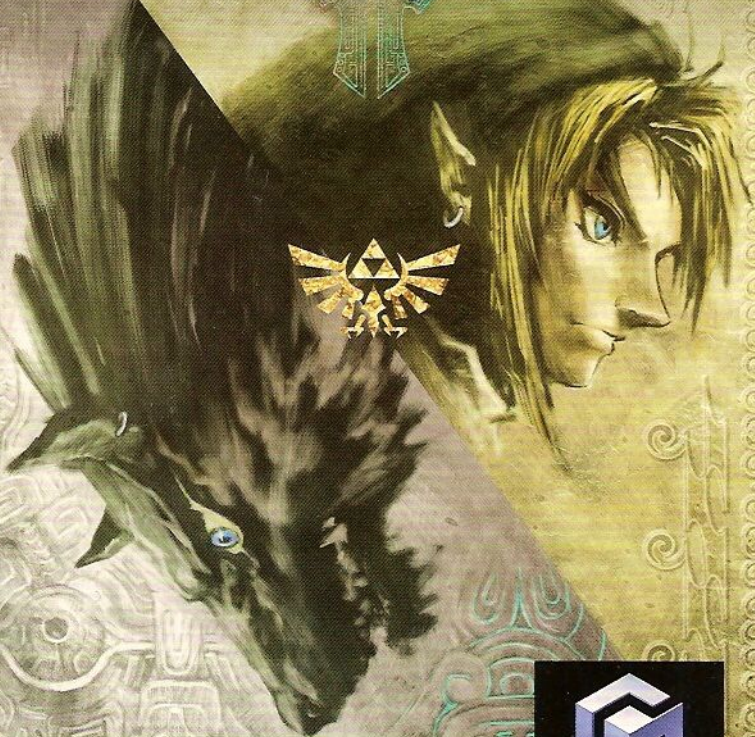


THE LEGEND OF **ZELDA**[®] Twilight Princess



INSTRUCTION BOOKLET

EmuMovies



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

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

⚠ CAUTION - Motion Sickness

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

⚠ CAUTION - Laser Device

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

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

CONTROLLER NEUTRAL POSITION RESET

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

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



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

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



Memory Card

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



Progressive Scan Compatible

THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TVs.

NEED HELP PLAYING A GAME?

Nintendo's game pages, at www.nintendo.com/games, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit www.nintendo.com/community.

If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.



