

GAME BOY ADVANCE

AGB-FZLE-USA



The Legend of
ZELDA[®]

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.

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

*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.

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



ALL RIGHTS, INCLUDING THE COPYRIGHTS OF GAME, SCENARIO, MUSIC AND PROGRAM, RESERVED BY NINTENDO.
TM, ® AND GAME BOY ADVANCE ARE TRADEMARKS OF NINTENDO.
© 1986-2004 NINTENDO. ALL RIGHTS RESERVED.

CONTENTS

6	Story	18	Dungeon Tour
8	Controls	20	Adventuring Tips
10	System Menu	22	Items
11	Registering and Deleting Characters	24	Overworld Enemies
12	Starting the Game	26	Underworld Enemies
13	Game Screens and Menus	30	Hints and Tips
14	Battle Techniques	32	Adventuring Guide for Beginners
16	Traveling Around Hyrule	35	Final Advice
		39	Warranty & Service Information



LONG, LONG AGO...

—— The World was in the Age of Chaos ——

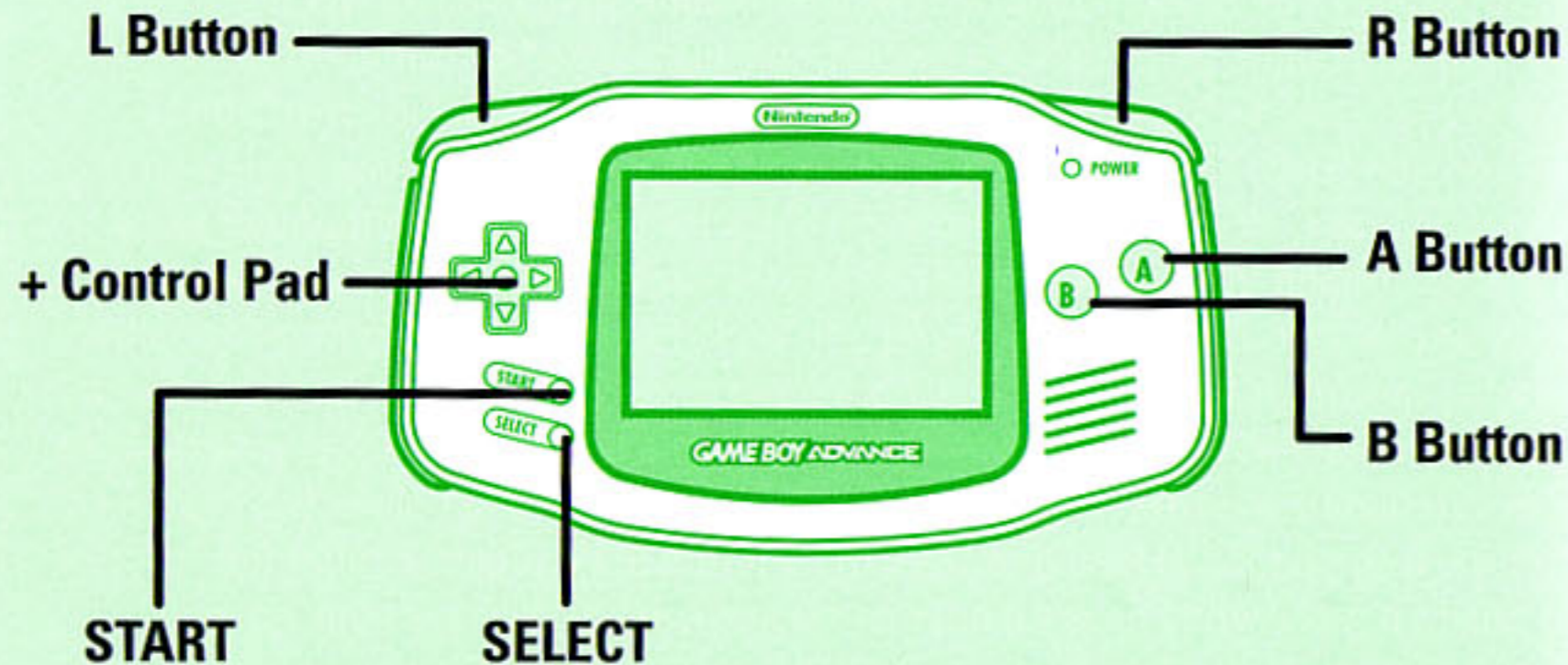
Among this chaos, in the tranquil Kingdom of Hyrule, the legend of the Triforce—golden artifacts possessing untold mystical powers—was handed down over generations.

