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PRINTED IN GERMANY
IMPRIME EN ALLEMAGNE



INSTRUCTION BOOKLET
SPIELANLEITUNG
MODE D'EMPLOI



NINTENDO
GAMECUBE™

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.



Ce sceau est votre assurance que Nintendo a approuvé ce produit et qu'il est conforme aux normes d'excellence en matière de fabrication, de fiabilité et surtout, de qualité. Recherchez ce sceau lorsque vous achetez une console de jeu, des cartouches ou des accessoires pour assurer une totale compatibilité avec vos produits Nintendo.

Thank you for selecting the THE LEGEND OF ZELDA™: COLLECTOR'S EDITION Game Disc for your NINTENDO GAMECUBE™ System.

WARNING: Please carefully read the precautions booklet included with this product before using your Nintendo® Hardware system, Game Disc or Accessory. The booklet contains important safety information.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this book for future reference.



1 Player

THIS GAME SUPPORTS GAME PLAY FOR ONE PLAYER AND CONTROLLER.



Memory Card
Uses up to 36 Blocks

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

60 Hz

ONLY

(Please refer to page 5 for more information.)

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 and allow them to return to the correct neutral position, then hold down the X Button, Y Button and START/PAUSE simultaneously for 3 seconds.



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NOTE: This NINTENDO GAMECUBE software is a collection of titles originally developed for other Nintendo Systems. Because of the process of transferring software from Game Paks to a Game Disc, you may experience slight sound irregularities or brief pauses during which the system loads data from the Game Disc. Such instances are normal and do not indicate defective software or hardware. If you notice such irregularities, wait for the game to finish loading and continue playing.

Nintendo®

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Getting Started

Properly insert THE LEGEND OF ZELDA™: COLLECTOR'S EDITION into your NINTENDO GAMECUBE, close the Disc Cover and turn the POWER on. Then follow the on-screen instructions to proceed.

Starting the Game

Use the Control Stick to select the game you want to play on the **Game Selection Screen**.

- If you choose THE LEGEND OF ZELDA: OCARINA OF TIME or THE LEGEND OF ZELDA: MAJORA'S MASK, you will be asked if you want the Rumble feature ON or OFF.

On the next screen, you will be asked if you want to create a game file on the NINTENDO GAMECUBE Memory Card inserted in Slot A. After choosing YES, the game's title screen will appear.

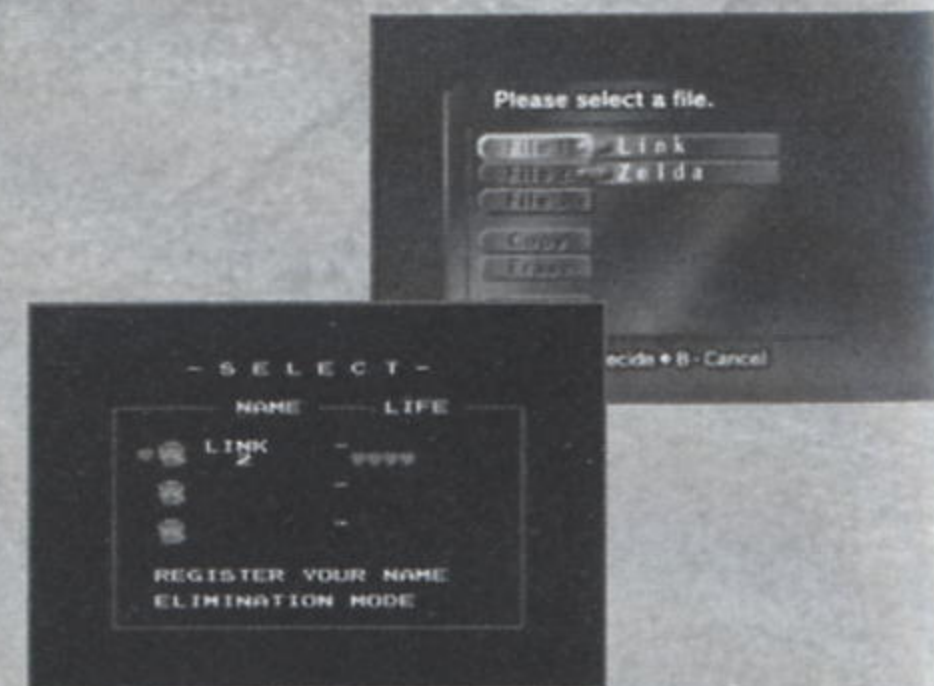


- In order to save your game data, you will need up to 36 free blocks on the Memory Card in Slot A.
- Once you've saved, you can continue playing from that point. Please make sure that the Memory Card is always inserted in Slot A.

Please refer to the NINTENDO GAMECUBE instruction booklet for directions on how to format and erase Memory Card files.

To go to the **File Selection Screen**, press START/PAUSE on the **Title Screen**. Choose one of the files with the Control Stick and select it with the A Button. For the NES titles, select a file with the Y Button and use START/PAUSE.

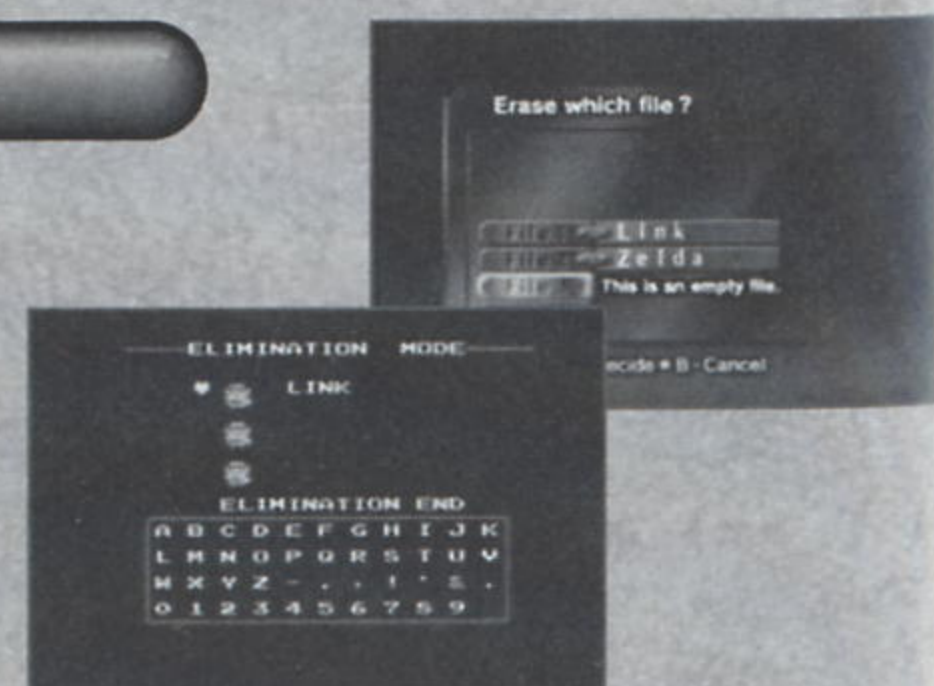
- When you want to continue a game that you've saved, choose that file on the **File Selection Screen**.



Copying or Deleting Files

You can copy a saved file to an empty file by choosing COPY. By selecting ERASE or ELIMINATION MODE you can delete a Save File.

- Please note that once you've deleted a file, you cannot recover it.



Options

SOUND

Select from four different sound modes: STEREO, MONO, HEADSET, and SURROUND.

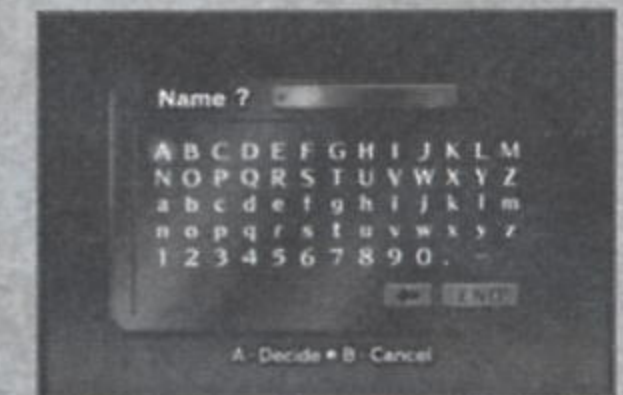
CHECK BRIGHTNESS

Adjust the brightness setting of your TV to see the game better. Make sure four shade levels are clearly distinguished on the screen.

