

GAME BOY ADVANCE

AGB-B2DE-USA

DONKEY KONG COUNTRY 2



INSTRUCTION BOOKLET

RARE

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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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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TROUBLE IN PARADISE

When night fell and their big buddy Donkey Kong still hadn't returned from his lazy day loafing on the beach, Diddy Kong and Dixie Kong started to get worried and set out to look for him. They hoped he'd just fallen asleep, but as they approached his favourite sunbathing spot, they could see that their worst fears had come true.

Hundreds of strange footprints led up from the sea to form a wide circle around the spot where DK's deckchair lay in pieces.

"Kremlings!" Diddy gasped in horror.

Amidst the wreckage they found a note:

To the yellow-bellied, land-lubbing Kong family:
Hah-arrrrh! We got the big monkey!
If you want him back, you scurvy dogs,
you'll have to hand over the banana hoard!
Kaptain K. Rool

"Well," snorted Cranky when they got back. "I suppose we'll just have to hand over the bananas, won't we?"

Diddy was shocked. "DK would never forgive us! We've got to rescue him!"

"Whoa, count me out, dudes," said Funky quickly, backing away. "I hate adventures."

"And I'm a bit old for that sort of thing," said Wrinkly, Cranky's good-natured old wife.

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"And I wouldn't be seen dead in a game that scrolls and has bonus levels!" Cranky snapped. "Some of us have standards!"

"What about me?" demanded Diddy. "I went with DK on his last adventure! I'll do it!"

"You?" cackled Cranky. "You've only been in one game, and you didn't even get your name in the title! Now you think you can tackle the Kremlings on your own?"

"He won't be on his own," chimed in Dixie suddenly. "I'm going with him!"

Diddy stared at her and she stared defiantly back. "But it's dangerous!" he protested.

"You're not scared, are you?"

"Of course I'm not!"

"Well, neither am I. Don't try to argue. If you're going, I'm going with you."

Diddy sighed, knowing a hopeless argument when he saw one.

"All right," grumbled Cranky. "Rescue that good-for-nothing ape and get back here safely, and I might have to change my opinion. But mess this one up, and there'll never be more than cheap cameo roles for you two in the future!"

Diddy stood up straight and proud, ready for his new quest. He was DK's only hope. "We'll bring him back, you'll see!"

Wrinkly offered them a warm smile, while Funky offered his hand for a high-five. "Go for it, little dudes!"

And as soon as the sun rose again, the brave young pair set out.

Call that a storyline? Somebody tell them they're wearing out the bottom of the barrel!



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SETTING SAIL

Insert your DKC2 Game Pak into your Game Boy® Advance system, then turn the power ON. When you reach the title screen, press START. On the main menu, press Left and Right on the + Control Pad to cycle through the available options, then press the A Button to select one.

START: Begin the main game with one or two players.

DIDDY'S DASH: Race against the clock and try to beat the course record. Play solo or against a friend (using a Game Boy Advance Game Link® cable - sold separately).

BONUS GAMES: Play Funky's Flights, Espresso's Racing or Bag a Bug, either solo or against a friend (using a Game Boy Advance Game Link® cable - sold separately).



Main Game

Select START from the main menu and choose one of the three available save files. After entering your name and pressing END, decide between one or two players.

One-Player Mode

A single player embarks upon the quest, controlling both Diddy Kong and Dixie Kong.

Two-Player Team Mode

One player takes control of Diddy Kong, the other Dixie Kong. The game pauses when one character loses a life so that the GBA can be passed to the other player and the quest continued.

After making your choice, an intro sequence leads you to a map of Crocodile Isle. Use the + Control Pad to move your character around, and press the A Button to select a destination. Each level must be completed before you can head to the next.

Screen Display

During the course of game play, you may see the following item counters appear on the screen:



8

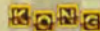
BANANA COUNTER



This keeps track of how many bananas you collect. Get 100 for an extra life.

K-O-N-G LETTERS

Collect the set of four on a level to earn a free life!



LIFE BALLOON METER

Appears when you gain or lose a life, to let you know how many you have left.



TIMER

In the bonus levels, this shows you how much time is left to find the Kremloins.

MAP SCREENS

There is a map screen for each of the worlds in Donkey Kong Country 2. The maps show all levels contained within a world, plus the locations of the Kong family members who may be able to help out. Arrows show the direction(s) of travel open to you.

World Map Menu

To access the World Map menu, press START. Use the + Control Pad and the A Button to select an option. The L and R Buttons change pages.