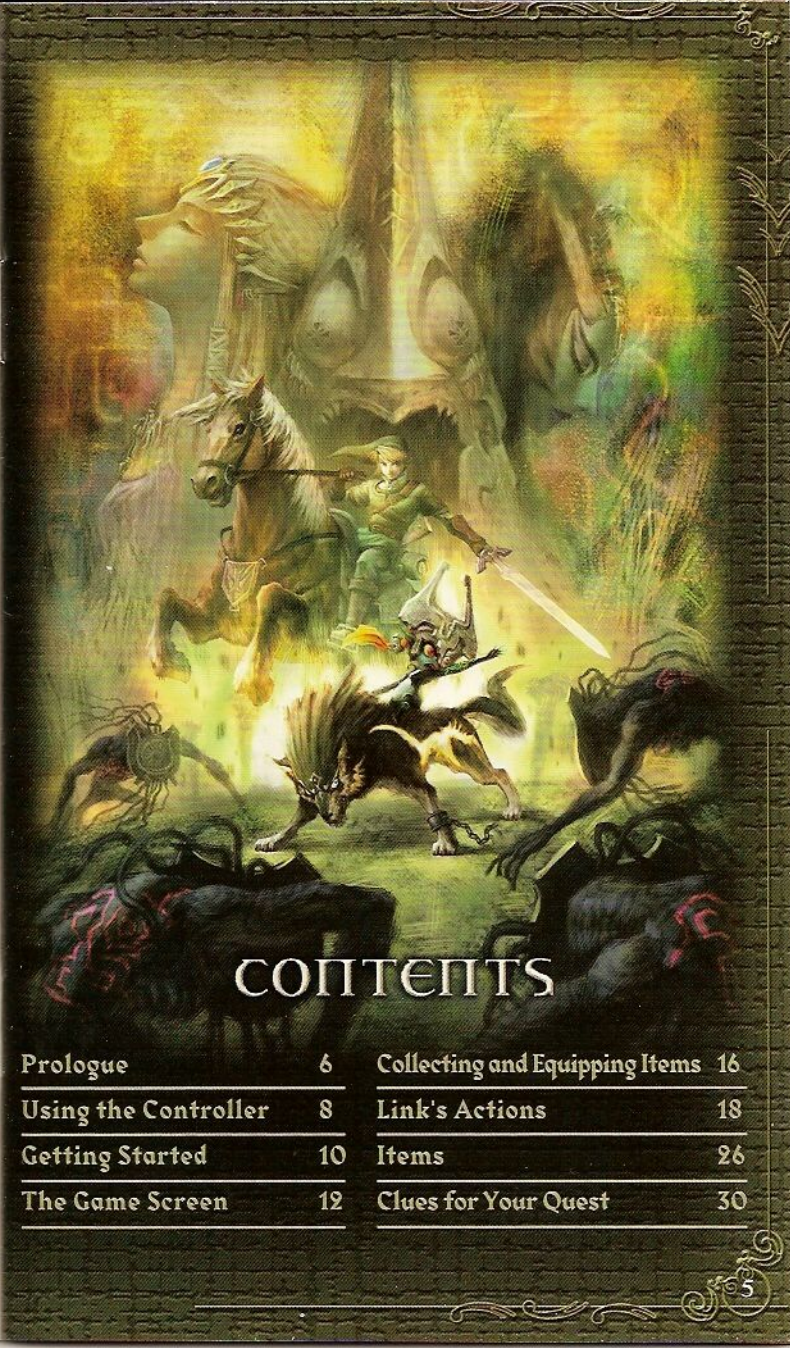
Manufactured under license from Dolby Laboratories. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

THIS GAME IS PRESENTED IN DOLBY PRO LOGIC II. TO PLAY GAMES THAT CARRY THE DOLBY PRO LOGIC II LOGO IN SURROUND SOUND, YOU WILL NEED A DOLBY PRO LOGIC II, DOLBY PRO LOGIC OR DOLBY PRO LOGIC Ix RECEIVER. THESE RECEIVERS ARE SOLD SEPARATELY.

Nintendo

ALL RIGHTS, INCLUDING THE COPYRIGHTS OF GAME, SCENARIO, MUSIC AND PROGRAM, RESERVED BY NINTENDO.

© 2006 NINTENDO.™, ® AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO. © 2006 NINTENDO.



CONTENTS

Prologue	6	Collecting and Equipping Items	16
Using the Controller	8	Link's Actions	18
Getting Started	10	Items	26
The Game Screen	12	Clues for Your Quest	30

PROLOGUE

Deep in the southernmost region of the kingdom of Hyrule lies a village by the name of Ordon. Cradled in the scenic beauty of pristine farmland, the villagers of Ordon make a living by raising livestock. Among the villagers is a boy known as the most skillful rider in all the land. A boy

who, it is expected, will one day take over the responsibility of leading Ordon as the village chief. His name is Link...

Trusted and liked by all the villagers, Link is especially loved by the

other children of Ordon, among whom he holds unofficial status as the leader of the pack. Link spends his days as a ranch hand and learns the ways of the sword from the village's lone swordsman, Rusl, in his spare time. He often displays his newly honed skills to the village youths, which makes him even more popular.

One day Link is showing off his swordsmanship as usual, when a monkey appears. "Hey! That's the monkey that's been causing trouble all over the village! Let's get him," cry the children. They run after the monkey into the forest. Link rushes into the heart of the woods after them and is shocked to find that the dark thickets are teeming with countless monsters. After fighting his way through their ranks, Link rescues the child and the monkey from the cage where they are held captive.

Until now, the forest had always been a safe place...