One day, a dark army attacked the peaceful kingdom and seized the Triforce of Power. This army was led by Ganon, a powerful warlock bent on reigning over a dynasty of fear and darkness. Fearing his nefarious designs on the throne, Zelda, the princess of Hyrule, split the Triforce of Wisdom into eight fragments and scattered them throughout the realm to keep them out of Ganon's reach. She then commanded her trustworthy nursemaid, Impa, to flee the castle and seek a champion with the courage to battle Ganon. Ganon, infuriated by the news of Impa's escape, imprisoned the princess and ordered a horde of henchmen to hunt down the elderly nursemaid.

Desperately running through forests and mountains, Impa fled for her life. Just as her strength began to fail, Impa found herself surrounded by Ganon's underlings. She was certain all hope was lost, but a young lad appeared and drove off the wicked attackers, saving her from a fate worse than death. The boy explained that his name was Link, and that he'd stumbled across Impa and her attackers as he traveled through the area. Grateful for his assistance, Impa told young Link the story of Princess Zelda's predicament and Ganon's vile grip on the Kingdom. Upon hearing this heart-wrenching tale, Link vowed to save Zelda—but he knew that as long as Ganon held the Triforce of Power, he was a fearsome foe that would not be easily defeated. In order to vanquish him, Link would have to collect the scattered Triforce fragments and fuse them into the Triforce of Wisdom. Without the Triforce of Wisdom, Link would have no hope of slaying Ganon. Will Link fight his way to Death Mountain, destroy Ganon, and save Princess Zelda? Only you can determine the fate of Hyrule.

CONTROLS

Insert the Game Pak into the Game Boy Advance and turn the power ON.



*For more information about the Game Boy Advance SP or the Game Boy Player, refer to the manuals for each system.

SELECT

Confirm selections.
Pause the game.

START

From the title screen, press to access the character select menu.

• During game play

Switch between the main game screen and the status screen.

+ Control Pad

Move Link.

A Button

Attack with your sword.

B Button

Use secondary items.

START + SELECT + A + B Buttons

Press simultaneously to reset the game.

L Button + R Button

Press simultaneously during play to access the system menu. From there, you can reset the game, save, or sleep.

Turn the power ON while pressing the L and R Buttons to access a screen from which you can restore saved data to the default settings.

Save/Continue/Quit Menu

From the status screen, press SELECT and Up on the + Control Pad at the same time to reach a menu from which you can save your game, continue, or quit.

* You cannot save from the title screen.

SYSTEM MENU

■ Continue

Continue your game.

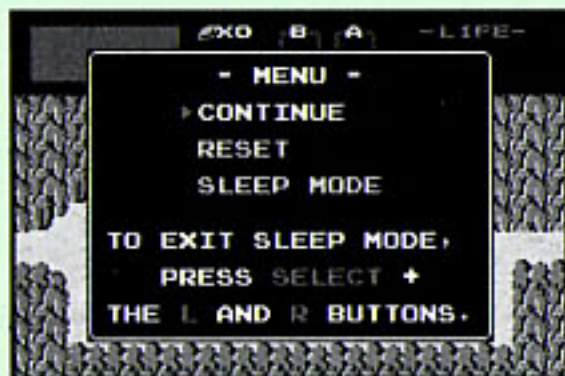
■ Reset

Return to the title screen.

■ Sleep Mode

While your Game Boy Advance system is in sleep mode, the power remains ON but the liquid crystal display will turn off and the game will pause to reduce battery consumption.

*If the batteries run out during sleep mode, the power will turn OFF.



REGISTERING AND DELETING CHARACTERS

Register Your Character

At the title screen, press START to reach the character select menu. Press SELECT to move the cursor to REGISTER YOUR NAME, then press START again. Use the + Control Pad and the A Button to name your hero—names can be up to eight characters long. Once you've chosen your name, press SELECT to move the cursor to REGISTER END and press START.

Deleting Characters

To delete a saved character, press SELECT to move the cursor on the character select menu to ELIMINATION MODE, then press START. Press SELECT to move the cursor beside the character you want to erase, then press START again to delete the character. Next, select ELIMINATION END and press START. You will then be asked to create a new character.