Left Page

Cranky's Help: A log of all help acquired from Cranky Kong.

Bonus Games: Details on the bonus games completed.

Level Stats: A breakdown of each level and the items discovered so far.

Center Page

Save: The only way to save your progress, so be sure to do this as often as possible.

Right Page

Gyrocopter: A transport that flies you to places you've already visited. (Has to be unlocked!)

Wrinkly's Help: A log of all help acquired from Wrinkly Kong.

Scrap Book: An empty book, yet to be filled. (Has to be unlocked!)

Quit Game:

Quits the game, returning you to the main menu. You will be given the chance to save your game first.

Global Save Data Erase

You can clear the Game Pak memory completely, though be warned that doing so will erase all game data including high scores. To activate, first hold down the L and R Buttons, then press SELECT. This must be done from the save file selection screen.

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TAKING KONGTROL Kongtroller Layout

L Button

In-game: Dismount
Animal Friend.

+ Control Pad

Menus: Scroll through selections.
In-game: Move your character.

Start Button

Menus: Make a selection.
Call up World Map menu (on World Maps only).
In-game: Pause.

Select Button

Press START then SELECT to exit a
previously finished level and return
to the map.

R Button

In-game: Charge Animal Friend's super move (press and hold).
Spin platform webs (with Squitter).
Team up (with both characters in play).
Split up team (with both characters in play).

A Button

Menus: Make a selection.
In-game: Jump / Swim.
Flap wings (with Squawks).

B Button

Menus: Cancel a selection.
In-game: Cartwheel (as Diddy).
Helicopter Spin (as Dixie).
Pick up barrel (release to throw).
Run (press and hold).
Throw other character (when teamed up).
Animal Friend's standard attack.



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Look at all that—it's absurd!
A joystick and one button should
be enough for anyone!

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Diddy's Moves & Dixie's Tricks

Diddy's in the starring role this time, and he's off to prove himself a true member of the Kong family of video game heroes. He'll have his work cut out for him as he storms Captain K. Rool's pirate haven on Crocodile Isle!

Luckily Dixie's along for the ride: the two chimps are inseparable friends who go everywhere together. With her powerful ponytail, Dixie can match and often even surpass Diddy's own adventuring abilities...

Cartwheel

Diddy's signature cartwheel attack lets him bowl over enemies with ease. It can also add a little extra spring to his jumping ability!



Helicopter Spin

Dixie's terrific tresses allow her to float safely down from high places by holding the B Button as she falls. They also provide an effective attack at ground level.

Throw

Press the B Button to pick up a barrel, then release the button to throw it (or press Down on the + Control Pad while releasing the button to drop it). Diddy carries barrels in front of him like a shield while Dixie hoists barrels over her head, giving her throws a slightly different trajectory.



Jump

Jumping is an essential skill for exploring all the different nooks and crannies of Crocodile Isle. Diddy's cartwheel jump is useful for covering greater distances, and both Kongs can knock out some enemies by bouncing on their heads!

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Swim

Swimming skills will come in handy throughout the many aquatic areas ahead. Tap the A Button to make Diddy and Dixie swim, and use the + Control Pad to make them swim (or sink) faster.

Climb

The Kong clan are natural climbers — they can not only clamber up and down, but also left and right if the rope or chain that they're hanging onto goes in that direction. Dixie has a definite edge at high altitudes with the Helicopter Spin to slow her fall.

Run

Hold down the B Button as you move to make Diddy or Dixie run. While running, you will automatically pick up any objects in your path, so be careful!

Team-Up

Diddy and Dixie together form a powerful team. Press the R Button to make one character pick up the other, then press the B Button to hurl them through the air. This can be used as an attack or to reach normally inaccessible places. Neither Diddy nor Dixie minds being tossed, so do it whenever and wherever you like...



Talk about ideas above their station. It takes more than fancy acrobatics to carry a whole game!



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PRIMATE PICK-UPS

Arrr, There Be Treasure

Gold doubloons and pieces of eight! Pirate loot and sea-borne swag! It's all here, strewn across Crocodile Isle.

Cranky's Video Game Hero Coin

These huge DK coins are well hidden, one per level, by Cranky himself. Collecting them will improve Diddy's standing as a true video game hero. You haven't really finished a level until you've found the Hero Coin!



