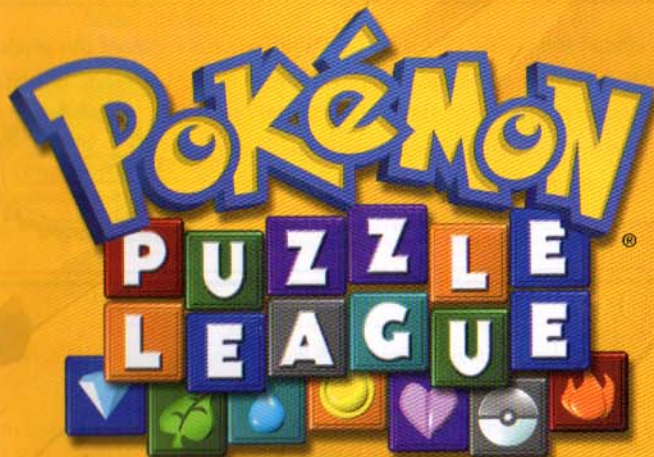


INSTRUCTION BOOKLET



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Thank you for selecting the Pokémon® Puzzle League Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

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This may be a long distance call, so please ask permission from whomever pays the phone bill.

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6 a.m. - 9 p.m. Pacific time, Monday - Saturday, 6 a.m. - 7 p.m. Sunday

Callers under age 18 need to obtain parental permission to call (prices subject to change)



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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Contents

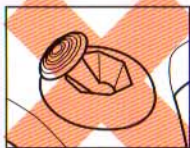
About the Controller	2
Controls	4
Puzzle Village	6
Professor Oak's Lab	7
Mimic Mansion	8
How to Play	9
Using Your Own Name	17
1-Player Stadium	18
2-Player Stadium	19
Marathon	21
Time Zone	22
Spa Service	23
Puzzle University	24
Pokémon Center	26
Warranty and Service Information	33

The Nintendo® 64 Controller

Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair CenterSM.



Holding the Nintendo 64 Controller

While playing the Pok mon Puzzle League game, we recommend you use the hand positions shown on the left. By holding the controller like this, you can operate the + Control Pad freely with your left thumb. Using your right thumb, you can easily access the A and B Buttons.

Connecting the Nintendo 64 Controller

One or two players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1 and Player 2. You cannot start the game if the first controller socket is empty.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

You must use two controllers in order to play the 2-player game modes.