- These options apply to Ocarina of Time and Majora's Mask ONLY.

Name Registration

Select an empty file, or for NES games select REGISTER YOUR NAME. Use the Control Stick to select a letter and press the A Button to confirm. When you have finished, press START/PAUSE or move the cursor to END. To begin your quest, select the file that you have named and press START/PAUSE.



Language Selection

The in-game language depends on the one that is set on your NINTENDO GAMECUBE. In the game you can choose between five different languages: ENGLISH, GERMAN, FRENCH, SPANISH and ITALIAN. If your NINTENDO GAMECUBE is already set to one of them, the same language will be displayed in the game. If your NINTENDO GAMECUBE is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your NINTENDO GAMECUBE. For further instructions about how to change language settings please refer to the NINTENDO GAMECUBE Instruction Booklet.

CAUTION: This game supports 60Hz Mode only

This game will only display in **60Hz Mode**, therefore you will need a TV that is capable of displaying a 60Hz signal. Using a TV that supports the **60Hz Mode**, allow you to enjoy a smoother game display with less flicker.



When you turn the hardware POWER Button on, the NINTENDO logo is displayed on your TV in **50Hz Mode**. This screen will be followed by a display in **60Hz Mode**. In some cases this screen cannot be shown, depending on the combination of TV and cable that you use. If your TV has an RGB connection, you can enjoy a clearer display with improved quality by using an RGB cable. If the **Game Select Screen** is not displayed in the centre of your TV screen, or if the screen rolls up or down, your TV may not be capable of displaying in **60Hz Mode**. To find out if your TV set features a **60Hz Mode**, consult your TV instruction manual or contact the relevant manufacturer for details.

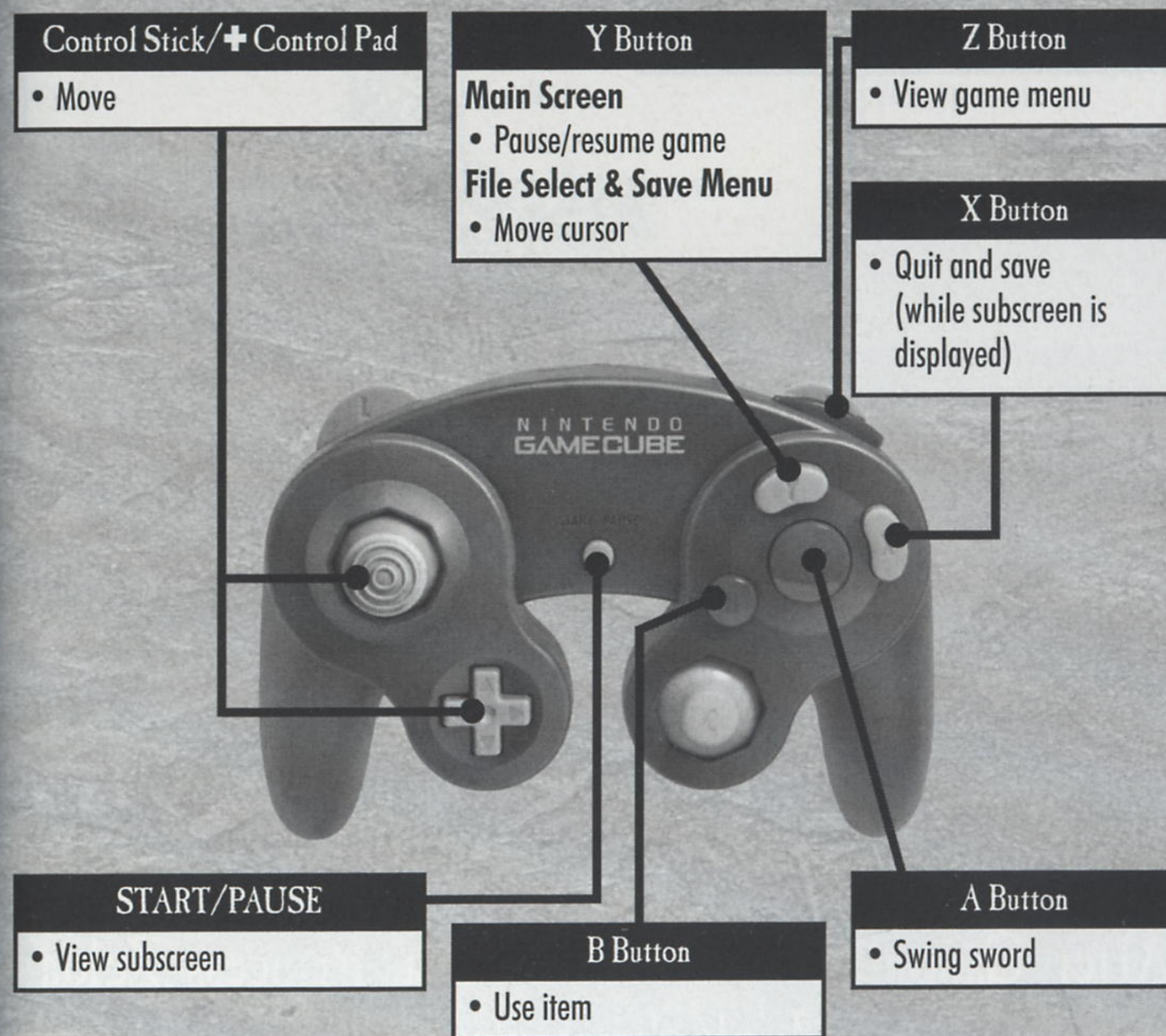


Long ago in the land of Hyrule, legends spoke of the Triforce – three golden triangles with mystical powers. When Ganon, Prince of Darkness, invaded the kingdom and stole the Triforce of Power, Princess Zelda took the Triforce of Wisdom and broke it into eight pieces. She hid them to protect the Triforce from Ganon's clutches. Furious, Ganon imprisoned Zelda. Now only a young boy named Link can save her...

Originally released: November, 1987

Basic Controls

The Legend of Zelda



- The L Button, R Button and C Stick are not used in this game.
- To view the **Save Menu**, press START/PAUSE, then the X Button. Once you have entered this menu, you will not be able to return to your current game. If you select CONTINUE, you will start at the beginning of the game with all the items you have collected. If you select SAVE, your game will be saved to your Memory Card. You can then select your save file from the **File Selection Screen** to continue.

Link's Sword



Link can use his sword to defeat almost all of Ganon's henchmen. When struck, an

enemy will flash and be knocked back. Link can discover three types of swords. When Link finds a more powerful sword, it automatically replaces the weaker sword.