Kremkoin



You can earn a Kremkoin in each bonus level, of which there are three different types. In the first, you must collect all the Stars to obtain the Kremkoin. In the second, the Kremkoin is hidden and you need to find it. In the third, all enemies must be defeated to make it appear. Kremkoin is used to pay off the monstrous Klubba so that you can cross his toll bridge. What's on the other side? That's for you to find out!

Banana Bunch Coins

These coins are used to pay the various members of the Kong family for their help. Yes, the days of free advice are over, and even old Cranky is charging for his words of wisdom (though the insults still come for free)!



Bananas, Kannon Balls, and Other Swag

Bananas and Banana Bunches



The trail of bananas will lead you to your ape-napped buddy, Donkey Kong. And yes, it's possible to pick up every single one along the way...

Photographs

Collect the camera icons and take them to Wrinkly Kong.



KONG Letters

Collect the letters to spell KONG and earn an extra life.



Kannons and Kannonballs

Kannonballs alone make great reusable ammunition to throw at enemies. But if you load a Kannon with one and then jump into it, you'll be launched to a bonus level!



Treasure Chests

Chests can contain many different types of items. Break them open by throwing them at enemies to discover what's inside.



Golden Feathers

These should be carefully gathered and taken back to Cranky Kong.



Crates

These make handy one-shot weapons when picked up and thrown.



Hot-Air Balloon

Use this balloon to float safely over lava. Just don't run out of hot air, or you'll be in real trouble!



No Animal Sign

Not all areas are accessible to Animal Friends; this sign marks the point where they have to be left behind.



Extra-Life Balloons

There are three types of Extra-Life Balloons, the different colors worth different numbers of lives. Red is worth the fewest, Blue the most.



End of Level Target

Jump on the target to finish the level. Jump from a high enough altitude and you'll win the prize on display.



Animal Crates

Jump on the different crates to release the Animal Friends inside.



I've never seen so much worthless rubbish! I'm surprised they don't give you a special "trash barrel" to haul it all around in!



Barrels, Kegs and Kasks



Bonus Barrel

Bonus Barrels launch you into bonus levels when you jump into them.

Plus and Minus Barrels

Plus and Minus Barrels are found on rollercoaster levels. The Plus Barrels add time to the timer, the Minus Barrels take it away. When the time runs out, Kackde will catch you!



Check and X Barrels

These open and close the gates on the rollercoaster respectively.

DK Barrels

Here's where you'll find your partner if he or she isn't already by your side. If both characters are already in play, you won't be able to break this Barrel when it's in mid-air.



Steerable Barrel

You can steer this Barrel in any direction.



TNT Barrel

These, naturally, explode when thrown. Be careful, because some Kremplings actually live in TNT Barrels!



Diddy & Dixie Barrel

Some Barrel Kannonns are usable only by a certain character.



Barrel Kannonns

There are several types of Barrel Kannon. Arrow Barrels simply launch you in the direction of the arrow (use the + Control Pad to move left or right in the air). Blast Barrels will automatically launch you in a certain pre-programmed direction. Delayed Blast Barrels will allow you to aim them before they blast you out.



Rotatable Barrel

Use Right and Left on the + Control Pad to rotate this Barrel into the desired position.

Star Barrel

These Barrels mark a midway point in the stage. If you break one, you'll continue at that point should you lose a life later in the level.



Exclamation Point Barrel

Break these Barrels to gain temporary invincibility.

Animal Barrel

Barrels marked with an Animal Friend's picture will transform Diddy or Dixie into that character. If you're already in that form from a previous Barrel, you'll gain the ability to take an extra hit.



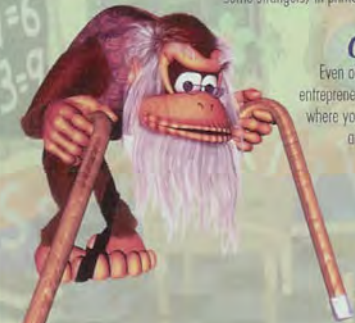
KONGS, KAST & KREW

Kong Family Hideouts

As it turns out, the rest of the Kong clan just can't keep their noses out of this adventure, especially when there's money to be made! You'll find most of the family members (and some strangers) in prime business locations throughout Crocodile Isle.

Cranky's Hut

Even old Cranky Kong is getting in on the entrepreneurial spirit! He's opened a small outlet where you can learn more about the "history" and "culture" of Crocodile Isle.



Wrinkly's Kong Kollege

Since most people don't read the manual, you can get some basic game education from Wrinkly. But since it's a private school, you'll have to pay the tuition fees yourself.



