increases all abilities.

You may also bump into a few fake items that closely resemble power-up items...

Restore Items

These items restore power and abilities to machines.

Maxim Tomato



Restores Damage to 100%.

Energy Drink



Restores some damage.

Hamburger



Restores a little damage.



Continued on Pg. 28



Green Boxes

Quick Fix Items

These items change a machine's capabilities for a limited amount of time.

Attack Up



Increases attack power.

Candy



Makes you invincible.

No Charge



Nullifies charge-up ability.

Special Offense Items

These items let you do special offensive attacks.

Panic Spin



Makes you Quick-Spin.

Sensor Bomb



Sets a motion-sensitive mine.

Gold Spike



Sets a huge, spiky gold ball.



Red Boxes

Copy Panels



These allow you to use Copy abilities. Effects are the same as those in Air Ride.

For more about Copy abilities **Pg. 38**

Machine Parts

Every so often there will be machine parts inside some of the boxes. If you manage to collect three machine parts, you will complete a legendary machine.

For more on legendary machines **Pg. 35**



NOTE!

Break boxes to get items!

Quick Spins and Copy abilities are not the only methods for breaking boxes! You can also bust them open by getting close to them and repeatedly pressing **A**.



Events!

Over the course of a game, some strange things tend to occur in the city... If you rely on the guide displayed on the screen and go to the indicated area, there may just be a power-up waiting for you!



Change Air Ride Machines!

If you run into a machine that you'd rather be riding, you can stop the machine you're driving and get off of it!



How to Get Off a Machine

Hold **A** and tilt **Down**.

Moving On Foot

Move **A** **Jump (Hover)**



When you approach a machine on foot, Kirby will automatically jump aboard it.

Even if you board a different machine, you'll still retain the power-up items that you'd collected on the previous machine.

However, Kirby will cough up some items.

If you take a lot of damage and break your machine or if you jam it into a wall and can't move around anymore, ditch it and find another one!



During your time in the city, power up your machine while battling your rivals. Once the City portion of the competition is over, the chart displaying the abilities you collected will appear.

Step 4

Confirm Abilities

Next to the categories (such as Acceleration or Top Speed) you'll be able to see just how many power-up items you picked up.

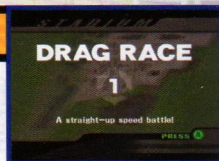
Category	Count	Category	Count
Acceleration	2	Top Speed	1
Top Speed	1	Defensive Power	1
Defensive Power	1	Offensive Power	1
Offensive Power	1	Durability	1
Durability	1	Special Ability	1
Special Ability	1	Item Pick-up	1
Item Pick-up	1	Other	1
Other	1		

Once all players have confirmed their machine abilities, the Stadium battle begins!

Step 5

Enter Stadium

You won't be able to see the rules for the Stadium battle until the battle actually begins. Depending on the power-up results and battle rules, some machines will always be better suited to the competition than others.



Drag Race

Race to the finish line on a perfectly straight course. Machines with high-level acceleration and top speed abilities will have an advantage.



Kirby Melee

In this match, players battle by attacking one another's machines. Machines with high-level offensive power, defensive power, and durability will have an advantage.



There are also many other Stadium contests!

NOTE!

How Do I Power Up?

In Game Settings, when Stadium is set to Shuffle, nobody knows what Stadium will be chosen for competition. You should either take a guess at which Stadium it'll be and power up with useful items for that Stadium or power up a machine with a wide variety of items that may be useful in different Stadiums. Your strategy is completely up to you!



Step 6

View Results

The Stadium results and each player's records are displayed here.

Screen Display
With One Player:



Results

If you are racing against another individual, the number of times you've finished first will also appear here.



Stadium Name

All Players' Rankings and Results

Once all players press START/PAUSE, you can go to the next competition.

About Game Settings and Records

Just as in Air Ride, you can set time limits, events, and other factors in the Game Settings of City Trial. You can also view records from the Stadiums.

Air Ride Machines

A whole host of Air Ride machines appear in this game, and in this section we'll introduce each of them!

Warpstar



This machine has a good balance of basic capabilities.



Compact Star



While this machine is slightly slower, it's easy to control. This is the first machine you'll ride in City Trial.



Swerve Star



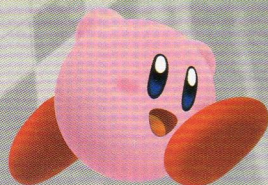
This special machine has two speeds: fast and stopped! It can change directions only during a boost, but it can accelerate to its top speed instantly.