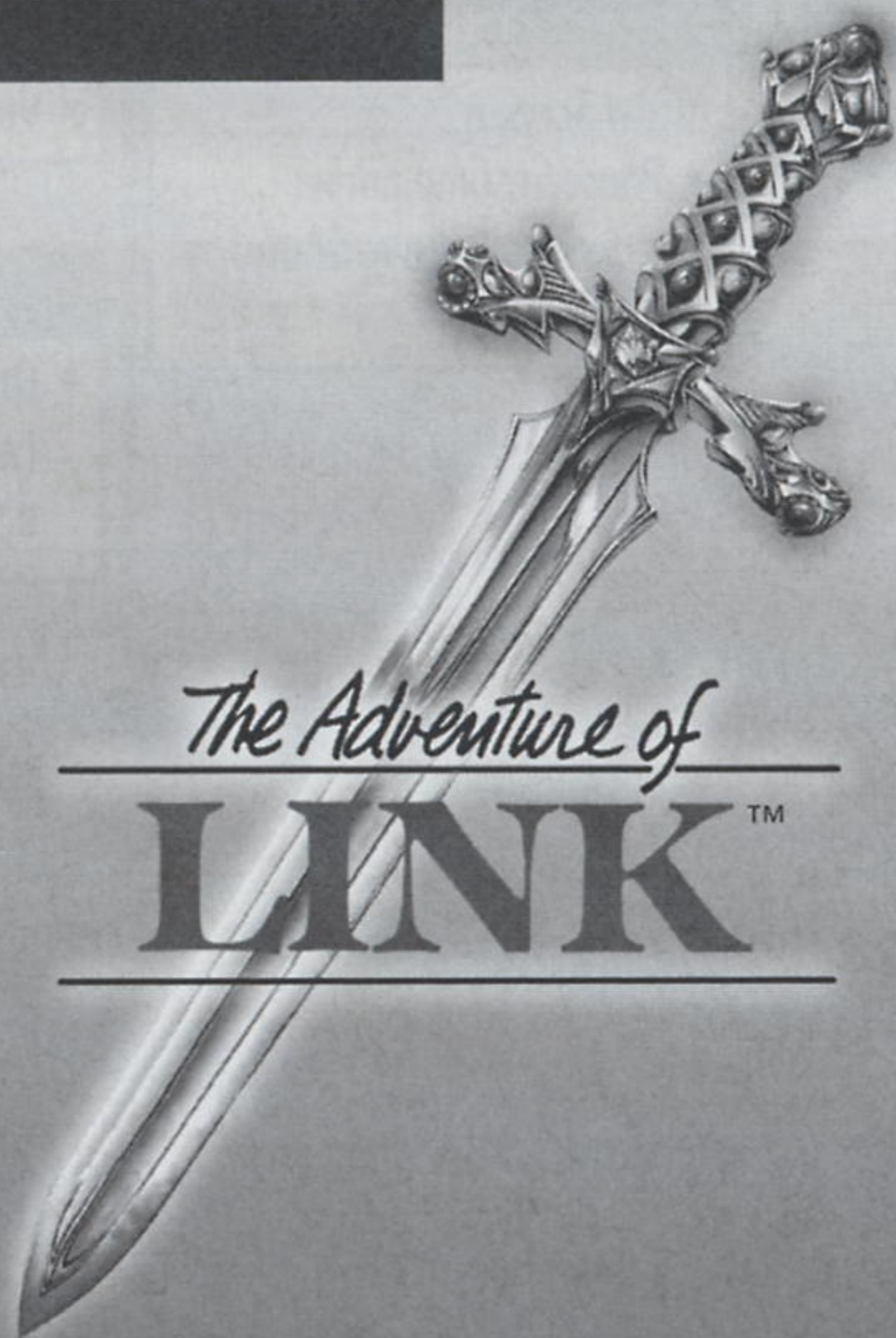
Link's Shield



When Link is not attacking, he can use his shield to fend off most attacks. Link begins his adventure

with the WOODEN SHIELD. Later on, Link can use the MAGIC SHIELD, which is much more powerful.

ZELDA II™

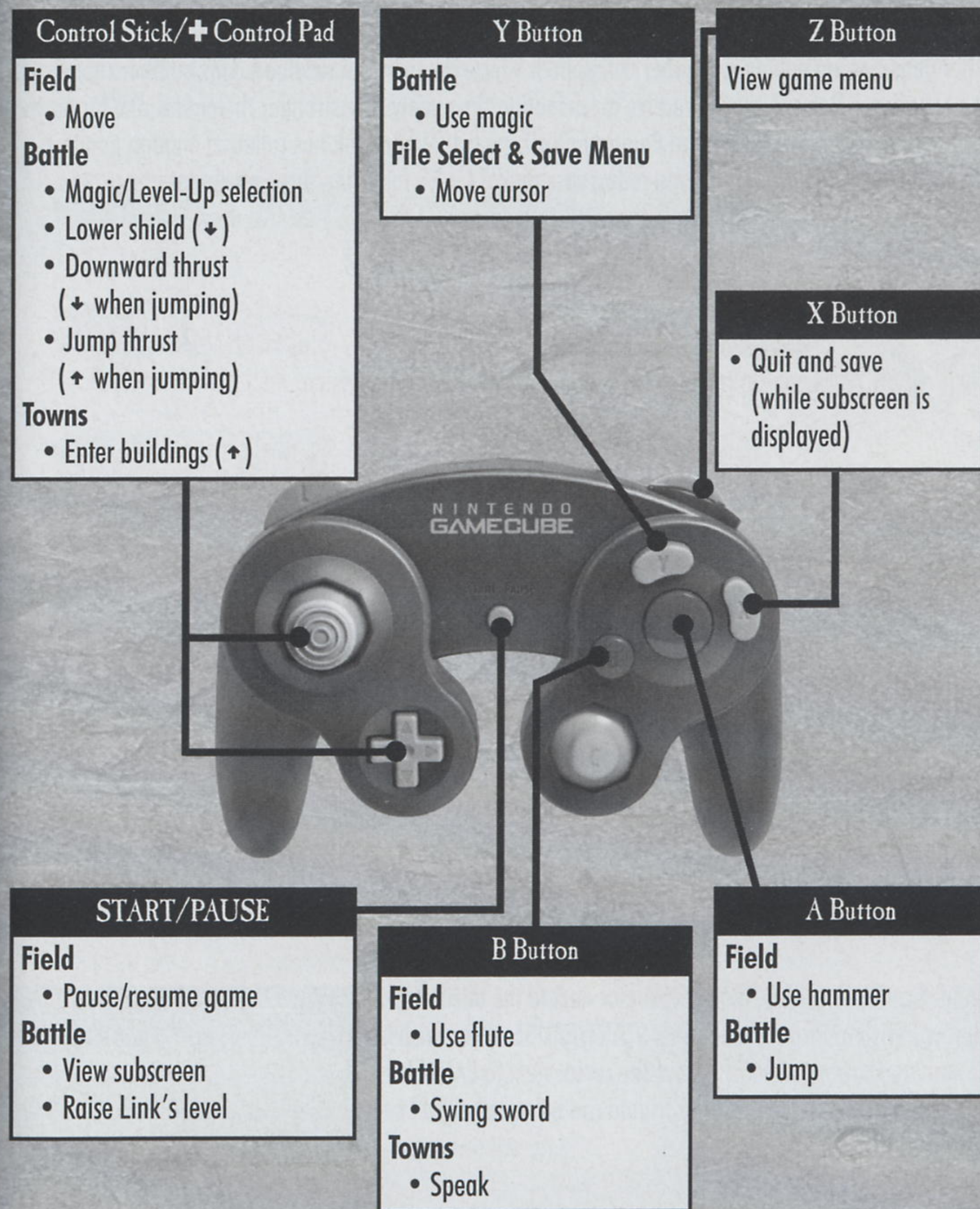


After Ganon was destroyed, Impa, Princess Zelda's nursemaid, told Link that a sleeping spell had been cast on Princess Zelda and that only the power of the Triforce could awaken her. Armed with six crystals and an ancient scroll, Link embarked on his most challenging quest yet, unaware that evil forces were hunting him in the hopes of sacrificing Link and using his blood to revive the evil Ganon.

Originally released: July, 1988

Basic Controls

Zelda II – The Adventure of Link

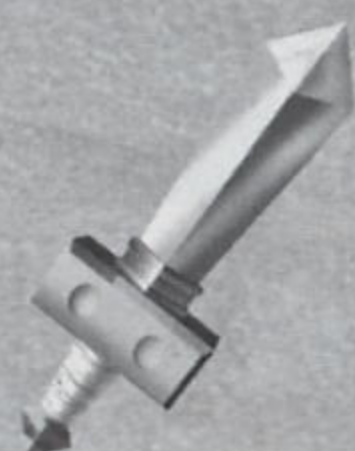


- The L Button, R Button and C Stick are not used in this game.
- To view the **Save Menu**, press START/PAUSE then the X Button. Once you have entered this menu, you will not be able to return to your current game. If you select CONTINUE, you will start at the beginning of the game with all the items you have collected. If you select SAVE, your game will be saved to your Memory Card. You can then select your save file from the **File Selection Screen** to continue.

Experience and Magic

Experience/Levelling Up

After defeating an enemy, a number will appear where the enemy once stood. This number represents the Experience Points Link will receive for defeating the enemy. The stronger the enemy, the larger the number and the more Experience Points Link will receive. When Link has collected enough points, a menu will appear which allows you to increase one of Link's following three attributes:



ATTACK

Link can inflict more damage to enemies.