STARTING THE GAME

To begin the game, select your character on the character select menu and press START.

Game Over Menu

If you lose all of the hearts in your heart meter, the game is over. You now have the following options:

★Continue

Resume your game with only three hearts in your heart meter, but keep all of your possessions. If you were defeated in the Overworld, you will continue your game from the area you first began your quest. If your game ended while you were in a dungeon, you will come back to life at the dungeon entrance.

★Save

Save your game progress as it was when you were last defeated.

★Retry

Return to the character select menu.

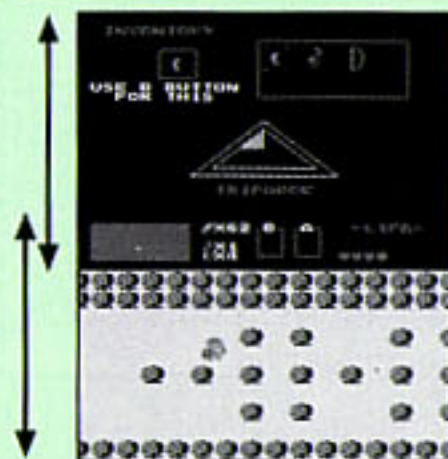
Character Name



Heart Meter

Number of Games Played

GAME SCREENS AND MENUS



Status screen

Displays the items in your inventory, and the Triforce fragments you've collected. To equip an item in your inventory, use the + Control Pad to highlight an item and press the B Button.

Main game screen

The game play screen—this is where all the action takes place.

The Overworld

Your quest to find the Triforce fragments will take you through dense forests, around picturesque lakes, and over towering mountains crawling with Ganon's minions. However, not everyone you'll encounter will be hostile—some good-hearted individuals will lend their help to your cause.

The Underworld

The kingdom of Hyrule is riddled with caves and dungeons teeming with evil creatures. Dungeons are dangerous places, but you must explore them to find great treasures and Triforce fragments.



BATTLE TECHNIQUES

Strike With Your Sword

Your trusty sword will prove invaluable in your struggle against Ganon. Your current sword will appear in the A window at the top of the screen—to swing it, press the A Button. If your sword strikes an enemy, it will momentarily flash and get knocked backward. There are three types of swords in all—each more powerful than the next.

Use Weapons and Items

In addition to your sword, weapons like the Bow or Boomerang are highly effective at stunning or slaying tough enemies—use them by pressing the B Button. The secondary item you currently have equipped is displayed in the B window at the top of the screen.

Deflect Attacks With Your Shield

When you're not busy swinging your sword, use your shield to defend against enemy attacks. However, keep in mind that some enemy attacks can't be blocked with a shield. There are two types of shield—the Wooden Shield and the Magical Shield.



Wooden Shield

You begin your quest with a small Wooden Shield—use it to protect yourself against flying spears or rocks.

Magical Shield

The Magical Shield offers much better protection than the Wooden Shield—in addition to being able to deflect everything the Wooden Shield can, it can also defend against enemy spells and Zora's long-range attacks.

TRAVELING AROUND HYRULE

Basic Navigation

To collect all eight Triforce fragments, you must learn to navigate the Overworld and find the entrances to the dungeons. Here are some basic travel tips:

- A small game map is located at the top left corner of the screen—this is your radar. You can use your radar to get a rough idea of your whereabouts.
- To move to another area, simply walk to the edge of the screen in the direction you want to travel. Explore as many areas as you can!
- All kinds of people live in the caves throughout Hyrule—talk to them to purchase equipment and useful information.



Merchants have set up shop all across Hyrule. To buy something from a merchant, simply walk up to the item you want and press the A Button. If you're paying for information, you can select the number of Rupees you're willing to pay. You can't spend Rupees you don't have, so merchants will not sell you items you can't afford.



- Fairies live around the many natural springs found throughout Hyrule—if you catch a Fairy, she will use her magic to replenish all of the hearts in your heart meter.
- Cave entrances aren't always clearly visible. Most of the places that appear inaccessible can be reached one way or another. Explore everywhere!
- When you enter a dungeon, the radar in the upper left corner of the screen will change into a dungeon map. When you find the Map, it will be displayed in this area. Above the map is a LEVEL indicator, which will inform you of the dungeon's difficulty—the higher the number, the more difficult the dungeon. If you think the dungeon is too tough for you, leave! You can always come back later.

