

<http://www.replacementdocs.com>

NEED HELP WITH INSTALLATION,  
MAINTENANCE OR SERVICE?

NINTENDO CUSTOMER SERVICE  
[WWW.NINTENDO.COM](http://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®**

Nintendo of America Inc.  
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.  
[www.nintendo.com](http://www.nintendo.com)

PRINTED IN JAPAN

GAME BOY ADVANCE

# THE LEGEND OF **ZELDA** The Minish Cap

AGB-BZME-USA

**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.

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

### **NEED HELP PLAYING A GAME?**

You can visit our website at [www.nintendo.com](http://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

**EVERYONE**



© 2005 Nintendo. TM, ® and Game Boy Advance are trademarks of Nintendo.  
© 2005 Nintendo.

## == ▲ Table of Contents ▲ ==

The Legend of the Picori . . . .	2	18 . . . .	Items
The Characters . . . .	4	20 . . . .	Game Over and Saving
Controls . . . .	6	21 . . . .	The Heart Meter
Getting Started . . . .	8	22 . . . .	Kinstone Pieces and Fusion
Game Screen and Subscreens . . . .	10	24 . . . .	Dungeons
Link's Moves . . . .	14	26 . . . .	Figurines
Special Abilities . . . .	16	27 . . . .	Sword Techniques

## The Legend of the Picori

Long, long ago, evil spirits descended on the land of Hyrule. Just when it seemed that the world was to be cast into the darkest of shadows, the tiny Picori appeared from the skies and bestowed on a courageous human a shining golden light and a single sword. This bravest of men used his wisdom and courage, his golden light, and his sword to fight off the demons and restore peace to the world. The people were so grateful for the Picori's help that they held an annual celebration in their honor. The tradition of the Picori Festival continued, but over the generations, the Picori themselves passed into legend.

The legend of the Picori tells of a mystic doorway that opens just once every hundred years. When the door is open, the Picori can cross from their world into Hyrule. This year is that year in one hundred, and the festival is unusually grand. Hyrule Castle is hosting a tournament of sword-fighting skill, recalling the great battles of legend. This year's champion is a man by the name of Vaati. He has won the tournament with an almost magical ease, and all of Hyrule is abuzz with rumors about this shadowy figure. "Who is this Vaati?" they ask. "What has brought him to Hyrule?"



## The Characters



### LINK

The hero of the story! Hearing that he's heading to the Picori Festival with Princess Zelda, his grandfather sends him on an errand: to deliver to Hyrule Castle the sword that will be presented to the champion of the tournament.



### EZLO

A mysterious creature that Link meets during his adventure. He chatters away noisily at Link. He can be quite fussy, but he does seem to know what he's talking about.



### PRINCESS ZELDA

The princess of Hyrule and a longtime friend of Link. She stops in at Link's house, asking if he can join her at the annual Picori Festival.



### VAATI

The champion of this year's sword-fighting tournament. Nobody knows where he came from, and nobody knows who he is.

# Controls

## L BUTTON

### ● Fuse Kinstones

When you see someone (or someTHING!) with a thought bubble over his head, press the L Button to try to fuse Kinstone pieces with him. →P22

### ● Switch Subscreen

When you are viewing the subscreens, press the R Button to change to the next screen. →P11-13

## + CONTROL PAD

### ● Move

Walk in different directions.

### ● Push

When you are facing a block or stone statue, press toward the block or statue to push it in that direction.

### ● Jump Down

Jump down from any ledge if there are no obstacles blocking your way. Just press in the direction you want to jump.

### ● Move Cursor

## ○ SELECT

### ● Talk to Ezlo

If you get stuck, see if Ezlo has any advice to guide you..

## R R BUTTON

### ● Perform Action

Open chests, speak, roll, or do anything else shown in the top-right corner of the screen. →P15

### ● Switch Subscreen

Press this button when you are in a subscreen to move between the different screens. →P11-13

## A A BUTTON

### ● Use Item

Use the item you've equipped.