Controls

L BUTTON

In the Game: Raise the level of the blocks

R BUTTON

In the Game: Raise the level of the blocks

+ CONTROL PAD *

On Menus: Move the cursor
In the Game: Move the cursor

B BUTTON

On Menus: Cancel a choice you made
In the Game: Switch blocks

A BUTTON

On Menus: Make a choice
In the Game: Switch blocks

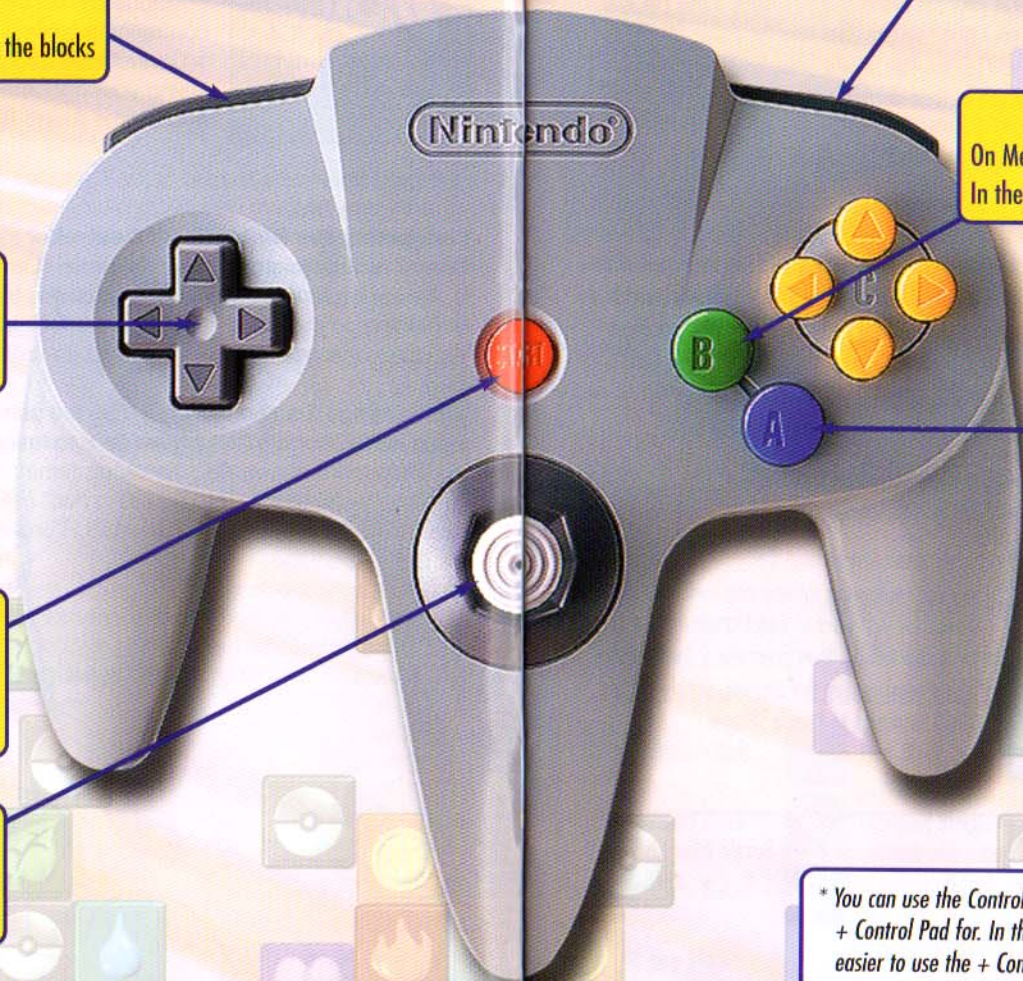
START

On Menus: Skip cartoon sequences
In the Game: Pause the game

CONTROL STICK *

On Menus: Move the cursor
In the Game: Move the cursor

** You can use the Control Stick to do anything you can use the + Control Pad for. In this game, however, it is usually much easier to use the + Control Pad to play.*



Puzzle Village

There's lots to do in Puzzle Village, so be sure to check out everything!



Put your Pokémon® Puzzle League Game Pak into your N64® system, then turn the power ON. When you see the Title Screen, press START to watch a short cartoon starring Ash and Pikachu™!



When the cartoon is over, you'll see the screen shown on the left—this is Puzzle Village! All you need to do is use the + Control Pad to highlight the place you want to visit, then press the A Button to go there!



Let's see that again!

You can replay the cartoon any time you like! Whenever you want to watch it again, just go to Puzzle Village, then press the B Button twice. If you want to stop the cartoon, simply press START to return to Puzzle Village.

Note: To erase all the names and saved game information, go to the Puzzle Village Screen, hold the Z Button, then press the following buttons in this order: C +, C +, C +, C +, A, B, A, B.

Professor Oak's Lab

See Professor Oak first for information on the controls and rules, as well as basic instructions on how to play.



Press up and down on the + Control Pad to highlight the lesson you want to see, then press the A Button to start the class. Each time Professor Oak finishes speaking, press the A Button to see what he has to say next.

If you need to leave in the middle of a lesson, press the B Button to return to the How to Play Menu. From there, you can choose a different lesson or press the B Button to go back to the Puzzle Village.