The next day, after much encouragement by Rusl, Link prepares to set out and deliver the village's tribute to Hyrule Castle. Having never visited the castle before, Link is in high spirits as he prepares for his journey, but when his childhood friend Ilia notices a wound on Epona's haunch, she gives Link an earful for being so careless with his horse. In a huff, Ilia leads Epona away.



Link tracks down Epona and Ilia at the mystical spring nearby and attempts to apologize for injuring Epona. But no matter how many times he says he's sorry, Ilia simply refuses to forgive Link. Then Colin, a young boy from the village who idolizes Link, steps forward to mediate the situation. Thanks to Colin's explanation, Link

is finally able to get Ilia to drop her guard and talk with him. Having warmed back up, Ilia tells Link, "Come back safely, and don't do anything reckless!"

Just then...

A monster astride a huge boar comes crashing out of the forest. The fearsome monster and its mount break through the gate to the spring and attack the youths.



Caught off guard by the sudden assault, Link is helpless to stop the monster from delivering a blow that renders him unconscious. Through the fog of his half-conscious mind, Link watches Colin and Ilia get swept off by the monster...

USING THE CONTROLLER

This section is devoted to explaining the basic in-game controls for this game. For more detailed explanations, please refer to the individual pages dedicated to advanced functions, or check the in-game tutorials.

L Button

L-target

Center camera behind Link

Control Stick

Walk/Run/
Swim/Jump

Cycle through options

+ Control Pad

Up/Down View Items screen
Left/Right View map screen

START/PAUSE

View Collection screen
Press twice to skip cut scene

Be careful not to skip cut scenes you've never seen.
(Some cut scenes can not be skipped.)

X Button **Y Button**

Use assigned item

R Button

Grab an object + **Control Stick** to push or pull

Z Button

Talk to Midna

A Button

Talk/Check/Open/
Pick Up/Throw, etc.
Confirm

B Button

Swing sword
Cancel

C Stick

Change camera angle
(perspective)



GETTING STARTED

Place the Game Disc in your Nintendo GameCube, insert a Memory Card in Slot A, close the Disc Cover, and turn on the GameCube. The game's title screen will appear.

Choosing a Quest Log

Press START/PAUSE at the title screen and you will go to the Quest Log screen. After you have chosen a log, you will advance to the TV setting-check screen \rightarrow P17. Press **A** here to begin the game.



When starting a new game...

When you select New Quest Log, you have to enter names for the main character (Link) and his horse (Epona). When you have finished naming these two characters, select the END icon to start playing.



Controls for the Naming Screen

	Choose letters
	Select input area
	Enter letter
	Delete one letter/Return to previous screen

When loading a saved file...

To load a previously saved game, choose a file with game data already saved in it and select Start to continue playing from where you left off.

Save Information

The upper window in the file displays your current life total, play time, etc., while the bottom window displays your equipped items.



Copy	Copy a save file to another Quest Log.
Erase	Delete a save file. Please note that once a file is deleted, it can never be recovered.
Start	Begin the game.

About Quest Logs (Saving)

You can save your game from the Collection screen with the Save \rightarrow P17 option. You must have at least 4 blocks of memory available on the Memory Card inserted into Slot A to save your game.



Please refer to your Nintendo GameCube Instruction Booklet for information about erasing game files and formatting your Memory Card.

THE GAME SCREEN

During the course of your adventure, you'll use your main screen and several other displays such as the Items screen and map screen. Let's take a look at their basic layouts.

Main Screen

Your main screen adapts to each situation. It changes to display special gauges and to tell you what actions are available to you in a given location.

Life Gauge

A gauge that decreases when you take damage from an enemy or from your natural environment by doing something like falling from high up.

Action Icons

A display that indicates what actions you can currently perform with each button.

Items/Map Screen



Minimap

A map of your immediate surroundings.

Rupees

Available money.

Adaptive Command

An action particularly important to the area you are in.

Special On-Screen Displays

As you progress through the game, you'll see several special displays and gauges. Listed below are a few examples. For more information, please refer to the in-game tutorials.



Vessel of Light Gauge

When you are carrying the Vessel of Light, this gauge displays how many Tears of Light you have found.

Oxygen Gauge

This gauge appears when you are underwater. When the gauge empties, it's game over for you.