DUNGEON TOUR

Dungeons can be damp and daunting places to explore, but they're not so scary once you know what to expect. Begin by moving around the rooms, using candles to illuminate dark rooms. As you progress through the dungeon, every room you visit will be added to the map.

Every dungeon door can be classified under one of the following categories:

- (1) Doors that allow you to come and go whenever you please.
- (2) Locked doors that can only be passed with a key.
- (3) Doors that won't open unless you trigger a mechanism or defeat a foe.

Treasures

Dungeons are loaded with Heart Containers and all kinds of other valuable weapons and equipment that will be crucial to the completion of your quest.

Map and Compass

The map and compass are useful items for exploring and conquering dungeons. They'll help you orient yourself and learn the secrets of the dungeon.



Traps and Statues

Dungeons are packed with dangerous traps and statues—walk cautiously around them, or you'll be sorry! Once a trap has been sprung, it won't work again until it has had a chance to reset—take that opportunity to pass it safely.

The Showdown with Ganon

Collect all eight fragments to complete the Triforce of Wisdom, then proceed to Death Mountain to face off against Ganon!

Ganon's awe-inspiring magical power grants him invulnerability against your attacks. Maybe the Magical Sword holds the key to his defeat...



ADVENTURING TIPS

As you explore the vast country and dank dungeons of Hyrule, you'll accumulate many powerful items you can use to slay enemies and reach out-of-the-way places.



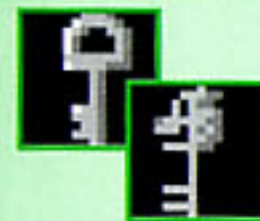
Rupees

Rupees are the currency of Hyrule. You'll most often find them in chests or on defeated enemies. If you save enough rupees, you can buy weapons and items from merchants. Keep an eye out for Blue Rupees—they're worth five Yellow Rupees! You can hold up to 255 Rupees at any time—it's up to you to decide how and where you want to spend them.



Hearts and Heart Containers

You begin your adventure with only three Heart Containers. Search for additional Heart Containers to increase the number of hearts in your heart meter. If you are injured, one of the red hearts in your heart meter will turn white—look for more red hearts to mend your wounds. If you see a fairy, quickly collect her—she'll replenish all of your hearts.



Keys and Magic Keys

Many dungeons are filled with locked rooms—the only way to pass them is with a key. Search chests and slay monsters to find the keys you'll need. Magic Keys are special keys that can be used again and again to open locked doors.



Ladder

Use the Ladder to cross small holes or streams that would otherwise be impassable.



Raft

Shove off from a dock and float on the Raft to cross lakes and seas.



Map and Compass

Each dungeon has a map—search for this crucial document that provides a room-by-room view of the entire labyrinth. The Compass will lead you to the dungeon's Triforce fragment.



Letter to the Old Lady

Equip this letter and show it to an old lady that lives in a cave.



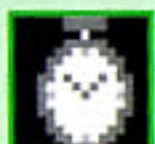
Blue and Red Rings

The Blue Ring cuts all of the damage you take from enemies in half. The Red Ring reduces damage to one-fourth.



Power Bracelet

The mighty Power Bracelet grants you superhuman strength, allowing you to effortlessly move giant boulders.



Magic Clock

When you grab a Magical Clock, enemies are frozen in time and are unable to move or fight back. However, it will only work in the screen you collect it in.

Secondary Items



Wooden Boomerang and Magical Boomerang

Fling the Wooden Boomerang to destroy weak enemies and stun foes. The Magical Boomerang flies even further than its wooden counterpart.



Bomb

Bombs can be used to blow up enemies and blast through weakened walls. Each bomb bundle you pick up yields four individual bombs. At the beginning of your quest, you can only carry up to eight bombs, so use them wisely!



Bow, Wooden Arrows and Silver Arrows

The Bow is a lethal long-range weapon—to use it, you will need to find arrows. Each arrow you shoot will cost you one Rupee. Some enemies can only be defeated with the Bow.



Blue and Red Candles

Use candles to brighten dark dungeon rooms. Blue Candles will illuminate only one screen, but Red Candles will provide light for several screens.



Whistle

The mysterious whistle has unknown powers.