- **Controls** Shows you what each button on the controller does.
- **Basic 1** Explains the basics of how to move the cursor, switch blocks, and clear blocks. Also introduces combos and chains.
- **Basic 2** Describes more advanced techniques for creating longer chains and bigger combos. Explains the Stop as well.
- **VS Rules 1** Tells you how to send garbage to an opponent.
- **VS Rules 2** Teaches you how to get rid of garbage that is sent to you.
- **3-D Rules** Explains the difference between the 2-D and 3-D Modes.



Water Block



Leaf Block



Heart Block



Diamond Block



Circle Block



Poké Ball Block



Fire Block

Mimic Mansion

Get some hands-on training from Tracey and Marrill™.

It can sometimes be easier to learn something if you watch someone else do it first, then try to do the same thing yourself. You can do just that when you visit Mimic Mansion!



Just like in Professor Oak's Lab, use the + Control Pad on each menu to choose the lesson you want to see, then press the A Button to start. Press the A Button each time Tracey finishes speaking to let him continue. Press the B Button at any time to return to the last menu you saw.

- View Demo Lets you watch Tracey give examples, but doesn't let you play.
- Mimic Mode Allows you to see Tracey do a move, then lets you try it yourself.
- Super Easy Lets you play a 2-D or 3-D single-player game with blocks that move up the screen very slowly.

How to Play

WHAT IS THE OBJECT OF THE GAME?

Your goal in this game is to clear the blocks off of the screen before they reach the top. You clear the blocks by getting three or more of the same type side by side, either horizontally (left and right) or vertically (up and down).



Line up the blocks horizontally...



...or vertically.



Blocks lined up diagonally won't clear.

HOW DO I MOVE THE BLOCKS?



You will see two white squares side by side on the screen—this is the **cursor**. You can use the + Control Pad to move the cursor around.

Place the cursor over two blocks. When you press either the A Button or the B Button, those two blocks will switch places. You can also switch a block with an empty space at the top of an empty (or partially empty) column to make the block fall. This is how you move blocks around to line them up.



Switch a block with an empty space...



...to make the block fall.

WHY DO THE BLOCKS MOVE UP THE SCREEN?

As you play, new lines of blocks will appear at the bottom of the screen, pushing the other blocks toward the top. As you continue to play, the blocks will start moving up the screen faster and faster.

You must clear the blocks off of the screen before any of them reach the top. When a block gets close to the top of the screen, all of the blocks in the column below it will start bouncing to warn you. If you see the blocks start to bounce, clear some blocks out of that column right away! When a block hits the top of the screen, your game is over.



Watch out!

You can also cause new lines of blocks to appear at the bottom of the screen whenever you want by pressing either the L or R Button. Adding more blocks to your screen will help you create bigger combos and longer chains.

WHAT IS A COMBO?

To make a **combo**, you need to clear more than three blocks at a time. Here are some examples of how to make combos...



Switch the Leaf and Water Blocks...



...for a Four-Block Combo!



Switch the Water and Circle Blocks...



...for a Five-Block Combo!



Switch the Fire and Heart Blocks...



...for a Six-Block Combo!



Switch the Fire and Circle Blocks...



...for a Seven-Block Combo!



Switch the Leaf and Circle Blocks...



...for a Ten-Block Combo!

HOW DO I MAKE A CHAIN?

You can make a **chain** by clearing multiple groups of three or more blocks, one right after the other. For example...

1.



When the three Circle Blocks clear, the Fire Block above will fall and clear to make a Two-Chain.

2.



As the Fire Blocks clear, take the Water Block that is on the left, then move it all the way to the right. Drop it underneath the other two Water Blocks that are about to fall. (You've got to be quick to pull this one off!) This will give you a Three-Chain.

3.



While the Water Blocks clear, drop the Heart Block that is at the top. It will land at the bottom and clear to make a Four-Chain.

4.



Drop the next Heart Block in that column as the others clear. This block won't clear anything, but you'll see why you should do this in the next step.

5.