About Game Over

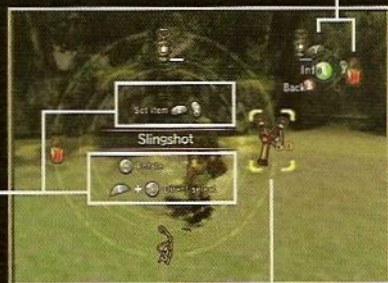
When your life gauge runs out, the game is over. At the Game Over screen, you will be asked if you would like to Retry. Select Yes to retry from the area you were just exploring. Select No and you will return to the title screen. You can then start later from your last saved point.



The Items Screen

Press **▲** or **▼** on **+** on the main screen to access the Items screen. On the Items screen you can select an item with **○** and view a description of an item by pressing **A**. Press **X** or **Y** to assign an item to that button. You can use that item by pressing the button to which you assigned it.

Items currently assigned to **X** / **Y**



Controls

On-Screen Control Explanation

Cursor

Bow and Arrow Combinations

On the Items screen, there are certain items you can combine with Link's bow and arrows. For example, after setting the Hero's Bow to **X** or **Y**, select your bombs and press **R** to create bomb arrows.



The Map Screen

Pressing **◀** or **▶** with **+** on the main screen switches you over to the map screen. Here you can check your current position and destination. In dungeons, once you obtain a dungeon map, even the rooms you haven't been to yet will become visible on the map.

A	Zoom in
B	Zoom out
○	Scroll map In dungeons, use C
+	Exit map screen



Dungeon Floor

○ Change displayed dungeon floor

🗺️ Floor Link is on

💀 Floor boss is on



Dungeon items you've obtained

🗺️	Dungeon Map
🕒	Compass Reveals the position of treasure chests and the current dungeon's boss.
🗝️	Big Key

Map Legend

🟩	Room you are currently in
🟨	Room you have been in
⬜	Room you have yet to enter
🚪	Door
🗳️	Treasure chest
💀	Boss

COLLECTING AND EQUIPPING ITEMS

From the Collection screen, you can access a variety of equipment information, item information, and records, as well as save and change game options.

Viewing the Collection Screen

Pressing START/PAUSE on the main screen switches you over to the Collection screen. From this screen, you can change your equipment by selecting items and pressing **A**. Also, if you point to one of the collected items and press **A**, you will open a screen with more detailed information regarding that item (for most items).



Pieces of Heart

Collect 5 to make a Heart Container. **→P28**

Fused Shadows

Mysterious items that Midna is after. The ones you have gathered are displayed here.

Equipment

Gathered Items

You can view all your gathered items here.

Your current collection of equipment. The icons for currently equipped items are framed in yellow.

	Fish Journal	View your personal bobber-fishing records
	Golden Bugs	View your captured golden bugs
	Letters	Read received letters
	Hidden Skills	Review all the skills you have mastered

Save

You can save **→P11** your progress here. Select the Quest Log for your game and press **A** to save. After doing so, the game will ask you if you want to "Continue playing the game?" If you select Yes, you will return to the game. If you select No, you will return to the title screen.



Do not touch the Memory Card or POWER Button while saving. Doing so could damage the Memory Card.



Options

Here you can adjust game settings. Select the setting you want to adjust with **○▲▼**. Change the selected setting with **◀▶**. Confirm changed settings by pressing **A**. Press **Z** to bring up the TV setting-check screen.




L-target Type	Switch L-targeting cursor control. Press ○ once to lock cursor/Hold ○ to lock cursor)
Rumble	Set the Rumble Feature on/off
Sound	Choose the sound setting that best suits your audio capabilities: Stereo, Mono, or Surround

TV Setting Check




This is a tool to help you calibrate your television's brightness, vertical-display ratio, and horizontal-display ratio. Use the provided images to fine-tune your television.



LINK'S ACTIONS

Link is capable of all sorts of actions. Master his basic movements and always keep an eye on the Action Icon  while progressing through the game.