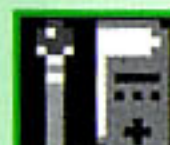
Food

Drop food to lure greedy enemies, then slay them when they come to eat it. Food isn't effective on all enemies.



Water of Life

Drink the Water of Life to fully replenish your health. After one use, the liquid will turn from red to blue. When it turns blue, it only has one more use.



Magical Rod

Swing the Magical Rod to sling powerful spells at your enemies. If you've acquired the Book of Magic, you can spew fire from your Magical Rod.

OVERWORLD ENEMIES



Tektites

These spidery creatures hop around wildly, but they aren't very tough. However, Red Tektites move much faster, making them far more dangerous foes.



Octoroks

Red and Blue Octoroks are ground-dwelling relatives of the octopus. Beware of Blue Octoroks—they'll spit rocks at you.



Leevers

Leevers are beasts that live in the ground, waiting to ambush anything that stumbles by them. Blue Leevers are tougher to defeat than Red Leevers.



Peahats

These jittery creatures fly and swoop down on you from above. They can only be defeated while they are sitting still.



Moblins

These ugly, dog-faced goblins dwell in the forest. Stronger than Octoroks, their weapon of choice is the throwing spear.



Armoses

Turned into stone statues by powerful magic, Armoses were once strong warriors. If you touch them, these formidable foes will come back to life.



Ghinis

Graveyards are haunted by these restless ghosts. Ghinis come in two varieties—those that terrorize you when you enter the graveyard, and those that appear when you touch a gravestone.



Lynels

These fearsome warriors guard Death Mountain—their lethal sword strike can't be blocked with a Wooden Shield.



Zoras

Zoras lurk under the water's surface. Their spitting attack can't be blocked by a Wooden Shield.



Rocks

Don't bother trying to attack the massive boulders that tumble down from the summit of Death Mountain—they're indestructible. Your best defense is to avoid them.

UNDERWORLD ENEMIES



Zols & Gels

If you slice a Zol with your sword, it'll split into two Gels. Gels have only half the attack power of their bigger counterparts.



Ropes

This poisonous dungeon-dwelling snake doesn't have much bite, but it can slither and attack swiftly.



Vires & Keeses

If you attack a Vire with a sword, it'll transform into several Keeses. A Keese is only half as dangerous as a Vire.



Stalfos

These skeleton soldiers will come at you with a two-handed sword. They may look menacing, but they can be easily defeated.



Wallmaster

This monstrous hand comes out of the wall to grab and drag you back to the dungeon entrance.



Goriyas

These small, boomerang-hurling thugs specialize in long-distance attacks. Blue Goriyas are even more hazardous than Red Goriyas.



Wizzrobes

These masters of the dark arts can disappear and reappear on the other side of the room in the blink of an eye. To make matters worse, they cast potent spells that can't be blocked with a Wooden Shield.



Darknuts

These heavily-armored knights use their massive shields to deflect your attacks.



Pols Voices

These big-eared monsters may look funny, but they're mean!



Lanmolas

Beware of this fast-moving centipede. Don't bother attacking its head—it's impenetrable.

UNDERWORLD ENEMIES



Like Likes

Beware of these tube-shaped monstrosities—they delight in devouring shields.



Gibdos

Run circles around these slow-moving supernatural mummies.



Moldorms

Thriving in dungeon environments, these worms grow smaller each time you strike them.



Dodongo

This beast has an armor-plated hide that protects it against sword attacks.



Manhandla

Be cautious around this colossal man-eating plant—it moves faster each time it loses a flower.



Aquamentus

This dragon-like boss uses its damaging ranged attack to slay unfortunate adventurers.



Patras

Patras often partner up and attack together, joining forces against you to deal serious damage.



Digdogger

This grotesque, spine-encrusted sea urchin packs a punch.



Gohma

The hard shell of this enormous dungeon crab can withstand any blow. To defeat this boss, you must use a special weapon to strike its weak point.



Gleeok

This huge, multi-headed monster can breathe fire over long distances. If you remove one of its heads, it'll still torment you by flying around.



Bubble

This supernatural skull possesses your body, preventing you from unsheathing your sword.