Next, drop the Leaf Block from that same column. The Heart Block that you dropped in the last step lets the Leaf Block fall into the right place to clear, making a Five-Chain.

6.



As the Leaf Blocks clear, switch the Heart Block and the Circle Block.

7.



Finally, the Heart Blocks will fall to create a Six-Chain.

Remember that each of these steps must be done one right after the other. If you don't get the blocks into place in time, there will be a pause between the steps, and the chain will be broken!

WHY DO THE BLOCKS SOMETIMES STOP MOVING?

Each time you create a combo or a chain, the blocks will stop moving up the screen for a short amount of time. This is called a **Stop**. The bigger the combo or chain, the longer the blocks will stay still.

Watch for Jigglypuff™!

When you're playing a single-player Marathon, Spa Service or Time Zone game, you'll see Jigglypuff on the side of the screen each time you make a Stop. You'll see Jigglypuff singing as long as you continue making Stops, but if you quit making them, it'll get very angry! And if some of your blocks are bouncing when you make a Stop, you'll get to hear it sing, too!

WHY ARE BLOCKS FALLING FROM THE TOP OF THE SCREEN?

When you're playing a game in the 1-Player Stadium or playing a 2-Player VS game, you'll probably see large blocks fall from the top of your screen. These are **garbage blocks** that your opponent is sending to you. You can also send garbage blocks to your opponent.

To send a garbage block, all you have to do is create either a chain or a combo. The bigger the combo or chain you make, the more garbage you will send to your opponent. The garbage that you will send when you make a combo is a little different from the garbage you will send when you make a chain.

WHAT KIND OF GARBAGE DOES A COMBO MAKE?

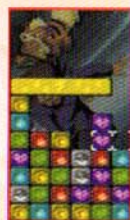
When you make a combo, you will send a block (or blocks) of garbage that's one block shorter than the number of blocks you cleared. This sounds complicated, but it's really very simple! For example, suppose you make a Five-Block Combo. The garbage block you send to your opponent will be four blocks wide ($5 - 1 = 4$).



Four-Block
Combo Garbage



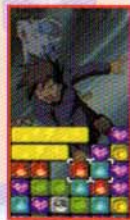
Five-Block
Combo Garbage



Six-Block
Combo Garbage



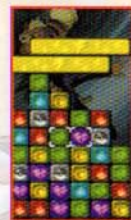
Seven-Block
Combo Garbage



Eight-Block
Combo Garbage



Nine-Block
Combo Garbage



Ten-Block
Combo Garbage

WHAT KIND OF GARBAGE DOES A CHAIN MAKE?

When you make a chain, you will send a single long block of garbage that is six blocks wide. (Garbage sent by a chain in 3-D Mode is different. See pg. 16.) If you make multiple chains all in a row, the garbage block you send will still be six blocks wide, but it will be higher. The height of the garbage block will be the same as the number of chains you make, minus one. Again, it's really quite easy. If you make a Three-Chain, the block you send will be two levels high (3 - 1 = 2).*



Two-Chain Garbage



Three-Chain Garbage



Four-Chain Garbage

HOW DO I GET RID OF GARBAGE BLOCKS?

Before you can clear a garbage block, you must first transform it into a group of regular blocks. You do this by clearing the regular blocks that are around the garbage block.

Make sure that when you clear a group of regular blocks, at least one of those regular blocks is touching the garbage block. If you do, all of the single-level garbage blocks that are the same color and touching will transform into regular blocks. Then you can clear those blocks just like you would any others!

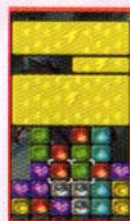


Make sure the set of blocks you clear is touching a garbage block. (Remember, diagonal doesn't count!)

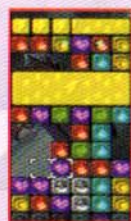


All of the single-level blocks that are the same color and touching will transform.