Walk/Run/Swim/Jump

Use  to move Link. (In water, you control his swimming the same way.) The farther you tilt , the faster Link will move in that direction. When you come to an area with a gap, Link will automatically attempt to jump it. Furthermore, if you press  while moving, Link will perform a quick forward roll.




L-target / Defend

While engaging the enemy, press to L-target.

After drawing near an enemy, you will see a  above the enemy. Press . When you do so, the mark will change to , indicating that you are locked on to that enemy. This allows you to keep focused on one enemy in the heat of battle.





While holding down , you will lock on to the enemy and defend simultaneously.

Steady your aim while using items.

While using the bow, slingshot, etc., press to L-target your mark for greater accuracy.



Talk with people from a distance.

When you L-target a character standing far away, a  will appear over them and you can press  to speak with them.

Wielding Your Sword

Slice	 or  +  +  Press  multiple times to unleash a combo attack.	
Chop	 + 	
Thrust	 +  + 	
Spin Attack	Hold  Release to attack or  + 	
Jump Attack	 + 	

Other Combat Moves

Sidestep	 +  + 	
Backflip	 +  + 	

A Multiple Actions

Depending on the situation, **A** can trigger any of the following actions.

Talk, Check, Open

You can talk with nearby people, check signs and suspicious areas, or open treasure chests and doors.



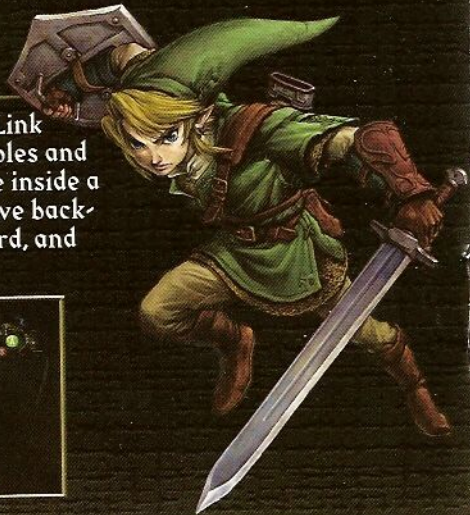
Pick Up, Throw/Set Down

Pick up, carry, and set down pots, rocks, etc. Press **A** while moving and carrying something to throw it. You can also throw when you are targeting something by simply holding down **Y**, aiming forward, and pressing **A**.

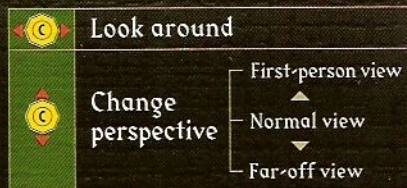


Enter

Press **A** to make Link crawl into small holes and tight spaces. While inside a hole, use **Z** to move backward, move forward, and choose paths.



C Change Camera Angle (Perspective)



First-person view



Look around



R Grab → Push/Pull

You can move some large objects and wooden boxes. Press **R** to grab the object and then use **Z** to push or pull.



Grass Whistles

There are areas of the land where special whistle grass grows. If you are near the grass, press **A** to pick up and whistle with the grass. There are two types of special grass, one for horses and one for hawks. Depending on the type, you can call a horse to your side or get a hawk to fetch a hard-to-reach item for you. In the right situation, you might even be able to get a hawk to aid you in battle.



Horse Grass



Hawk Grass






Riding Your Horse

Press **A** while near your horse to mount up. While mounted and stationary, press **A** to dismount from your steed, or hold **R** and press **A** to dismount with a back flip.



Riding

Move around with . When you tilt  toward yourself lightly, your horse will back up. Tilt  backward firmly and the horse will neigh and turn around.



Gallop

Press **A** to expend one dash icon and make your horse gallop. While galloping, you can jump over fences and small obstacles.



Dash Icons

These indicate the number of times you are able to dash. They regenerate over time when used.

Sit Low/Defend

Press **R** to make Link hunker down in the saddle. If you have a shield equipped, Link will also guard with his shield.

Controls for Wolf Link

In the course of Link's adventure, you'll sometimes play as Link transformed into a wolf. While transformed, certain elements of the controls change and you become unable to use items.