Bulk Star



This machine races using charged-up Boost power as fuel. It's very sturdy and can hit a very high top speed, so learn how to fill your Boost Gauge and give this machine a try!



Rocket Star



The machine's normal race speed isn't very fast, but if you hold down **A** to completely fill your Boost Gauge and then release it, this machine will do a massive charged-up Boost!



Winged Star



This machine has excellent flight ability, allowing you to glide through the air with the greatest of ease! Mastering this ability will be key if you want to win on this machine!



Shadow Star



This machine has equally high levels of offense and acceleration. You can do serious damage to your rivals by hurling yourself at them!



Slick Star



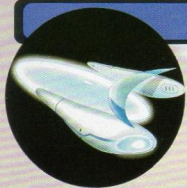
There's very little friction between this machine and the ground. It has tons of individuality, so try it out for a different racing experience!



NOTE!

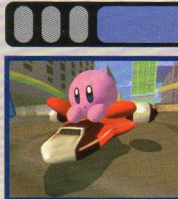
Try Various Machines!

In Air Ride, at first you can only choose to ride on the Warpstar. As you begin to make progress, you'll be able to ride more and more machines! Once you get used to the Warpstar controls, you should probably start trying to learn how to handle other machines. At first, other machines may feel a bit awkward to you, but if you take a bit of time to roam around in Free Run mode, you'll soon get used their control styles and learn all-new strategies!



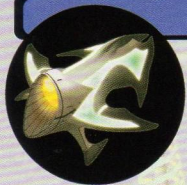
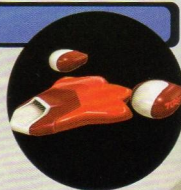
Formula Star

This machine is incredibly powerful when touching the ground and boasts a very high top speed. When racing this machine, you should try to maintain its top speed!



Turbo Star

The Turbo Star's acceleration abilities and top speed are very advanced, but it has a unique control style that takes some getting used to.



Jet Star

This machine doesn't have a great deal of surface speed, but when you hit one of the jumps along the course, it'll get an unbelievable burst of speed!



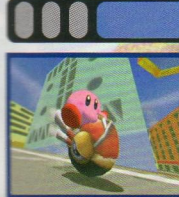
Wagon Star

This machine cannot Boost, but it makes up for it with other strengthened attributes! It's a very easy machine to control.



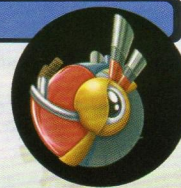
Flight Warpstar

You can ride this machine only in the Free Run mode of City Trial. It's really just a Warpstar with flight ability. It's best used for gliding practice.



Wheelie Bike

This motorbike only has one wheel! It always races along the surface, so its handling takes a bit of getting used to.



Wheelie Scooter

This machine has great acceleration but poor top speed. You can get healthy boosts of speed on it by using the rails and the jumps along the course!



Rex Wheelie

Because of its heavy weight, real concentration and technique are required to race this machine. However, its sturdy nature gives it an advantage when it comes to attacking and defending!



What are *Legendary Air Ride Machines*?

Dragon

This legendary machine rips through the sky like a hot knife through butter! It's been said that this machine resembles a phoenix when it's slicing up the sky at unimaginable top speeds!



Legendary machines are hidden in the city, but you'll have to assemble their parts before you can ride them!

For More on Machine Parts... **Pg. 28**



Hydra

This legendary machine was born to battle. It consumes a great deal of Boost power during races and has no rivals to speak of.

Courses

The courses differ not only in shape, but also in terms of the features spread across them. The methods for mastering these courses will differ greatly depending on which machine you're racing!

Air Ride Courses

Fantasy Meadows



This simple course is perfect for beginners!

Fantasy Meadows is a fairly straight course with very few hairpin turns. It's best suited for machines with very high top speeds.

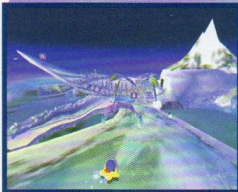
Magma Flows



Find the fastest route through the forks in the course!

This course has lots of hairpin turns and forks! Race your heart out by drifting and using the course features!

Frozen Hillside



Slip and slide in a winter wonderland!

It's easy to skid on this course because most of it is made of ice! Even during Boosts, your top speed will not decrease dramatically, so race aggressively and use the Boost Panels!