Clearing a garbage block sent by a chain is a little different. If the garbage block is several layers high, only the bottom layer will transform. You must slowly work your way through each level of this type of garbage block.



A garbage block sent by a chain may be several layers high.



Only the bottom layer will transform.

***Note:** The largest garbage block you can send by creating a chain is 12 levels high. Any chain larger than a 13-Chain will still only send a garbage block that is 12 levels high.

Check out the Poké Ball garbage!

The gray Poké Ball Blocks are very special! Clearing these will send more garbage than the other blocks.



You only need to clear one set of three Poké Ball Blocks to send a block of garbage to your opponent. If you clear only three blocks, you will send one single-level, metallic block that is the width of the screen.

If you make a combo, you will send one garbage block for the first three blocks you clear, plus another garbage block for each additional Poké Ball Block cleared in the combo.



If you make a chain that includes Poké Ball Blocks, you'll start off sending a garbage block for the Poké Ball Blocks that you cleared (just like for a combo). Then you'll also send regular garbage blocks, just like you would with any other blocks.

The garbage blocks shown on the left were sent by clearing four blocks of any regular type, then clearing four Poké Ball Blocks.

WHAT'S DIFFERENT ABOUT THE 3-D MODE?

When you play in the 3-D Mode, you'll notice that the blocks are set up a little differently than they are in the 2-D Mode. When you move the cursor left or right in the 2-D Mode, the cursor will stop when it gets to the edge of the screen. But in the 3-D Mode, you can continue to go left or right as long as you like.



2-D Mode



3-D Mode

In 3-D Mode, the blocks are arranged in a cylinder—it's kind of like they are attached to the outside of a can. Suppose you are looking at the front of a can of soup. If you turn the can around, you'll see the back. Continue to turn the can in the same direction, and you'll see the front again. It's the same way with these blocks. If you move the cursor far enough in one direction, you'll end up right back where you started!

When you play in 3-D Mode, be sure to watch all of the blocks. Don't forget about the ones in the back, or they could stack up to the top of the screen. If they do, your game will be over.

Also, the garbage you will send to an opponent when you create a chain in a 3-D game is a little different than what you would send in a 2-D game. A 2-Chain will create a single-level garbage block that is six blocks wide (1/3 of the cylinder). A 3-Chain will create a single-level garbage block that is 12 blocks wide (2/3 of the cylinder). A 4-Chain will create a single-level garbage block that is 18 blocks wide (wraps completely around the cylinder).

For a 5-Chain up to a 13-Chain, the garbage block will wrap completely around the cylinder, and its height will be the number of the chains you made, minus three. For example, a 5-Chain will create a garbage block that is two levels high ($5 - 3 = 2$). A 13-Chain will send a garbage block that is ten levels high ($13 - 3 = 10$).

The largest garbage block you can send by creating a chain in 3-D Mode is 10 levels high. Any chain larger than a 13-Chain will still only send a garbage block that is 10 levels high.

Note: You can't play a 3-D game in the 1-Player Stadium.

Using Your Own Name



When you start a game, you will have to select a name to use. Up to seven different names can be saved on the Name Select Screen. It's very easy to replace any saved names with your own name or with the names of your friends!

First of all, highlight one of the names that you don't want. Then hold the Z Button while pressing the A Button.



When you delete a name, you will also erase any game information that has been saved for that name. Make sure you really don't want the information anymore before you erase it. Once you delete it, you can't get it back!



After you have deleted a name, the word "New" will appear in that slot. Choose that slot to enter your own name. Use the + Control Pad to move the cursor, then press the A Button to enter a character. You can enter up to six letters, numbers, or characters. If you make a mistake, press the B Button to erase the last character you entered. When you are finished, move the cursor to the word "Done," then press the A Button.



The next time you go to the Name Select screen, you'll be able to choose your own name!

Note: You can't delete the Guest name or replace it with a different one.

1-Player Stadium

Enter the main Puzzle League Competition.