Funky's Flights

Funky's Flights are the only way to fly! However, Funky's practices have changed, and he has different plans for you this time out.

Swanky's Bonus Bonanza

Step right up! You're the next contestant on Swanky's Bonus Bonanza! Play to win valuable bonus items! Do you have enough Banana Coins to enter?



The first piece of advice is free: don't waste your money on these other sad cases!

Klubba's Kiosk

The towering Klubba demands payment of anyone who would cross his bridge, and he'll only accept Kremkoins. If you're feeling brave, why not challenge him to a little game?



Yer Mangy Animal Friends

Diddy and Dixie won't be alone on their quest. Loyal sidekicks Rambi, Enguarde, and Squawks return to lend a hand (or at least a foot, fin, and wing), while a handful of new allies make their debut here on Crocodile Isle.



Rambi the Rhino

This powerful rhinoceros loves to charge. Press and hold the R Button to make him run, using his horn to butt everything out of his path.



Enguarde the Swordfish

Enguarde once again proves invaluable in aquatic settings. Press the R Button, and he'll dash forward, knocking out enemies with his thrust attack.



Squawks the Parrot

Rather than just carrying a flashlight, Squawks can now hoist up Diddy and Dixie themselves. He can also spit eggs at enemies with the B Button.

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Squitter the Spider

This web-slinging spider can spin missiles to knock out enemies with the B Button or web platforms to bridge gaps in the terrain with the R Button.



Rattly the Rattlesnake

Rebelling against the Kremlings that infest the island, Rattly offers to help out the Kongs with the high-jumping ability that comes courtesy of his springy tail.



Glimmer the Angler Fish

Glimmer lives in one of the sunken Kremling galleons near Krem Quay. His light will lead the Kongs through a darkened underwater zone.



Clapper the Seal

Most seals can't bring boiling water down to room temperature or turn water to ice, but Clapper can! Bounce on his back, and he'll be happy to demonstrate.



It must have taken months to weed out such a totally worthless bunch of sidekicks! Good luck—you'll need it!

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Kaptain K. Rool's Pirate Krew

You're on enemy ground now, so you'll be facing craftier, crueller Kremlings than ever before. And there are the natural denizens of Crocodile Isle to watch out for in addition to this lot...

Kaptain K. Rool

The leader of the pack is back, and this time he's packing a blunderbuss! Ouch!



Klinger

Look out below! Klinger clammers around in the rigging, ready to slide down on anyone passing beneath.



Klobber

This oddball hides in a barrel. When you get close, he pops out and tries to push you around.



Klomp

This peg-legged Kremling is the type you'll encounter most often. But that doesn't mean he's not dangerous!



Kaboom

This sly Kremling loves explosive surprises. Be careful with TNT Barrels—he might pop out as you try to grab them.



Kaboing

This Kremling bounces around on two spring-loaded peg legs.



Klampon

He's Klaptrap's bigger brother, and he has a monstrous appetite for monkeys.



Kackle & Kloak

These ghostly Kremling spirits haunt many locations on Crocodile Isle.



Kruncha

Muscle-bound and muscle-headed, Kruncha is impervious to Diddy and Dixie's attacks. They only make him mad!



Kannon

Batten down the hatches—looks like Klump's been taking shooting lessons!



Kutlass

Kutlass mail-ordered his razor-sharp swords, which turned out to be a bit bigger than they looked on TV. Excellent!



Krook

Krook hurls his horrible hooked hands at anything that comes too close!



KrocHeads

The green heads make great stepping stones, while the brown heads are handy springboards for reaching those high places.



More Baddies!

Click-Clack

If you flip this beetle on its back, you can carry it around and use it as a weapon.



Neek

Named for the annoying little squeaking sounds they make, these bilge rats infest every corner of Crocodile Isle. Check out their cool rendered fur!

Zinger

The bugs are back! Zingers return to endlessly buzz about and cause the Kongs all kinds of problems.



Spiny

Spiny may have a soft underside, but its quills will strike you if you get too close.



Cat-O'-9-Tails

This crazy cat is a whirling dervish. It will tangle you up in its many tails and spin you 'round until it collapses.

Flitter

Flitter hovers in many locations. Bouncing off these dragonflies is a useful means of reaching hidden areas, but be careful!



Puftup

Slowly but steadily, Puftup rises from the depths, getting bigger and bigger as it puffs itself up. Watch out for those spines!



Flotsam

Flotsam is a stingray that cruises ceaselessly back and forth.