Rocket Star



The machine's normal race speed isn't very fast, but if you hold down **A** to completely fill your Boost Gauge and then release it, this machine will do a massive charged-up Boost!



Winged Star



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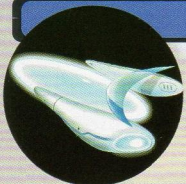


NOTE!

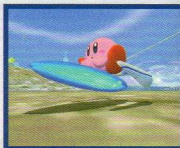
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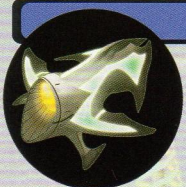
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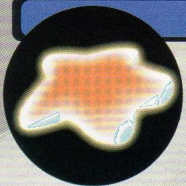
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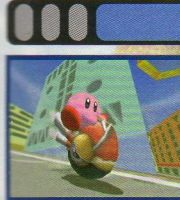
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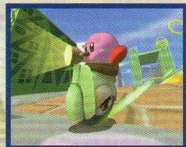
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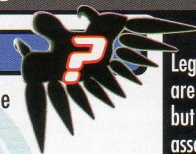
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Slip and slide in a winter wonderland!

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Delete Data



If you'd like, you can delete all of the records from each course as well as the contents of the Checklist and begin a completely new game.



Switch Between Topic/Select



Enter



Return to Previous Screen

Once you've deleted data it cannot be restored. Be very careful when deleting data and please be sure to copy data over to another Memory Card if you desire a backup.

Special Racing Techniques

Here are a few techniques to help you run races faster and better defeat your rivals!

Technique 1

Using the Boost

Use **A** to drift while using **B** to turn through hairpin turns. Not only does this prevent you from decelerating a great deal, but if you release the button at the end of the turn, it'll also help you do a big Boost for increased acceleration!



Technique 2

KO Foes and Speed Up

During races, when you do Quick Spins or use Copy abilities to KO enemies, your machine's speed will increase momentarily. Use this increased speed not only to avoid your enemies and rivals, but also to knock more of them out!

Technique 3

Careful With Your Boost

Generally, when you Boost, you decelerate. However, there are areas such as the frozen portions of Frozen Hillside where, depending on the course conditions, you will not drop speed while Boosting. If you Boost in areas such as those, you'll be able to do charged-up Boosts while maintaining your speed!



Technique 4

Pump Your Boost

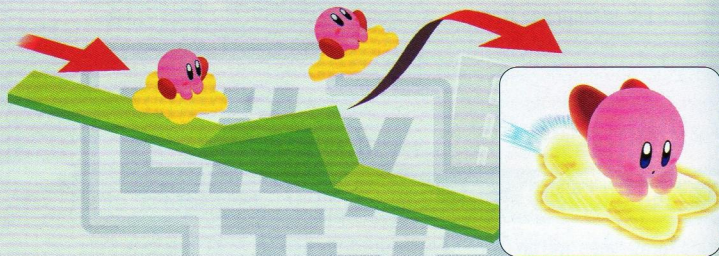
If you pump your Boost by repeatedly pressing **A**, your machine will get a tighter turning radius, allowing you control it better. Try using this feature when you want to control your slide and turn quickly through a hairpin turn.



Technique 5

Perfect Your Jumping and Gliding

When you use the jumps along the courses to get airborne, you can tilt Down on  to sail higher. Also, you can use  to maintain a level flight path while gliding, allowing you to avoid losing speed in the air.



Technique 6

Nice Landings Make Kirby Happy

Even if you successfully jump and glide through the air, you'll lose a lot of speed if you can't skillfully land your machine. Wisely use  to adjust your machine's flight for a perfectly smooth and level landing.



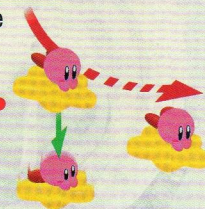
Technique 7

Boost in Midair for an Instant Landing

If you press **A** to do a Boost while gliding, you can instantly bring your machine straight back down to the ground. If you see a feature along the course that'll assist you in the race, try Boosting in midair above the feature to land perfectly on top of it.