MAGIC

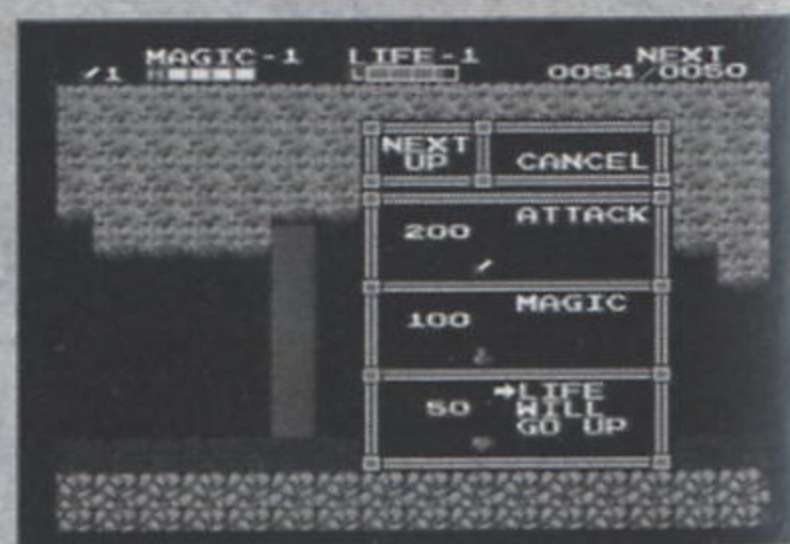
Link's Magic Points will not decrease as fast.



LIFE

Link's Life Energy will not decrease as fast.

To increase an attribute, move the cursor next to the attribute that you wish to increase and press START/PAUSE. If you wish to wait and save your points, move the cursor next to CANCEL and press START/PAUSE. Each attribute can be raised eight levels.



Magic Spells

There are eight Magic Spells which Link can learn. Each spell consumes a different amount of Link's Magic Points, so use them wisely.

SHIELD

Reduces enemy damage by half.

FIRE

Allows Link to throw a fireball.

JUMP

Increases the height Link can jump.

REFLECT

This magic will bounce back spells cast by magicians.

LIFE

This will recover a portion of Link's Life Energy.

SPELL

A mysterious spell. You must find its uses to complete your journey.

FAIRY

Allows Link to fly and enter small areas by turning him into a fairy.

THUNDER

The most powerful of all the Magic Spells, THUNDER will defeat all the enemies on the screen.

To use a Magic Spell, press the Y Button when you are in town or a **Fight Screen**. To select a spell, press START/PAUSE and move the cursor next to the spell, then press the Y Button. The number next to the spell shows how many Magic Points are required to use the spell.



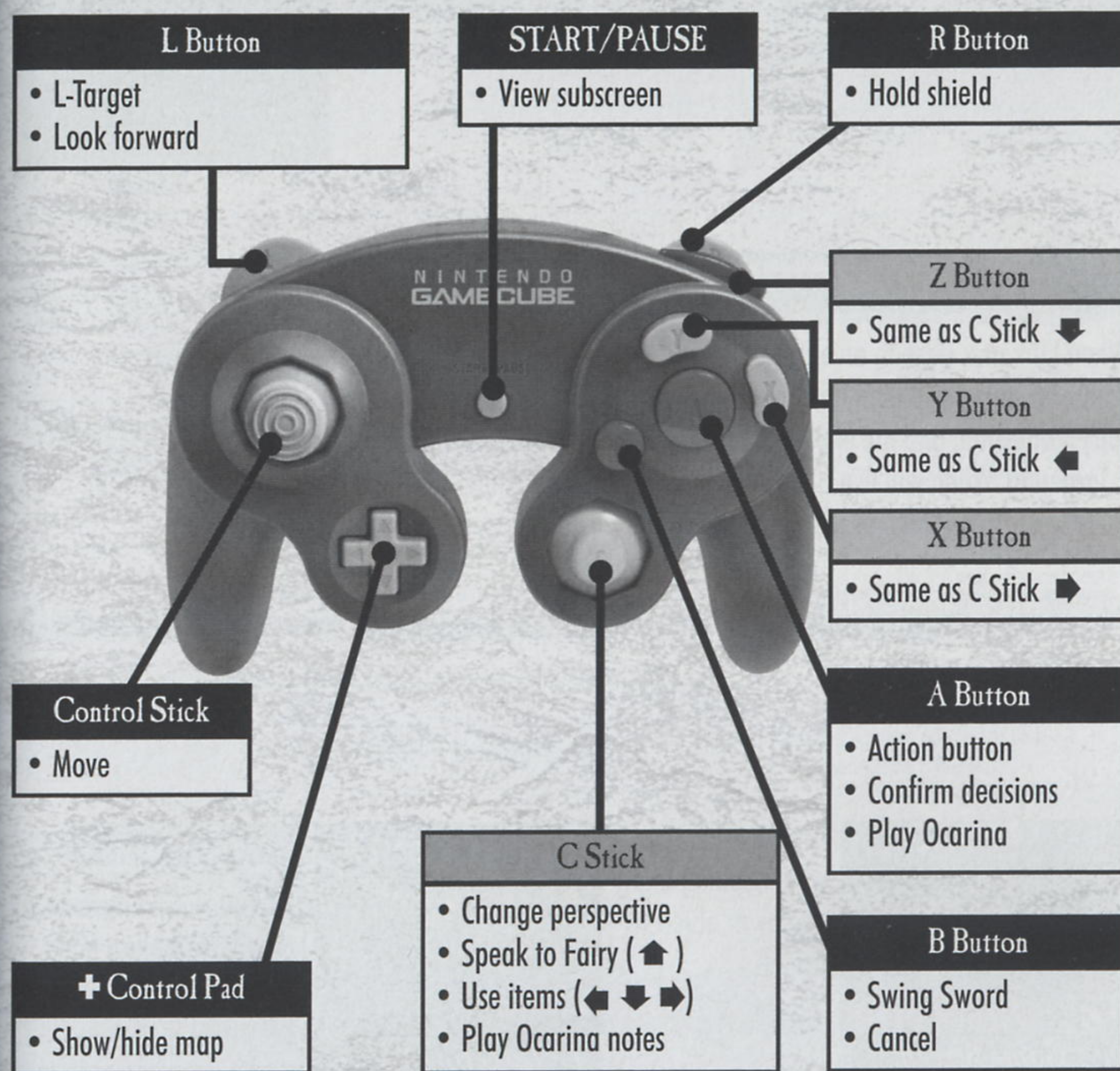


A long, long time ago, the land of Hyrule, blessed by the three golden goddesses, was a land at peace. But one day a wicked man from the desert appeared and began searching for the doorway to the Sacred Realm where the Golden Power, the Triforce, lay hidden. Chosen for his courage, Link was tasked with preventing this evil man from ever entering the sacred realm of legend and obtaining the divine relic.

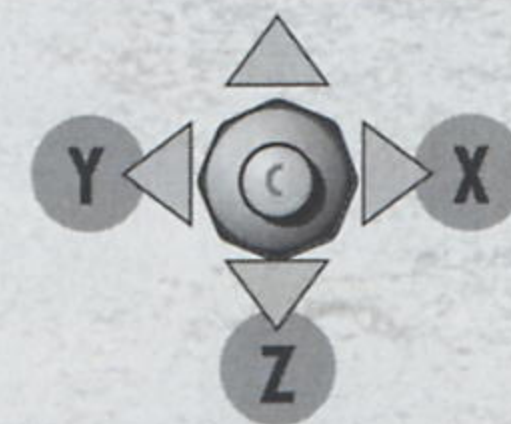
Originally released: December, 1998

Basic Controls

The Legend of Zelda: Ocarina of Time



The Y, Z, and X Buttons correspond to ◀ ▶ ▶, respectively, on the C Stick. You can also control C Stick items with the Y, Z, and X Buttons.



Limits on control

During the game, there may be times when your controls are limited. Buttons that cannot be used will appear transparent.



Fairies and L-Targeting

Link's guardian fairy helps and supports Link during his adventure. She gives helpful hints such as enemy weaknesses. If she calls you during the game, press Up on the C Stick to see what she has to say.



Fairy

When Link gets close to an enemy or object that the fairy can help with, she flies towards it. The enemy or object will then have a triangle mark next to it. If you press the L Button, Link looks in the fairy's direction, and the enemy or object will become surrounded by the Focus Cursor. This is called L-Targeting. When you use L-Targeting, an icon appears in the top-right corner of the screen. You can then press Up on the C Stick to read the fairy's advice.

When using L-Targeting on people or signs, the fairy icon does not flash. Instead, the SPEAK or CHECK commands will appear.



Game Screen

Press the L Button when looking at an enemy or object to target.



L-Targeting Screen

Focus Cursor

When L-Targeting is activated, a black band appears at the top and bottom of the screen.