Multiple Actions

Pressing **A** triggers your dash while moving, as well as several other situation-dependent actions. In addition, you can talk to animals while in beast form and bite into moveable items with this button.



Attacks

Bite	
Jump Attack	 +  If you press A rapidly after successfully biting an enemy, you can continue to bite at the enemy.
Spin Attack	Hold  Release to attack  + 
Energy Field Multiple-Strike Attack (When Midna is riding on your back)	Hold down  ↓ Lock on to enemies ↓ Let go of  This move attacks all enemies within the energy field



R Push

You can push moveable items by holding **R** and pushing them around with **○**. You can also pick up and carry small items with **R**.



X Sense

When you press **X**, you become able to see things invisible to the naked eye and catch scent trails. If you are searching for something, or just simply think things look fishy, use the Sense command and search around.



Y Dig

Dig at the ground by pressing **Y**. Dig in certain spots and you may unearth items or find a way through to the other side of a locked gate. Try using the Sense command before digging for items.

Howl

When you are a wolf, you can howl near whistle grass **→ p21**. Do so and a hawk may come to your aid with a hint about what to do next.

You howl by using three differently toned calls in combination. Try following the combinations indicated by the blue lines.



Howl



Change the pitch of your howl (three different pitches available)

Z Talk to Midna

Midna

Once you've met up with Midna, you can call her with **Z** and use her power to perform certain special actions. Later in the game, she'll even help you to warp to different areas. Also, when Midna wants to talk to you, an icon of her will flash on-screen and you can listen by pressing **Z**.



L + A Long-Distance Leap

At specific locations, you can perform a special long-distance leap.

Midna's icon flashes

Press **Z**

Press **L** to lock on to Midna

Leap by pressing **A**



Midna Icon

Warp

When prompted by Midna, you can choose to warp. When you do so, the map screen pops up and you can select your destination with **○**. When you've selected your destination, warp by pressing **A**.



Warp Locations

The destinations you can warp to are set for each area and increase in number as you progress through the game.



ITEMS

There are two types of items. The first type needs to be assigned and have the assigned button pressed in order to be used. Examples of this are the slingshot and the lantern. Other items have an instant effect the moment you pick them up.

Using Assignable Items

When you want to use an assignable item, first go to the Items screen \rightarrow P14 and assign it to Δ or \square . Pressing the button you assigned the item to will use that item. Press \triangle to put the item away.



Fishing Rod

You can fish in rivers and lakes.



When you want to fish, press the button to which you assigned your rod and you'll dip in your line. Now, just wait for a fish to take a nibble.

When you get a bite, tilt $\odot \blacktriangledown$. Keep tilting down to pull the fish out of the water.

How to Attach Bait

You can attach bait to your hook. First, put some bee larva or a worm in an empty bottle. Next, assign the bottle and the rod to Δ and \square . Finally, press the button that you assigned your bait to and you'll attach your bait to your hook.

Slingshot

Shoot pellets
Aim for faraway objects

Hold down the button to which you set your slingshot.

Find your mark with \odot .

Let go of the button to which you set your slingshot.



You can lock on to a target with \triangle for greater accuracy.

Lantern

This item burns bright to light the area around you and provide you with a fire. You can use other items while using the lantern.



How to Replenish the Lantern's Oil

When you want to refill the lantern's oil, assign the lantern and oil to Δ and \square . Once you have done that, simply press the button to which you assigned the oil and you'll refill the lantern.

Remaining Oil

This gauge shows how much oil is left in your lantern. When the gauge empties, your lantern will go out.

Gale Boomerang

This boomerang whips up a breeze to daze far-off enemies and retrieve items. It is controlled in the same way as the slingshot.

Press and hold the button to which you set the boomerang...

Look around with \odot .
Lock on to targets with \triangle .

Let go of the button for the boomerang to throw it.



Locked Targets

Empty Bottles

You can use empty bottles to take liquids and other items around with you. You can fill them with medicine that restores your life gauge, oil for your lantern, fishing bait, or even fairies you've captured.