HINTS AND TIPS

- If you're about to be defeated, press START in the midst of battle to pause the game and switch to the status screen. In the status screen, you can access items in your inventory.
- Many dungeon entrances can be found among historic ruins, but some are hidden away deep in the forests and mountains.
- Water of Life is the strongest medicine available.
- There are many caves scattered throughout the countryside. Can you find them all?
- All kinds of things are hidden behind doors. But how do you open them?
- At the very beginning of your quest, visit the elf that heals you—it'll be worth your while.

- Some doors are held shut by magic generated by the enemies in the room—defeat all of them to unlock the door.
- If you come to a room on the map you can't enter, you may have overlooked a hidden entrance in one of the previous rooms.
- Pals Voices hate loud noises—do you have an item that can make noise?
- Many large enemies have specific weak points—try attacking them from every angle and with all kinds of items and weapons to find out what they are.
- Slay the dungeon boss to instantly destroy all of the enemies in the dungeon.
- Occasionally, you'll find helpful people hanging out in a dungeon—heed their advice about defeating enemies.

ADVENTURING GUIDE FOR BEGINNERS

1. Enter the Cave

Your adventure begins outside of a cave—enter it.



2. Get the Sword

Inside the cave, an old man will give you a sword to aid you in your quest. Once you've received the sword, exit the cave.



3. Northward, ho!

With your new sword in hand, head through the gap to the north. In this area, you'll experience your first battle—tap the A Button to swing your sword at the enemies.



4. Trek East into the Woods

Travel east to reach a large forest. Use the trees as cover when fighting enemies.



5. The Battle Rages On

Go north and delve deeper into the forest—fight the enemies along the way to collect treasure.



6. Continue North to the Lake

Keep moving north to reach a beautiful lake inhabited by Zoras, aquatic monsters that shoot fireballs at you. Keep moving north and evade their long-range attacks.



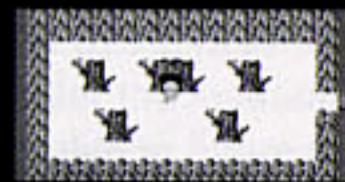
7. The Bridge

Proceed north to arrive at a bridge—slay the enemies there and pick up hearts to restore your health.



8. Eagle Dungeon

Cross the bridge to reach the first dungeon. Inside, seek out the Map and Compass and destroy the boss to claim a Triforce fragment and a load of treasure.



Next, you must travel to the second dungeon. To reach it, you'll have to trek to the far east of the kingdom and navigate through the maze-like forest.

THE TRIFORCE

Your only hope for defeating Ganon and foiling his evil plan is to collect all of the Triforce fragments. Each time you find a Triforce fragment, all of your health will be replenished and you will gain a Heart Container. In addition, you will be transported back to the entrance of the dungeon. You can view the Triforce fragments you have collected at any time by accessing the status screen. Legend has it that once you have collected all of the Triforce fragments, blowing on the Whistle will summon a whirlwind that will guide you to the entrance of the ninth dungeon.



View your Triforce fragments from the status screen, as shown in the screenshot above.

FINAL ADVICE

If you've become stuck somewhere along your journey, read these tips to get back on track.

To end Ganon's evil regime, you must seek out all nine of the hidden Hyrulean dungeons.



Once you've assembled all of the Triforce fragments, you must make your way to Death Mountain. Ganon has made sure that the location of the entrance to Death Mountain is a well-kept secret. However, if you consider the location and numbers of his henchmen, you may be able to figure out its whereabouts.

FINAL ADVICE

Seek out all of the Fairy springs to heal your wounds and gain other mysterious effects.



Dungeon entrances are located all over Hyrule—some are easy to find, others are cleverly concealed. Every dungeon holds at least one valuable artifact.

Some enemies have particular weaknesses—strike at their weak point with the best weapon for the job.



The dungeon Map allows you to see where you are and where you need to go. If you don't collect the necessary items in order, you could get lost in the dungeon forever. To avoid that horrible fate, focus on finding the Map and Compass before seeking special items.

Many dungeons are equipped with doors that will close behind you as soon as you enter a room. Don't panic—there's always a way out. Try various things in the room to find a way to open the door.



To save Princess Zelda, you must find a way to defeat Ganon.

IMPORTANT LEGAL INFORMATION:

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact Nintendo Customer Service (see below).

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

For further information or assistance, please contact:
 Nintendo Consumer Service
www.nintendo.com
 or call 1-800-255-3700
 (U.S. and Canada)

WARRANTY AND SERVICE INFORMATION

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.

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

PRINTED IN JAPAN