Press Up on the C Stick when the icon flashes.



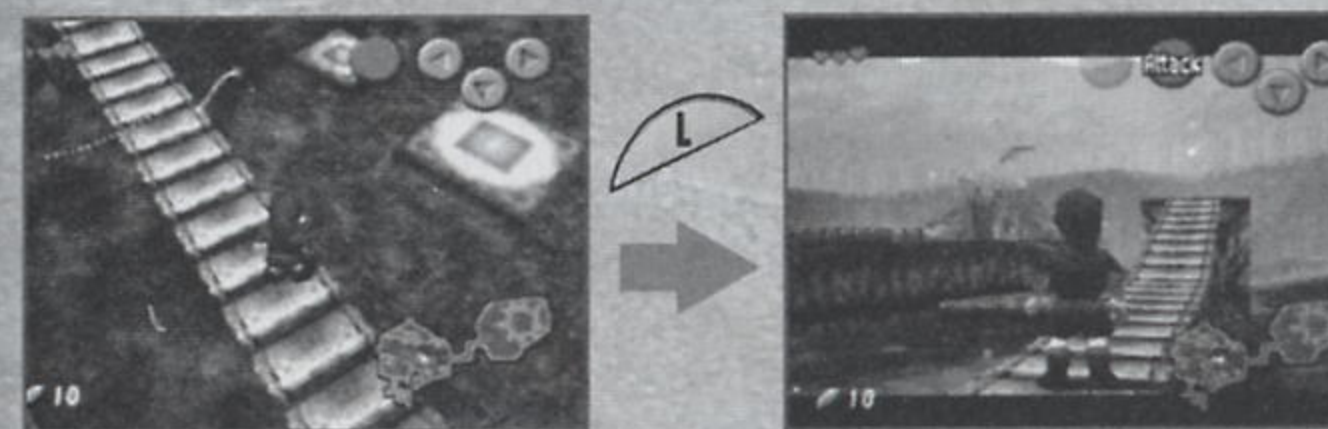
When you're using L-Targeting and the icon flashes, press Up on the C Stick to read the fairy's advice.

NOTE: The icon occasionally flashes even when you're not using L-Targeting. When it flashes, be sure to press Up on the C Stick.

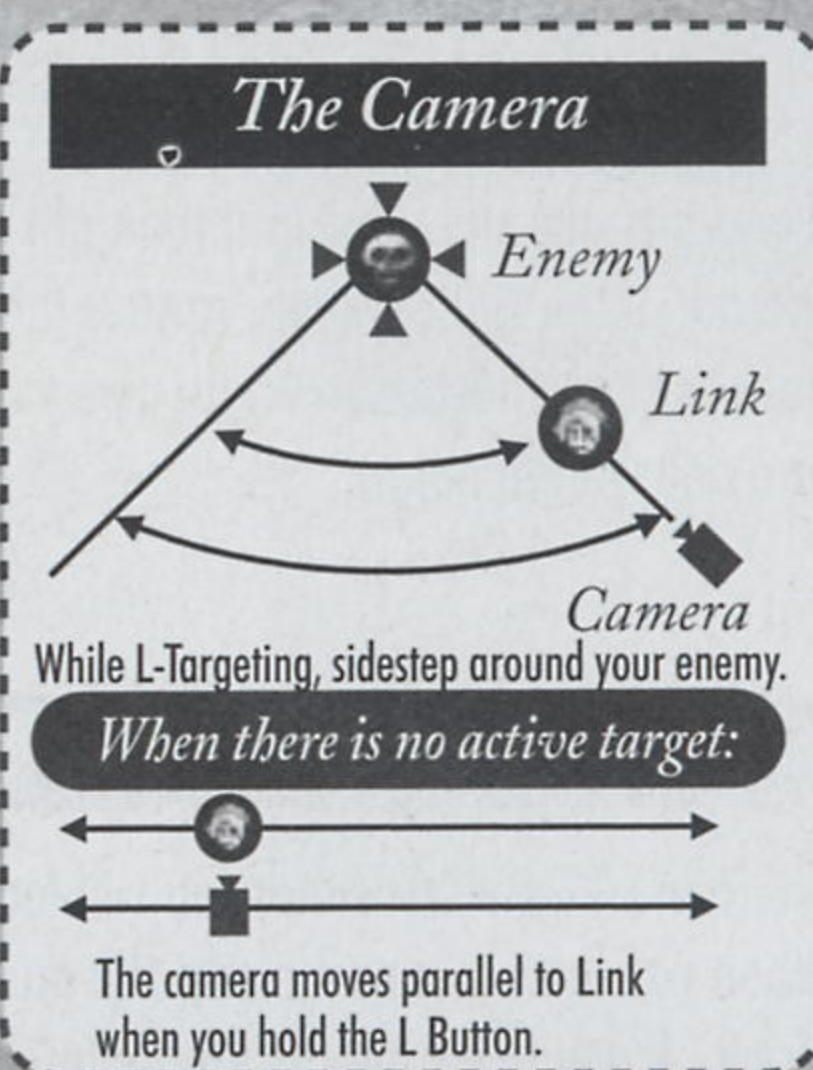
Using L-Targeting

L-Targeting will not only help you with advice, but it can also help you target things, aim weapons, and interact with characters.

Changing the Camera Angles



During the game, if you press the L Button, the viewpoint centers behind Link. It also slowly centers behind Link if you don't press any buttons or move the Control Stick.



Talking to People



To talk to people who are far away, use L-Targeting. If the person is surrounded by a cursor, press the A Button to talk.

Aiming



When using a shooting device, use L-Targeting to accurately target an enemy.

Triangle Marks

Each colour has a different meaning.



Yellow

The enemy's weakness is known.



Green

A hint is available.



Light Blue

A person or sign. Press the A Button.

The Ocarina

Effects of the Ocarina

Certain things happen when you play the Ocarina melodies. Use the C Stick icons to set the Ocarina. Play the Ocarina by pressing the C Stick and the A Button.



Effect #1

If you play the right music at the right place or in front of the right people, various things will happen (i.e.: the person might give you a hint or a door might open).

Effect #2

Playing certain tunes can warp you to different places.

How to Remember a Melody

There are 12 melodies that you will learn from various people. When you learn a new melody, the music score appears on the screen. If you press the corresponding buttons, then the melody is recorded. All known melodies are displayed on the **Quest Status Subscreen**.



How to Play

To play the Ocarina, first make sure it is set to one of the C Stick icons. When Link is holding the Ocarina, use the A Button and C Stick to play. To stop, press the B Button.



Saving When Your Game Is Over

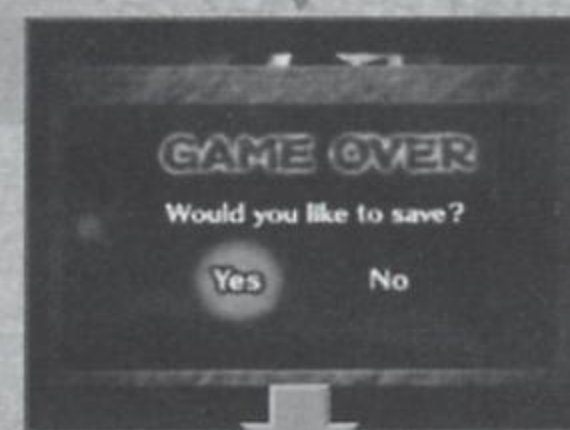
GAME OVER

When you take damage, the Life Energy in the upper-left corner of the screen decreases. If you run out of hearts, your game is over. When that happens, GAME OVER appears.



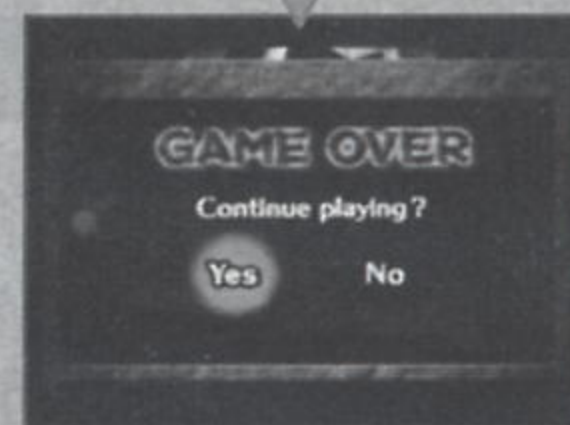
WOULD YOU LIKE TO SAVE? YES/NO

When your game is over, you have the option to save your progress. Select YES to save or NO to quit and return to the **Title Screen**.