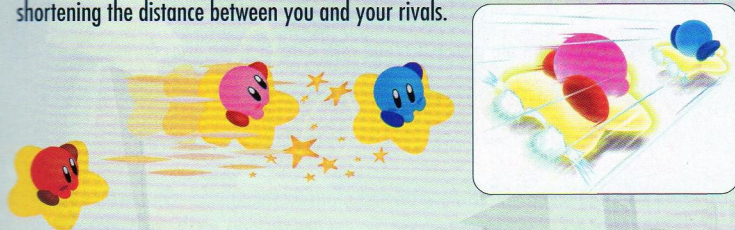
A for an Instant Drop!



Technique 8

Star Drafting

You can increase your machine's speed during a race by getting right up on the tail of one of your rivals. This is called a Star Draft. This is an awesome technique for shortening the distance between you and your rivals.



LAN Battles

Engage in battles where all racers have their own screens!

By using a Broadband Adapter with Kirby Air Ride, it's possible to have LAN battles whereby each player has his or her own personal screen.



LAN battles are a whole new experience!



In order to participate in LAN battles, properly connect two or more Nintendo GameCube systems and select LAN on the Select Mode screen.

Select LAN on the Select Mode screen.



Select the number of Nintendo GameCube systems to be connected.

In Kirby Air Ride, not only is it possible for each player to have his or her own personal screen by connecting one Nintendo GameCube system for each player, it is also possible to connect just two Nintendo GameCube systems and battle with three or four players on two split screens.



Starting Communication!

From this point on, please proceed with normal game procedures.

If an error occurs during connection, please perform the connection procedures again according to the instructions displayed on-screen.

For more information on LAN accessories and connection methods, please refer to methods for connecting multiple Nintendo GameCube systems on the following pages.

Connecting Multiple Nintendo GameCube Systems With a Hub

By using an over-the-counter IOBASE-T hub and LAN cable, you can connect a maximum of four Nintendo GameCube systems and two to four players can enjoy LAN battles.

LAN stands for Local Area Network and refers to networks or restricted locations such as households, schools, or companies. You can create a LAN by using a LAN cable to connect Broadband Adapters, the hub, and all Nintendo GameCube systems (Broadband Adapters, IOBASE-T hubs and cables sold separately).

You cannot create a LAN connection and play via the Internet.

Required Equipment

Nintendo GameCube systems with Broadband Adapters:

2 to 4

Kirby Air Ride Game Discs:

One per system

Memory Card with Kirby Air Ride save data:

0 to 4

Nintendo GameCube Controller:

One per player

IOBASE-T Hub:

1

LAN cable compatible with the hub to be used:

One per system

When playing using saved data, you must have a Memory Card. You do not need a Memory Card to play without using saved data.

A LAN cable is normally a straight cable; however, depending on the hub, it can also be cross cable. For more information, please refer to the User's Manual for the hub you plan on using and acquire a LAN cable based on that information.

Connection Methods

1. Make sure that all Nintendo GameCube systems to be connected to the LAN are turned OFF and then connect the LAN cables to the Broadband Adapter of each Nintendo GameCube system.
 2. Turn the hub's power ON.
 3. Insert Game Discs and Memory Cards into each Nintendo GameCube system.
 4. Turn the power to each Nintendo GameCube system ON.
 5. For the remaining procedures, please refer to page 44.
- Please read this manual in combination with the User's Manual for the hub you plan on using.
 - Do not connect the hub to Nintendo GameCube systems that are not going to be used.

Connecting Multiple Nintendo GameCube Systems With a Hub

Cautions

You may not be able to connect to the LAN or errors may occur in the following instances:

- A LAN cable that is not compatible with the hub is being used.
- The LAN cable is not inserted all the way into the hub or into the Broadband Adapter.
- The LAN cable is briefly removed during communications.
- The power to the Nintendo GameCube is turned off or the RESET Button is pressed during communications.
- A device other than a Nintendo GameCube is connected to the hub.
- A LAN cable not compatible with the 10BASE-T standard is being used.
- There are five or more Nintendo GameCube systems connected to the hub.