### ● Speak

### ● Confirm

## B B BUTTON

### ● Use Item

Use the item you've equipped.

### ● Cancel

## ○ START

### ● View Subscreen

Open the subscreens to change the items you are using, check your map, or save your game. →P11

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



## Getting Started

Insert your The Legend of Zelda: The Minish Cap Game Pak into the Game Boy Advance and turn the power on. Press START when the title appears.




### Choose a File

The file that you choose in the file-selection screen will be the one that you use for saving and resuming your game. Use the +Control Pad to select one of the three files and press the A Button to confirm your choice.



### Name Your Game

If you are starting a new game, choose an empty file and press the A Button. Then, enter a name with up to six characters. Use the +Control Pad to select a character and press the A Button to enter it. Press the B Button or  to erase a character. When you're done, choose **END** and press the A Button.

\*Press the L Button to use capital letters.

\*Press the R Button to use lowercase letters.



### Start the Game

Select the game you want to continue from the file list. Then, select Start and press the A Button to confirm.

### Copy

Copy any saved file into an empty file. After choosing the file, select Copy and press the A Button. Next, choose where you want to copy the file by using the +Control Pad. Select an empty file slot and press the A Button to confirm.

### Erase

After choosing a file, select Erase to delete it. You will be prompted to confirm that you want to erase the file. Choose Quit or press the B Button to cancel, or choose Erase to erase the file. If you would like to start a new game and all three files contain save data, you will need to erase one of them.

 Files cannot be recovered once you have deleted them.

### Options

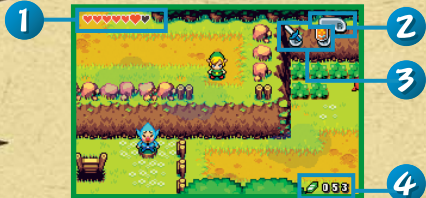
Move the cursor over a save file and press the R Button to adjust the message speed and brightness of your game. Once you have changed the settings, press the A Button to update them.



## Game Screen and Subscreens

### The Game Screen

This is the main game screen, where you guide Link through your adventure.



#### 1 Heart Meter

Decreases whenever you take damage. Once it runs out, the game is over. →P21

#### 2 Action Button

Displays the action the R Button will perform. This changes depending on where you are and what you are doing. →P15

#### 3 Items

The items you are currently wielding. The icon on the right represents the item assigned to the A Button, and the one on the left represents the items assigned to the B Button. →P18-19

#### 4 Rupees

The number of Rupees in your possession. The value of each individual Rupee depends on its size and color.

## The Subscreens

Press START while playing to pause the game and check the subscreens. Use the L and R Buttons to switch between the screens. Press START again to exit any subscreen and resume your game.

### Items



#### 1 Item List

Any of the items listed here can be assigned to either the A or B Button. Select a new item or swap out the one you're using by choosing an item with the +Control Pad and pressing the A or B Button to equip yourself with it.

#### 2 Items in Use

The items that appear here are those you have equipped yourself with on the Items subscreen. The icon on the right represents the item assigned to the A Button, and the one on the left represents the item assigned to the B Button. →P18-19

#### 3 Screen Selection

Press the L or R Button to change to the Map and Quest Status subscreens. →P12-13

#### 4 Save Button

Choose Save and press the A Button to save your progress. →P20

## Quest Status

This screen shows all the quest-related items you have collected.



### 1 Collection List

This is the complete list of all quest-related items you have. You can see the number of Pieces of Heart you have. You can also review your sword techniques →P27 by selecting the Tiger Scroll and pressing the A Button and peek in the Kinstone Bag to see the Kinstone pieces →P22 you've collected.

## Kinstone Bag

Select the Kinstone Bag and press the A Button to view all of your Kinstone pieces. Press the B Button to return to the Quest Status subscreen.



### 2 Change Subscreen

Press the L Button to go to the Items subscreen →P11, or press the R Button to go to the Map subscreen.