CONTINUE PLAYING? YES/NO

If you select YES, you will start at the beginning of the current dungeon. Select NO and you will return to the **Title Screen**. Listed below are the places you will continue if your game ends.



If your game ends ...	Your game will continue ...
...in the field (Young Link)	...at Link's house
...outside a dungeon (Adult Link)	...at the Temple of Time
...in a dungeon	...at the dungeon entrance

When you continue, you'll start with only three hearts full in your Life Energy.

Quitting During Gameplay

If you want to quit during your adventure, be sure to save your progress first. Turn the power OFF when you are done.

If you save and quit during your adventure, the game saves the number of hearts in your Life Energy.

- Do NOT turn the power OFF while saving. This may cause saved data to disappear.

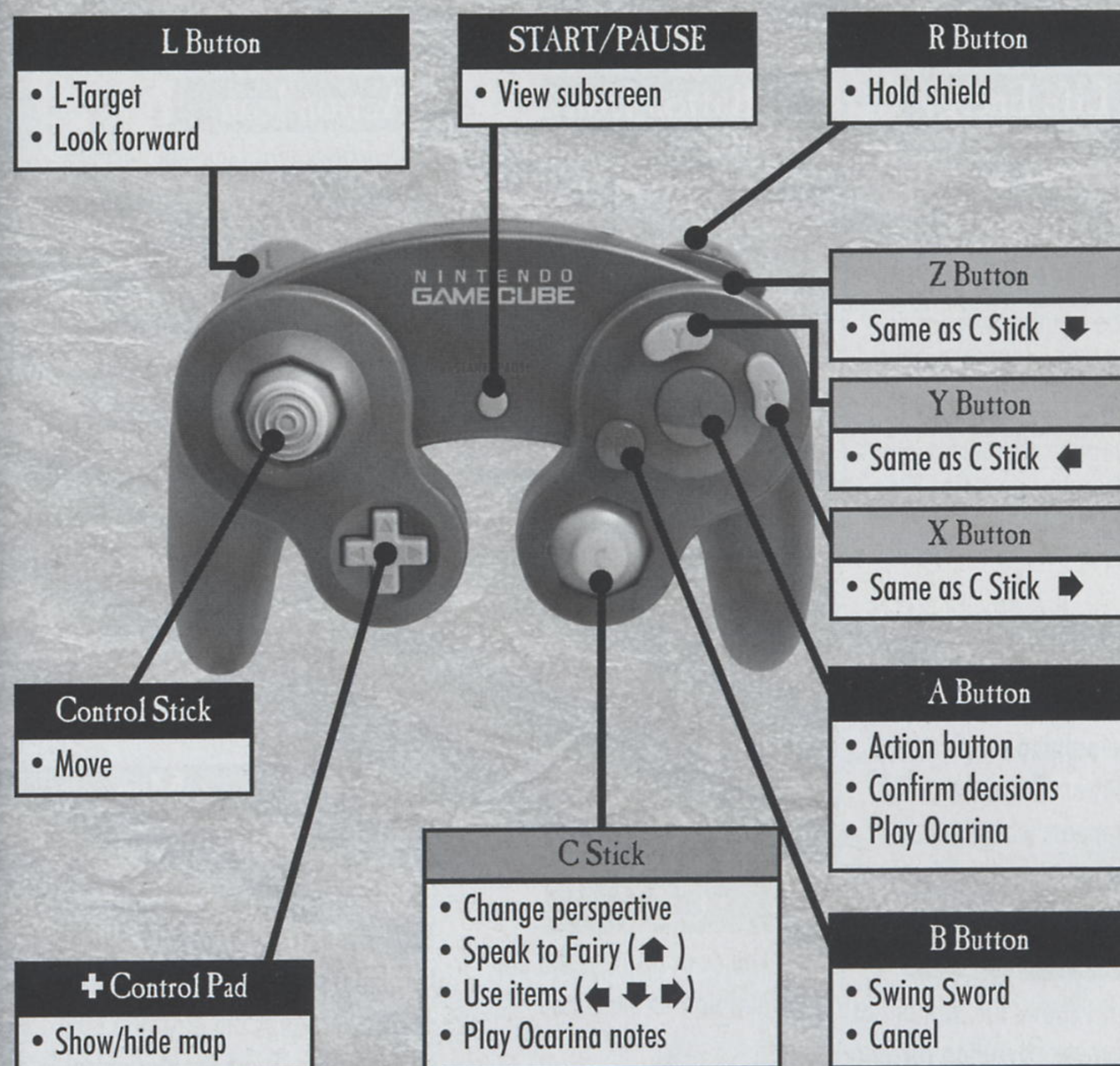


Having waged his battles across time to defeat the evil Ganon and restore peace to Hyrule, Link departed from the land that made him a legend. On a personal journey in search of a beloved and invaluable friend, Link was waylaid while travelling through the Lost Woods, and his horse and precious Ocarina were stolen from him. His pursuit of the villain led him into the strange, parallel world of Termina, where he found his fate tied to its impending doom...

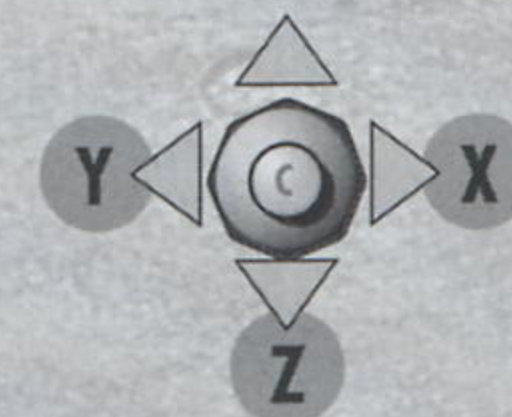
Originally released: November, 2000

Basic Controls

The Legend of Zelda: Majora's Mask



The Y, Z, and X Buttons correspond to ← ↓ →, respectively, on the C Stick. You can also control C Stick items with the Y, Z, and X Buttons.



ATTENTION: You may notice slight sound irregularity when playing THE LEGEND OF ZELDA: MAJORA'S MASK. This is a result of transferring the game from its original N64 version to NINTENDO GAMECUBE and does not indicate any problem with your system. This irregularity does not occur when playing other NINTENDO GAMECUBE software.

Reading the Game Screen

Game Screen

Life Energy

The hearts are Link's life. Link begins the game with three hearts. As the game progresses, the number of hearts increases. When Link takes damage, the number of hearts decrease.

B Button Icon

This icon shows what actions you can execute with the B Button. Most of the time, the icon shows a sword.

Action Icon

All the actions that Link can perform when you press the A Button appear here.

Magic Meter

This represents Link's remaining magic power. This only appears when he has obtained magic.

Rupee

This shows the number of Rupees (Hyruilian currency) in your inventory.



C Icons

These show the items currently selected for the C Stick.

Map

Clock

The clock displays the day and time in Termina.

Link's current location appears here. The yellow arrow represents the direction Link is currently facing. The red arrow represents the direction Link entered from. Press the + Control Pad to turn the map on or off.

Reading the Clock in Majora's Mask

Hour Display

The number indicates the current time. When it passes one line, it means one hour has passed.



Minute Display

Each time the sun passes around the day display, one minute passes.

Day Display

This displays the current day as 1ST, 2ND or FINAL.

The Many Masks of Link

A variety of masks can be found throughout the game. Several of these masks actually have the power to change Link's shape when he wears them. As Link's shape changes, he will be given new, unique abilities.

Goron Link



Special Abilities

- Curl into a ball and roll around (tilt the Control Stick while pressing the A Button). When your body becomes armoured, you can defeat enemies by rolling into them. (Magic power is required.)
- While curled, jump up and pound the ground with great force, to damage nearby enemies (press the A Button while holding the B Button).
- Use your might to let loose powerful punches (B Button). Use good timing to unleash consecutive blows (three stages).

Weaknesses

- Because of his great girth, Goron Link can't go into deep water and can't handle falling from heights.

Zora Link



Special Abilities

- Move through the water and along the sea floor at will (press the A Button).
- Create a barrier of electric current (requires magic power). Press the R Button while swimming.
- Attack with up to three swift chops (B Button).
- Shoot arm fins at enemies for long-distance attacks (hold and release the B Button).