Shuri

Shuri spins around underwater, trying to skewer careless swimmers with its pointy little arms.

Lockjaw

This fat-lipped piranha will try to bite anyone who swims too close.



How many? I reckon they've just put fancy pictures in here to make it look good. There's only three of these in the game at most!

LEGEND OF CROCODILE ISLE

As the hideout of Kaptain K. Rool's cutthroat pirates, Crocodile Isle is teeming with Kremlings of all kinds, and there's an even greater variety of terrain on this island than in Donkey Kong Country. Going sightseeing? Here's what to look for!

Gangplank Galley

Even though K. Rool's scuttled flagship isn't seaworthy, it's still manned by a scurvy Kremling crew. You'll find lots of hooks and rigging to climb on and a flooded cargo hold to swim in.



Crocodile Cauldron

The key to surviving this area is to avoid getting burned in the red-hot lava. Fortunately, crocodile-head stepping stones and hot-air balloons provide different ways to keep your feet cool.



Krem Quay

Once the main port of Crocodile Isle, Krem Quay is now a swamp, crawling with rats and other vermin. Underwater, it's particularly gloomy, so you'll need a friend with a light to show you the way.



Krazy Kremland

What do Kremlings do for fun when they aren't harassing the Kongs? They go to Krazy Kremland, the local amusement park! Of course, Diddy and Dixie may not find the place so entertaining...



Gloomy Gulch

This spooky forest is haunted by the evil Kremling spirits, Kloak and Kackle. It's not an easy place to traverse—even the ropes that usually provide safe handholds are ghostly and insubstantial.



Lost World

Rumored to lie deep beneath Crocodile Isle, this is said to be the source of the Kremlings, and the site of treasures including the elusive true ending to the game. Only the most dedicated explorers could hope to find it!



K. Rool's Keep

Kaptain K. Rool is no fool; he's saved the most dastardly traps for use in his own fortress lair. None has entered K. Rool's Keep and lived to tell the tale. Will Diddy or Dixie be the first?



Don't be surprised if none of these places actually exist! I know what these manual writers are like.



EXTRA MODES

Diddy's Dash

Diddy's Dash is a game for one or two players.

Single Player:

Use the Kongs to race through the levels in the quickest time possible. Defeat multiple foes to freeze time, and try to beat all the records!

Two Players:

Select Multiplayer from the menu and wait for the other player to connect. Choose a level to race across, and the player who reaches the target at the end in the quickest time is the winner.

Bonus Games

Expresso's Racing

Expresso's Racing is a game for one to four players.



Single Player:

Race Expresso across one of the race tracks and try to beat the fastest lap time for that track.

Two to Four Players:

Race your friends across one of the race tracks.



Funky's Flights

Funky's Flights is a game for one to four players.

Single Player:

Replay Funky's missions, and try to beat the fastest time.

Two to Four Players:

Take part in a dogfight with your friends!

Bag A Bug

Bag A Bug is for a single player only.

Try to collect as many fireflies as possible, avoiding Klubba all the while, before the time limit expires.

Linking Up Multi-Pak Multiplayer

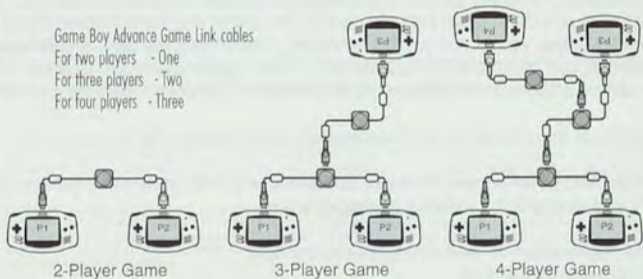
Here's all the information you need to link multiple Game Boy Advance game systems and DKC2 Game Paks.

You will need:

Game Boy Advance systems - One for each player
DKC2 Game Paks - One for each player

Game Boy Advance Game Link cables

For two players - One
For three players - Two
For four players - Three



Please make sure that the Game Boy Advance Game Link cables are properly connected, and that all Game Boy Advance systems are turned on.

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REV-D

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WARRANTY AND SERVICE INFORMATION

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 8 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.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

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.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP, OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

**NEED HELP WITH INSTALLATION,
MAINTENANCE OR SERVICE?**

**NINTENDO CUSTOMER SERVICE
WWW.NINTENDO.COM**

or call 1-800-255-3700

*MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
(Times subject to change)*



Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
www.nintendo.com

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