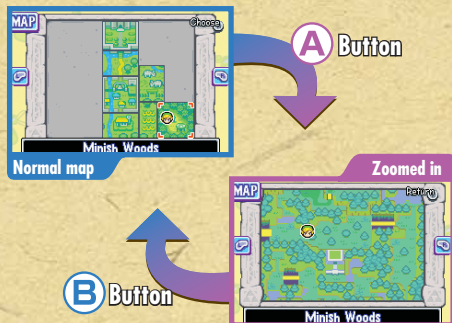
### 3 Sleep and Save

To activate Sleep Mode, choose Sleep and press the A Button. In Sleep Mode, the LCD Screen is switched off, which reduces battery consumption (although some battery consumption will remain). To exit Sleep Mode, press SELECT and the L and R Buttons at the same time. To save your game, choose Save and press the A Button.

→P20

## Map

View a map of Hyrule showing the regions you've visited. To view a zoomed-in map section, select a region and press the A Button.



## Link's Moves

### Actions Performed with the +Control Pad

#### Walk

Walk in any of eight directions.



#### Jump Down

Jump down any steps that you come across, provided there are no obstacles on the edge of them.



#### Push

Push to move any statues, jars, or other objects.

#### Roll (+Control Pad and R Button)

Press the R Button while walking to roll.



#### Swim

Use the flippers to swim. Press the A Button to swim faster, and press the B Button to dive.

Swim



Dive



### Actions Performed with the R Button

#### Speak / Read

Press the R Button to talk to characters you are facing or to read signs and any other readable objects. Use the A, B, or R Button or the +Control Pad to scroll through text. You can also use the B Button to fast-forward through messages.



#### Lift

Press the R Button to pick up an object you are facing.

#### Shrink / Grow

Climb onto a portal and press the R Button to have Ezlo shrink you. While you are small, press the R Button near a portal to return to your original size.



#### Open

Press the R Button changes to open chests or doors.

#### Grab (R Button)

Drag (R Button while using the +Control Pad)

Press the R Button while touching a switch, lever, statue, or other object to grab it. Then press the +Control Pad in the opposite direction to drag the object.



## Special Abilities

### Actions Requiring Special Items

Some items allow you to perform special actions.

These items can be assigned to either the A or B Button. The phrase "item button" used below refers to the button to which you've assigned that item.

#### Draw In / Gust Jar

Press and hold the item button to draw air (and items and monsters!) into the Gust Jar. Release the item button to shoot out the air or the object you've drawn in.



#### Jump / Roc's Cape

Press the item button to jump across traps and dodge enemy attacks. Hold the item button to jump farther. Once you've learned the Down Thrust sword technique, attack midjump to attack from the air.

#### Dig / Mole Mitts

Press the item button to dig into walls, soft dirt, and sometimes even clouds! Watch out, though—there are some places where you cannot dig!

#### Illuminate / Flame Lantern

Press the item button to light the lantern. This will illuminate dark areas and light braziers in dungeons. Press the item button again to douse the lantern.



#### Run / Pegasus Boots

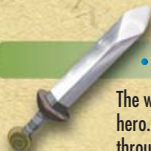
Press the +Control Pad in the direction you want to dash and hold the item button to run. You'll keep running until you release the button. Once you've learned the sword technique, you'll be able to do a Dash Attack while you run.

#### Flip Over / Cane of Pacci

Press the item button to fire a bolt from the Cane of Pacci. The bolt flips whatever it hits.



# Items



## ..... Sword .....

The weapon of choice for any aspiring hero. Use it to attack enemies and cut through grass.



## • Bow and Arrows •

A powerful weapon that enables you to pick off enemies from afar. Watch your supply of arrows, though!

## .. Boomerang ..



Hit an enemy to daze him: he'll stop moving for a short period time. You can also use the boomerang to nab Rupees and other items beyond your reach.



## ..... Shield .....

Blocks (and sometimes reflects) enemy attacks. Some enemies can't be defeated without a shield, but it's also just a good idea to know when to defend yourself.