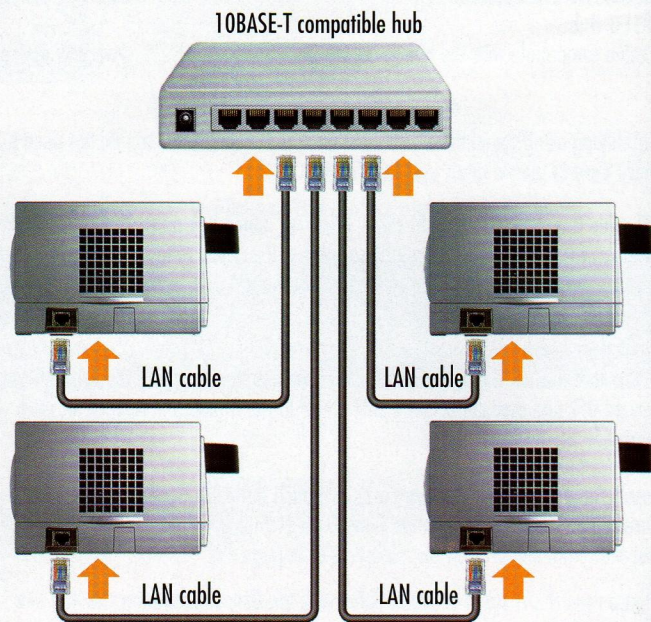


Diagram for connecting Nintendo GameCube systems to hub.

Methods for using cross cables to connect Nintendo GameCube systems

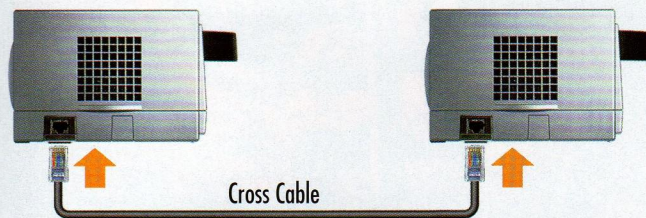
By using an over the counter 10BASE-T compatible cross cable, you can connect a maximum of two Nintendo GameCube systems and two to four players can enjoy game play.

Required Equipment

Nintendo GameCube systems with Broadband Adapters:	2
Kirby Air Ride Game Discs:	2
Memory Cards with Kirby Air Ride save data:	0 to 2
Nintendo GameCube Controllers:	One per player
10BASE-T compatible cross cable	1

Connection Methods

1. Make sure that all Nintendo GameCube systems to be connected are turned OFF and then connect the cross cable to the Broadband Adapter of each Nintendo GameCube.
2. Insert Kirby Air Ride Game Discs into each Nintendo GameCube system.
3. Turn the power to each Nintendo GameCube system ON.
4. For the remaining procedures, please refer to page 44.

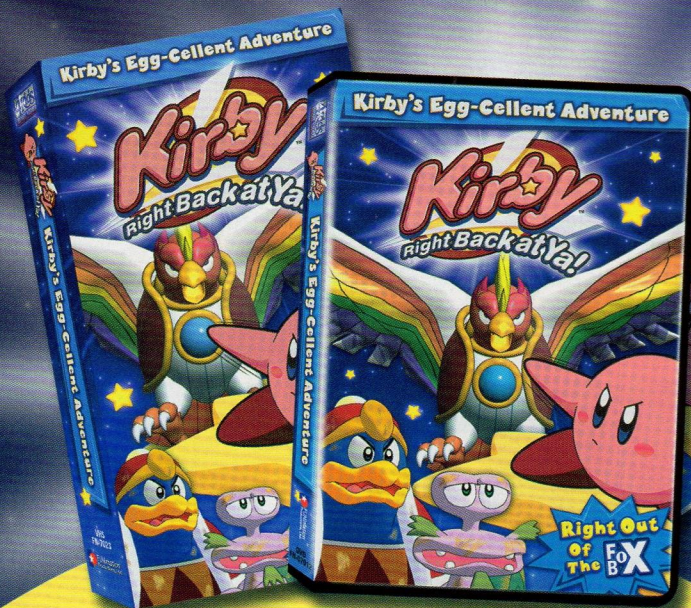


Cautions

You may not be able to connect to the LAN or errors may occur in the following instances:

- A LAN cable other than a cross cable is being used.
- The cross cable is not inserted all the way into the Broadband Adapter.
- The cross cable is briefly removed during communications.
- The power to the Nintendo GameCube is turned off or the RESET Button is pressed during communications.
- A LAN cable not compatible with the 10BASE-T standard is being used.

Blastin' in on VIDEO AND DVD!



BONUS FEATURE!

Kirby Air Ride
Video Strategy Guide
Over 15 minutes of
TIPS, TRICKS & COOL MOVES



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REV-D

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REV-O

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER. Please do not send any products to Nintendo without contacting us first.

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SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

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WWW.NINTENDO.COM**

or call 1-800-255-3700

*MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
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