Bombs

You can use bombs to damage enemies and break down walls. Press **X** or **○** to bring out a bomb and press **A** to place or throw it.



Ooccoo (and Ooccoo Jr.)

Using Ooccoo in a dungeon leaves Ooccoo in the dungeon, allowing you to warp back to the outside world. When you want to return to where you left Ooccoo, use Ooccoo Jr.



Pieces of Heart and Heart Containers

Find a Heart Container or collect 5 Pieces of Heart to increase the capacity of your life gauge **→ p12** by one heart.



Heart Container



Piece of Heart

Supplemental Items

Supplemental items appear when you vanquish enemies and move objects. Their effects are instantaneous and kick in the moment you pick them up. They are hidden all over the world, so move things around and cut down the grass to search for them.



Heart

Refills a little of your life gauge.



Rupees

Currency you can collect. The value of each Rupee is determined by its color.



Pumpkin Seeds

You can use these seeds as ammunition for your slingshot. You can hold up to 50 at once.



CLUES FOR YOUR QUEST

Here are a few hints to help you along your way. If you find yourself stuck at a puzzle or have trouble defeating a strong enemy, look here for a little advice.

Q I'm stuck here and I'm not sure where to go. What should I do?

A Are you sure you didn't overlook something? Check all over the area thoroughly for doors, unopened treasure chests, and new paths. Also, Midna often gives hints if you press **Z**.



There are lots of ways to use the items you have.

Have you tried using that new item you just got? Try using it in a lot of ways, usual and unusual. You may be surprised at the results.



As for weapon items...

Items that you can use to attack enemies, like the boomerang, aren't just there for fighting. Try to master all the uses of these items by adapting them to your situation and using them wherever it seems possible.

Gather information...

Talk to everyone! If you are transformed into a beast, use your Sense **→P24** ability and talk to nearby animals to gather information.



Q What advantage does L-targeting offer me?

A By L-targeting an opponent, you can maneuver around in battle without losing sight of your enemy. You'll find it especially useful against quick or flying opponents. You can also speak to people from a distance by L-targeting them.



Q I can't take down this boss... What should I do?

A Each boss has its own special characteristics. While dodging incoming attacks, take some time to think up a fighting strategy that is appropriate for the boss. Don't forget to search the immediate area for hearts when your life gauge gets low.



Q How do I effectively use Ooccoo?

A Use Ooccoo in a dungeon and you'll be able to travel back and forth from the outside world with ease. If you are having trouble finding hearts in a dungeon or you run out of oil for your lantern, try using Ooccoo to leave the dungeon so you can refresh your supplies and life gauge.



Q I'm always running out of hearts...
What should I do?

A You can increase the capacity of your life gauge by collecting Heart Containers and Pieces of Heart. Each time you defeat a dungeon boss, you will gain one more Heart Container. Pieces of Heart, on the other hand, are hidden all over the world. Search the dungeons and fields for stray Pieces of Heart, and remember that you can even win a few in certain minigames.



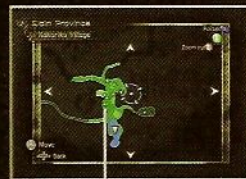
Q What do I do if I get lost in a dungeon?

A It's really easy to lose your way in dungeons. If you get lost, take a look at your map and plan a route to travel. If you manage to find a compass, you'll become able to see the whereabouts of the boss and treasure chests within the dungeon. That information should help you get through some of the more puzzling situations you'll face.



Q I can't find the Tears of Light...

A Take a good, long look at the map. Lots of information, including where the Tears of Light are located, is recorded on the map. If you ever get lost, the first thing you should do is take out that map.



Tears of Light Locations

Q What about skills?

A As you progress through the game, you'll occasionally encounter a character who will teach you advanced sword skills. Master these skills and remember to employ them against strong foes.



NOTES

Warranty & Service Information

You may need only simple instructions to correct a problem with your product. Try our website 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 online or over the telephone, you will be offered express factory service through Nintendo. 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 will repair or replace 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 will repair or replace the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. 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 TAMPERS 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.

Important Legal Information

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game 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.



**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®

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

PRINTED IN USA



58708A