## ... Bomb ...

Press the item button to place a bomb on the ground. Use the R Button to lift a bomb and throw it.

## .. Ocarina of Wind ..



Play the ocarina to call up Zeffa and be carried to any Wind Crest you've found. Choose your destination and press the A Button to confirm it.

## .. Kinstone Bag ..



Store your Kinstone pieces → P22 in this handy little bag.



## ..... Bottle .....

Store things in empty bottles so that you can use them later. You can carry up to four bottles. Choose which bottle you want to carry from the Items subscreen. → P11

## Swiftblade's Tips

There are tons of ways to use your items. Try experimenting around with them if you ever get stuck in your travels.



## Game Over and Saving



### Game Over

The game is over when your Heart Meter runs out. Once your game ends, you will be asked if you want to save your progress. Then, you can continue or quit.



### Saving

### Saving from the Subscreens

You can save your game at any time by choosing "Save" from the Items → P11 or Quest Status → P12 subscreens.

### Saving When the Game Ends

Any items you had in your possession when your game ended will be saved.

### Resuming a Game

When you resume a saved game, you might not start from the exact place where you saved. However, your progress will have been saved, and your Heart Meter will show the same number of Heart Containers as you had when you saved.

AYATAYATAYAYAY

Swiftblade's Tips

AYATAYATAYAYAY

If you get stuck during the adventure, try seeing what happens when you put certain things in a bottle and carry them around with you...



## The Heart Meter



### What the Heart Meter Tells

The hearts represent your life energy in the game. The hearts decrease whenever you take damage, and the game ends when you lose all of your hearts.



### Restoring Your Life

#### ♥ Pick up a heart

Pick up a heart to refill one heart on your Heart Meter.



#### ♥ Catch a fairy

Catch a small fairy to restore four hearts' worth of life.



#### ♥ Drink a potion

Somewhere in the world is a shop selling potions capable of restoring hearts. You can't buy a potion unless you have an empty bottle → P19 to put it in.



### Heart Containers and Pieces

Your Heart Meter increases when you get a Heart Container. Collect four Pieces of Heart to make a full Heart Container. See how many Pieces of Heart you have collected on the Quest Status → P12 subscreen.



Piece of Heart



Heart Container



## Kinstone Pieces and Fusion



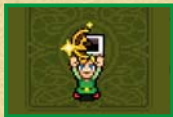
### Kinstone Pieces

As you travel through Hyrule, you will find many Kinstone pieces—mysterious items said to bring happiness. Two Kinstone pieces can sometimes be fused together to make a single, complete Kinstone. This is called Kinstone Fusion. People say that, by fusing Kinstone pieces together, strange and wonderful things can happen.

### Where Will I Find Kinstone Pieces?

Kinstone Pieces are scattered all over the world. There are lots of different ways to get your hands on them:

- Cutting up grass
- Receiving them from other people
- Finding them in treasure chests



### Try Your Hand at Kinstone Fusion



When you see a thought bubble over someone (or something!), you can try to fuse Kinstones with them. Press the L Button to go to the Kinstone Fusion screen.

### What Actually Happens When I Fuse Kinstones?

If you succeed in fusing Kinstones, something is sure to happen, but exactly what is not always clear. Check your map for a clue about where something might have happened.

Somewhere, a beanstalk grew!

Find it on your map.



Where does it lead?



You're walking on clouds!



#### Swiftblade's Tips

It's not just people who can fuse Kinstone! Check carefully everywhere you go!

# Dungeons



## Dungeons and Dungeon Maps



### 1 Floor Map

The layout of the floor of the dungeon you're on. Until you find the Dungeon Map, only the rooms you've entered will appear on this screen.

### 2 Level Map

The number of floors in the dungeon. If you have a Compass, the level the boss is on will be marked with a skull.

### 3 3 Dungeon Items

The dungeon-specific items you've found. When you find the Dungeon Map, Compass, and Big Key, they'll appear here.