If you go to the 1-Player Stadium, you'll get to compete against lots of familiar Pokémon Trainers to collect their badges. Work your way up through the ranks to earn the right to play against the mysterious Puzzle Master!

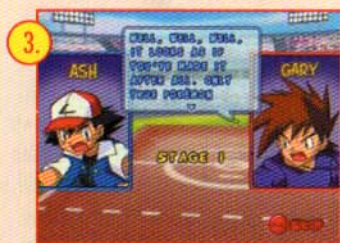
Note: You can't play a 3-D game in the 1-Player Stadium.



Choose a name to play with.



Select a difficulty level to play on.



Press the A Button to see what your opponent has to say. If you don't want to listen to him or her, just press START to move on.

Get set to play!



Your Playfield

Pokémon Left

Difficulty Level

Time Played

Opponent's Playfield

2-Player Stadium

Test your skills as you compete against a friend.

The first thing you must decide when you choose 2-Player Stadium is whether to play 2-Player VS (this is similar to the 1-Player Stadium mode), Time Zone, or Spa Service.



* Handicap settings will appear only when you choose to play Time Zone. Clear Line settings will appear only when you choose to play Spa Service.

Then, choose to play in either 2-D or 3-D Mode. Next, each player should select a difficulty level—use the + Control Pad to slide the Poke Ball left and right, then press the A Button. If you are playing a Time Zone or Spa Service game, each player must also choose a Handicap or Clear Line setting.



Each player should then choose a trainer. Just like before, use the + Control Pad to highlight the trainer you want, then press the A Button. Each trainer will use three different Pokémon, so pick the trainer you like the best!



On the next screen, select the Pokémon you want to play with first. Each player will have three different Pokémon to choose from. Each time you are defeated, the Pokémon you were using when you lost will become unavailable—you'll have to return to this screen and pick another Pokémon to continue with. The first person to win three rounds wins the game! *

* See pg. 28 for information on how to change the number of rounds you need to win a game.

Marathon

Play a game that just goes on and on and on...



First, decide whether to play a 2-D or 3-D game. Next, adjust how fast the blocks will move up the screen at first (remember, they will get faster as you play). Finally, select a difficulty level.



When your game ends, you'll see numbers appear on the screen. These numbers show you how many combos and chains you created. Red blocks indicate combos, and blue blocks indicate chains.



Time Zone

Score as many points as you can before time runs out.



First, decide whether to play a 2-D or 3-D game. Next, adjust how fast the blocks will move up the screen. Finally, select a difficulty level.

Time Remaining

Playfield



High Score

Current Score

Speed Level

Difficulty Level

When your game ends, you'll see numbers appear on the screen. These numbers show you how many combos and chains you created. Red blocks indicate combos, and blue blocks indicate chains.



Spa Service

Battle Team Rocket by breaking all of the blocks above the Clear Line.

Your goal in the Spa Service game is simple—just clear all of the blocks above the white Clear Line. Sometimes you won't see the Clear Line until the blocks have moved up the screen a bit. As soon as all of the blocks above that line have been cleared, you will move on to the next stage.

Time Played

Playfield



Stage

Current Score

Speed Level

Difficulty Level

Clear Line

Puzzle University

Solve the puzzles using only a limited number of moves.



REGULAR PUZZLE

First, choose a class of puzzles, then choose the puzzle you want to try. Only Class 1 will be available at first. You'll have to work your way through all of those puzzles to graduate to the next class!

Your goal in this mode is to clear all of the blocks on the screen, but you can only make a limited number of moves. Jigglypuff will tell you how many moves you are allowed to use. You can take back your last move by pressing the B Button.



After you've chosen one of the three available background pictures, you'll see this screen. Use the + Control Pad to move the cursor. Press the L or R Button to change the type of block, then press the A Button to place a block on the screen. If you want to remove a block, place the cursor over that block, then press the B Button. When your puzzle is finished, press START. You'll then have to select how many moves you will allow the player to have.