Weaknesses

- Because the Zora live in water, they are susceptible to both fire and ice.

Deku Link



Special Abilities

- Use Deku Flowers to fly around (for a limited distance). Press and hold the A Button, then release.
- Attack enemies by shooting bubbles (magic power is required). Press the B Button.
- Hop across the surface of the water (a limited number of times). Hold Up on the Control Stick while on the water.

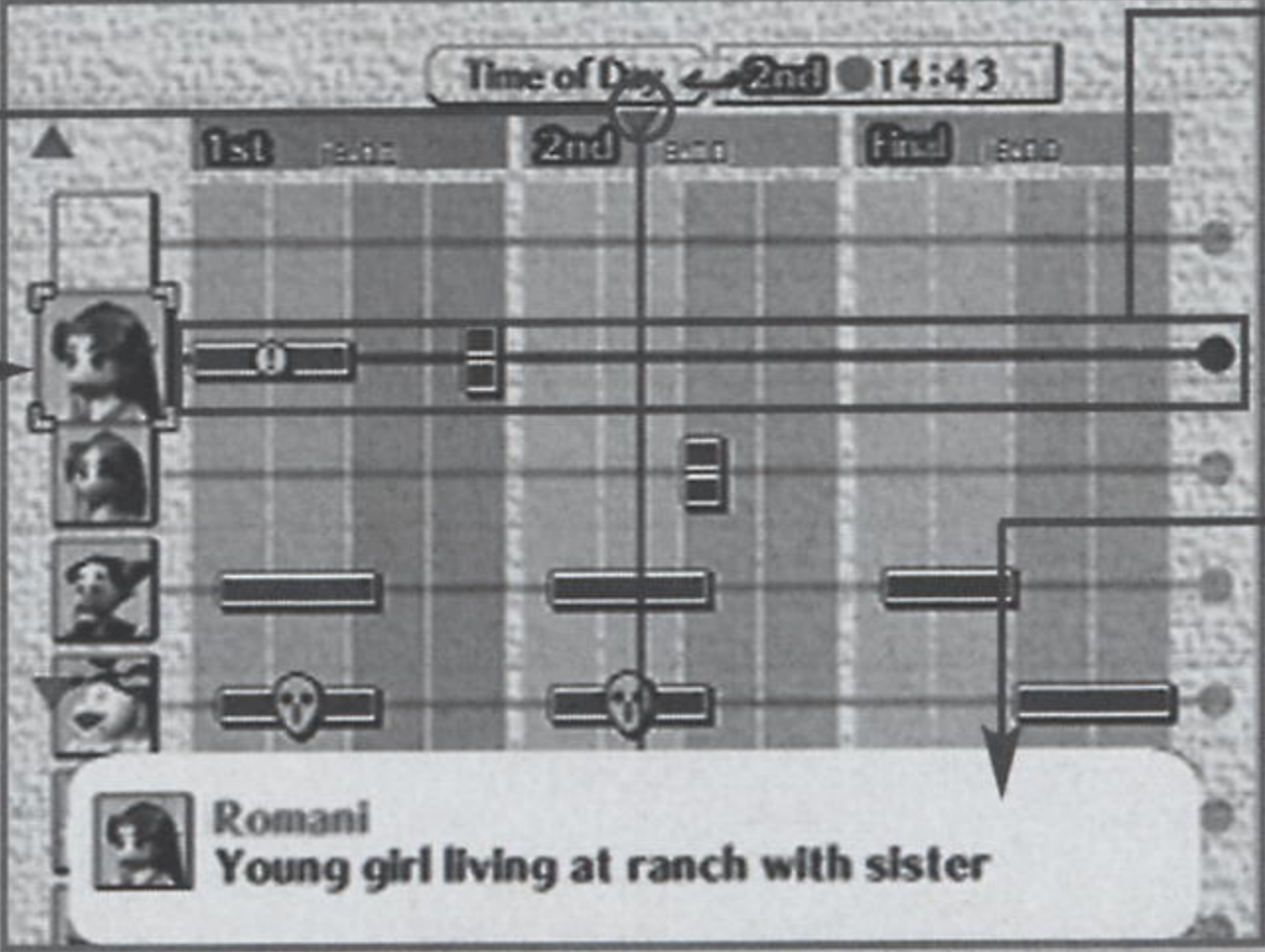
Weaknesses

- It is susceptible to fire, since it originates from plants.
- Deku Link doesn't fare well when falling from great heights.

The Bomber's Notebook

This is the notebook Link uses to keep notes on the different characters he meets throughout his adventure. Conversations with and promises made to these people will be recorded automatically.

If you move the cursor on the **Quest Status Subscreen** to the Bomber's Notebook and press the A Button, a screen similar to the one below will appear. You can use it to confirm appointments and schedules recorded here. Use the Control Stick to move the cursor to view the details of a particular person's schedule. Link must work hard to make the troubled people of Termina happy!



Current Time

Characters

Characters' pictures will be displayed here. As you speak to more people who can be recorded here, the number of faces shown will increase. You can record information for a maximum of 20 people.

Schedule

Times when you spoke to people or received items are shown here.

Details

Information about your conversations or the items received will be displayed here.

Romani
Young girl living at ranch with sister



This mark is displayed for important conversations. Blue time bars mean that you can have that conversation at any time during that period. Tasks you must perform again after saving and returning to the first day will be marked by a gray icon.



When you receive an item from a person, this symbol will be shown at the time of day you got it.



This symbol will be added after you receive a mask from someone.



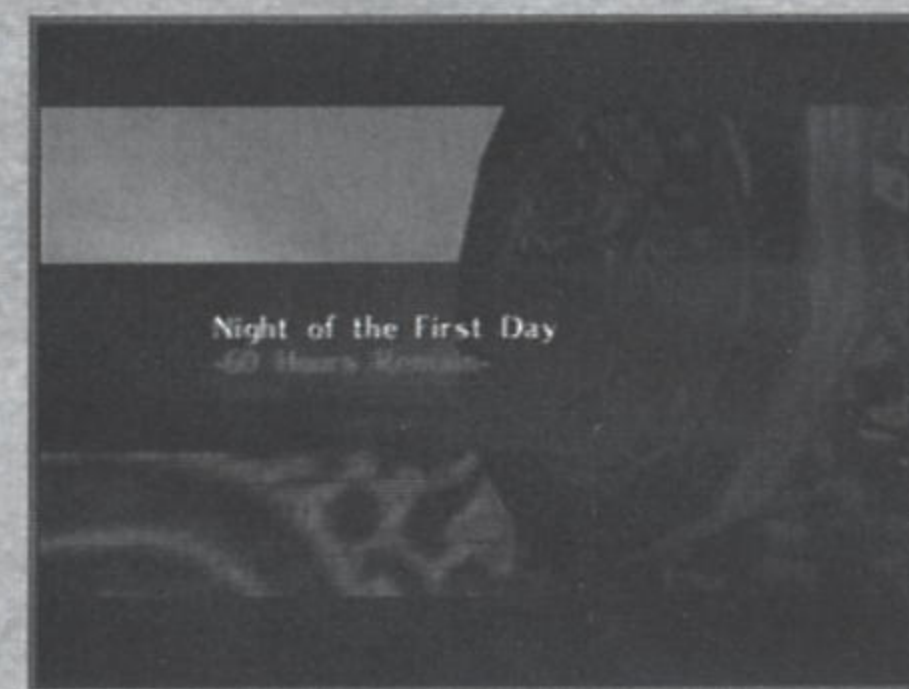
When you have solved the problems of a troubled person, this symbol will be added to the right of that character's schedule information as proof of completion.

The contents of your Bomber's Notebook are saved when you use the SONG OF TIME, but your conversations with those people are not, so you may have to repeat some tasks and conversations.