## Dungeon Items



### Dungeon Map

When you find this item, you will be able to see all the rooms on every floor of the dungeon.

Rooms you've visited will be lighter than rooms you haven't visited yet.

### Compass



When you find the Compass, you will be able to see the location of treasure chests and the dungeon boss on the Floor Map.



### Small Key

You'll need small keys to open locked doors in the dungeons. They disappear as you use them.

### Big key



The door that leads to the dungeon boss's room can only be opened with the Big Key.



### Swiftblade's Tips

The dungeons become more difficult as the adventure goes on. Consult your Dungeon Map when you get stuck. It's only common sense!

## Figurines



Somewhere in the town of Hyrule, you will find Carlov, making his collectible figurines. You can win these beautiful trinkets by playing in Carlov's lottery. Can you collect all of them?



### Mysterious Shells

To play the Carlov's lottery, you will need Mysterious Shells. You need only one Mysterious Shell to play the lottery, but as you get more figurines, your chances of getting new ones increase if you use more Mysterious Shells. You can see how many Mysterious Shells you have on the Quest Status → P12 subscreen.



### Your Figurine Collection

The figurines you've collected will be put on display in the figurine cabinet in Carlov's shop. Stand in front of the cabinet and press the R Button to view your collection.



## Sword Techniques



### What Are Sword Techniques?

As you journey through Hyrule, you will run across handful of swordsmen, brothers sworn to teach young adventurers their fighting techniques. Once you've mastered their sword techniques, you can review them by reading the Tiger Scrolls from the Quest Status subscreen.

### Examples of Sword Techniques

#### Dash Attack

Equip both the sword and the Pegasus Boots, then use the Pegasus Boots to dash into enemies and strike them with your blade.



#### Spin Attack

Hold the item button down briefly to focus power in your blade, then release to unleash a spin attack.



There are lots of sword techniques for you to learn!

## Credits

### DIRECTOR

Hidemaro Fujibayashi

### PLANNING

Hidemaro Fujibayashi

Suchol Lee

Joko Kazuki

Mitsuki Tsukada

Minoru Nakai

Takashi Hamamura

Shigeki Morihira

### PROGRAMMING

Toshihiko Honda

shimitan

Yoshiyuki Fujikawa

N. Minomiya

Yohey Doi

K. Yoshida

### OBJECT DESIGN

Kimokimo

Erichop

Kumiko Fujiwara

Keisuke "TWIGGY"

Motozono

### SCROLL DESIGN

Nishitsuji Asae

Takayuki Nakayama

Hiroyuki Imahori

Yoshi Maeda

Haruki Suetsugu

### MUSIC

Mitsuhiko Takano

### SOUND EFFECTS

Shinji Amagishi

Takashi Moriguchi

### CHARACTER DESIGN

Kimokimo

### ARTWORK

Haruki Suetsugu

### TITLE LOGO DESIGN

Shoei

Satoshi Ukai

### SUPERVISORS

E. Aonuma

Y. Yamada

M. Narita

T. Tezuka

Y. Yamashita

### SOUND ADVISOR

K. Kondo

### MANAGEMENT

Nosetake

Masanori Kusumoto

### PRODUCT MANAGEMENT

Yasushi Adachi

### PRODUCER

Keiji Inafune

### GENERAL PRODUCER

Shigeru Miyamoto

### EXECUTIVE PRODUCER

Satoru Iwata

### NORTH AMERICAN LOCALIZATION

### MANAGEMENT

Jeff Miller

Leslie Swan

### LOCALIZATION

Rich Amtower

Scot Ritchey

Bill Trinen

### SPECIAL THANKS

M. Takeguchi

### SUPER MARIO CLUB

### NOA PRODUCT TESTING

ROCKMAN CLUB  
CAPCOM HC  
FLAGSHIP Co., Ltd

### ORIGINAL ZELDA STAFF



## 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](http://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](http://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 & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games 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](http://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.