Note: Before you let someone else try to solve your puzzle, be sure that your puzzle really works!

Time Played



Class

Stage

Remaining Moves

Playfield

CUSTOM PUZZLE

You can also create your very own puzzles, then let your friends play them!



Create or Edit a Custom Puzzle

Erase an Existing Puzzle

See the Controls for Creating a Puzzle

Play a Custom Puzzle

Make a New Puzzle

Edit an Existing Puzzle

Pokémon Center

Visit Joy and Chansey™ to view your records and to change various game settings.



RECORDS

Even though you can't stop and save in the middle of a game, each time you finish a game, your game information—such as high scores, badges won, and custom puzzles created—will be saved for you automatically.

Note: If you play with the Guest name, no game information will be saved.

Choose the name of the person you want to see records for. Then press up and down on the + Control Pad to switch between records for single-player games (1P) and multiplayer games (2P VS). When you're looking at single-player records, press left and right to switch between the different types of records. When you're looking at the multiplayer record screen, press left and right to scroll through the different opponents.



Awards Earned in 1-Player Stadium

Awards Earned in Spa Service

Awards

Awards Earned in Time Zone

University Diplomas Earned

Awards Earned in Marathon



Marathon Records



Time Zone Records



1-Player VS Records



Puzzle University Records



Spa Service Records



Multiplayer Records



PROFILES

The Profiles section will let you hear the trainers talk and hear their Pokémon's cries. Highlight the trainer you want, then press the A Button.

On this screen, highlight the trainer or the Pokémon you want to hear, then press the A Button.



GAME OPTIONS

Press left and right on the + Control Pad to scroll through the settings for each option. When you are happy with the settings, press the B Button to go back to the Main Options Menu.



• Blocks

You can use blocks with basic shapes on them or blocks with Pokémon element symbols on them.

• Match

The number of rounds you must win in a 2-Player Stadium game can be set to 1, 2, or 3.

• Sign

Normally, when you make a chain or a combo, a number will appear in the playfield, showing you how big the chain or combo is. You can choose to set this sign to Off (no sign will appear at all), On (the number that appears will be solid), Semi (the number will be semi-transparent), or Blink (the number will flash rapidly).

• Sp. Sign

When the Special Sign is turned On, if you make a 36-Block Combo or bigger, the word "Special" will appear on the screen instead of a number. If you make a 15-Chain or bigger, a "?" will appear instead of a number.

When the Special Sign is turned Off, a number will appear on the screen when you create a combo or chain. Up to "99" will appear for chains, and up to "69" will appear for combos. If you create a chain larger than 99 or a combo larger than 69, a "?" will appear instead of a number.

• CPU

If you turn the CPU On, you can play against the computer in 2-Player VS mode. You can set the computer's difficulty level to any number between one and ten. (In 3-D Mode, the computer's difficulty level will not change.)

• S. Motion

When Slow Motion is turned On, your game will slow down when a lot of garbage blocks are clearing on the screen. (This will happen only during 2-D games.)

OPTIONS



SOUND OPTIONS

Press left and right on the + Control Pad to scroll through the settings for each option. When you are happy with the settings, press the B Button to go back to the Main Options Menu.

• Sound

You can choose either Stereo or Mono. If you choose Stereo, be sure that both the left and right audio output plugs are connected to your television.

• Mute

If you don't want to hear the music or sound effects in the game, you can turn them off. You can select Music (background music will be off), SFX (sound effects will be off), Off (both the music and sound effects will be on), or All (both the music and sound effects will be off).

• Sound FX

This option lets you listen to the many different trainer voices and Pokémon cries that you can hear in the game.

• BGM

This option lets you listen to the background music that plays during the game.

Notes



Important

REV. B

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Warranty & Service Information

REV. L

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone or with the troubleshooting information available on-line, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM. 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, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.