Saving and the Passage of Time

Time in the Game

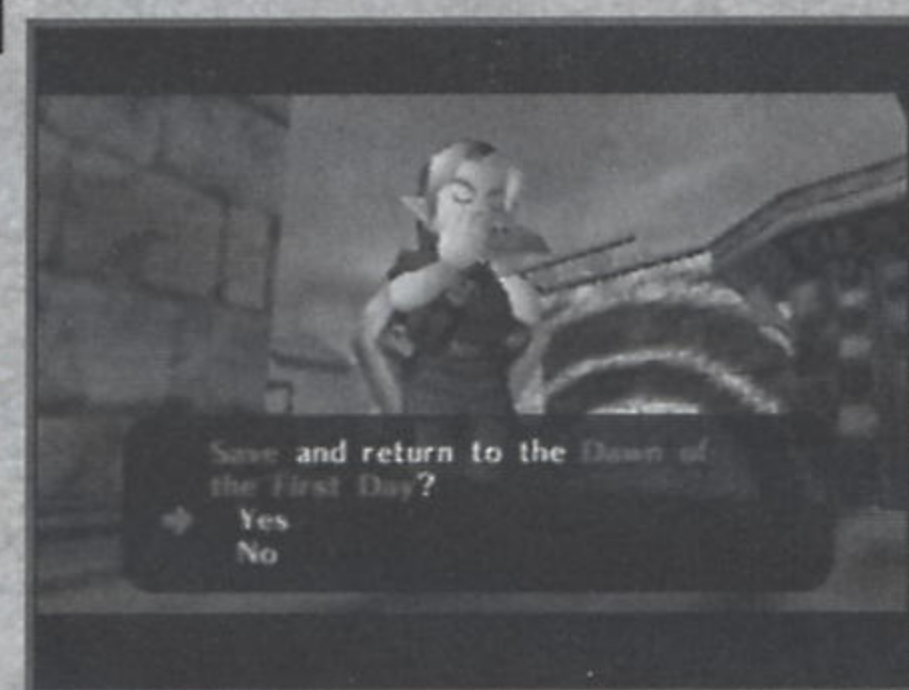
Time flows continuously in the game, except during conversations and when you've paused the game by pressing START/PAUSE. If three days (72 hours) pass after starting, the game will end, so be careful. However, you can play the SONG OF TIME on the Ocarina of Time to keep the game from ending. When you play the song, Link will pass through a time vortex to return to 6:00 a.m. on the first day. If the game ends, you will have to restart from the last time you saved using the SONG OF TIME.



Time in the world of Termina flows faster than you might expect. The hours seem to go by in mere minutes.

About Saving

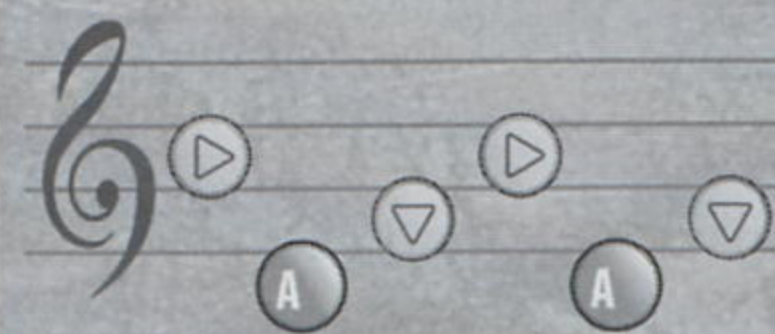
When you play the SONG OF TIME, your game progress will be saved as you travel back in time. However, while items you have received are saved, puzzles within mazes and other events you have cleared will revert to their original status, so be careful when saving. Since Link is the only one who travels through time, the other characters in the game will not remember meeting him.



When you want to save your game and quit playing, play the SONG OF TIME and wait until DAWN OF THE FIRST DAY appears on screen before turning the power OFF. The next time you play, you can continue your game from that point. If you turn the power OFF without saving, you will continue from Dawn of the First Day from the last time you saved.

WHEN LIFE ENERGY REACHES ZERO

When you take damage and your Life Energy meter runs out, you will be returned to the entrance of the area where you lost all your Life Energy. At this time, you will restart with only three hearts, regardless of how many heart containers you have.



Playing the Song of Time

- You will always be returned to 6:00 a.m. of the first day.
- Your game progress (data) will be saved.

NOTE: There are some things in the game that can be saved and some that cannot, so timing your saves is very important.

Basic Controls

The Legend of Zelda: The Wind Waker

NOTE: This game is only a playable demo, and NOT the full version of THE LEGEND OF ZELDA: THE WIND WAKER. Gameplay will reset after twenty minutes.

L Button

- L-Target
- Look forward

START/PAUSE

- View subscreen

R Button

- Crouch/shield (when sword is drawn)
- Push/pull/grab (with Control Stick)

Z Button

- Use Items

Y Button

- Use Items

X Button

- Use Items

A Button

- Action button
- Confirm decisions

B Button

- Swing Sword
- Cancel

Control Stick

- Move

C Stick

- Change perspective

+ Control Pad

- Show/hide map

Rotate (Left/Right arrows)

Zoom In (Up arrow)

Zoom Out (Down arrow)

Spin Attack
Briefly hold **B** then release.
Or use **Control Stick** + **B**

Jump Attack
Control Stick + **A**

If appears as you approach an object or enemy, press all the way down. When the icon changes to , you can target the object. L-Targeting allows you to attack more precisely. Also, if you press lightly, will appear on the screen. When it does you can tilt to change to a first-person perspective. You can't switch to a first-person perspective while L-Targeting.

THE LEGEND OF ZELDA: THE WIND WAKER is presented in Dolby Pro Logic II. Connect your game console to a sound system with Dolby Pro Logic or Dolby Pro Logic II decoding to experience the excitement of surround sound.

Credits

Nintendo Company, Ltd.

Executive Producer

Satoru Iwata

Producers

Shigeru Miyamoto

Takashi Tezuka

Eiji Aonuma

Coordination

Shigeo Kimura

Tomoaki Kuroume

Engineering

Tomohiro Kawase

Hideaki Shimizu

Music

Kenta Nagata

Sound Effect Programming

Yoji Inagaki

Art Design

Satoshi Furukawa

Keihiro Inoue

Yusuke Akifusa

SRD

Coordination

Toshihiko Nakago

Engineering

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Yuichi Yamamoto

Kenzo Hayakawa

Kunihiro Komatsu

Nintendo Software

Technology Corporation

Coordination

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Shigeki Yamashiro

Lawrence Schwedler

Hiroto Alexander

Engineering

Robert Champagne

Stephen Lee

Rory Johnston

Yoonjoon Lee

David Devaty

Max Szlagor

Nintendo of America Inc.

Coordination

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Kiyohiko Ando, Todd Buechele

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Tom Eberspecher

Product Testing

Yoshinobu Mantani, Zac Evans

Artwork

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Nintendo of Europe GmbH

European Manual Localisation

and Layout

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Carolin Fickert, Adrian Michalski,

Nadine Straub, Sascha Nickel,

Manfred Anton, Mario Kraus,

Peter Swietochowski

Rudi Schnitzer

[0603/UKV/GCN]

The PEGI age rating system:

Age rating categories:



Note: There are some local variations!

Content descriptors:



For further information about the Pan European Game Information (PEGI) rating system visit:

<http://www.pegi.info>

24 MONTHS WARRANTY

For a period of 24 months from the date of original purchase by a consumer within the European Economic Area Nintendo of Europe GmbH warrants to the purchaser that this product is free from defects in material and workmanship at the time of such purchase and, further, Nintendo will, without charge to the purchaser, at its complete discretion either repair or replace the defective product.

- This warranty does not apply if the defect is caused by the purchaser's and/or any third party's negligence, unreasonable use, modification, inappropriate repair, use of the product otherwise than in conformity with Nintendo's instruction manual or as a result of accidental damage.
- This warranty does not apply to products which have been used prior to the date of original purchase, whether for rental purposes or otherwise.
- This warranty does not affect any statutory rights which the purchaser of consumer goods may have.

In case of a defect covered by this warranty please contact:-

Nintendo Service Centre
Codestorm House, Walton Road, Farlington, Hampshire, PO6 1TR
Tel: 0870 60 60 247

(Calls are charged at the National Rate to the caller)

When sending the product to the Nintendo Service Centre, please use, if possible, the original packaging, add a description of the defect and attach thereto a copy of your proof of purchase showing the date thereof.

If the 24 months period has already expired or if the defect is not covered by this warranty, Nintendo of Europe GmbH may still be prepared to repair or replace the product. For further information about this and in particular the details of any charges for such services please contact:-

Nintendo Service Centre
Tel: 0870 60 60 247

(Calls are charged at the National Rate to the caller)

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 OR SECOND-HAND PRODUCTS.**



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To call the automated hotline, dial

09067 53 50 40

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