

GAME BOY ADVANCE

F-ZERO[®]

GP LEGEND

AGB-BFZE-USA



INSTRUCTION BOOKLET

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

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

⚠ WARNING - Seizures

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

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

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

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

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

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

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

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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

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



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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Prologue

F-ZERO 4220539-5584218ZA-33CRH-PPDS

The year is AD 2201. The human race has ventured out into the universe, and a civilization based on the developments of science is flourishing. However, the gap between the rich and the poor is larger than ever before, and evil—as well as corruption—is ever present. Amidst all of this, one thing still has the power to excite one and all: the ultra-high-speed F-ZERO Grand Prix races, which take place on specially constructed circuit tracks located all over the universe.

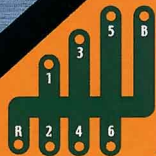
The pilots manning these futuristic machines—which sprint at speeds far faster than the speed of sound—come from all over the universe hoping to claim honor and gigantic sums of prize money. Among these pilots, there are two who have recently been gaining in popularity. They are Rick Wheeler, a new face on the F-ZERO circuit, and Captain Falcon, the man behind the mysterious mask. Many have heard of Falcon's exploits, but few know Rick Wheeler's background...



During the year 2051, Rick was working as a detective when he suffered severe injuries in an accident on the job. The medical technology of the era was unable to cure him, and he was subsequently placed in a frozen sleep. 150 years later, he was resurrected by doctors of the Elite Mobile Task Force. This organization is a special undercover department serving under the Galaxy Police. They track members of criminal organizations who congregate at F-ZERO Grand Prix races with their sights set on taking home huge monetary prizes and concessions.

Rick awoke in a state of shock, but upon discovering that the abominable Zoda—who caused the accident that nearly ended Rick's life—had also been resurrected and was actively participating behind the scenes of the F-ZERO Grand Prix races, Rick resolved himself to help the Galaxy Police. So, while battling in the rigorous F-ZERO races, Rick also continues to battle his past...

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CONTROLS WHILE RACING

For more information, refer to pg. 20.

+ Control Pad

Turn right.
Turn left.
Maintain speed when landing.

L Button

Lean left.
Press twice to use a Side Attack.
Press L Button + R Button to boost.



R Button

Lean right.
Press twice to use a Side Attack.
Press L Button + R Button to boost.

A Button

Accelerate.

B Button

Brake.

START

Pause during a race. You can give up from the Pause menu (pg. 13). You can change the button configuration from the Options menu.

SELECT

Not used.

OTHER CONTROL INFO

A Button: Enter selections.

B Button: Cancel selections.

+ Control Pad: Make selections.

A Button + B Button + START + SELECT: Reset.

About Jumps

You can jump your machine by racing over any jump plates on a course. You can avoid taking damage upon landing by pressing Down on the + Control Pad to adjust your landing angle.

About Side Attacks

During a race, if you quickly press either the L or R Button twice, you can make your machine slide left or right and bump other machines with Side Attacks. By doing so, you can cause damage to other machines without doing any to your own.

About Boosts

Boosts become available after the first lap. You can boost by pressing the L and R Buttons simultaneously, but be aware that it will reduce your energy by a fixed amount.

Beginning the Game

To begin racing, insert the F-ZERO: GP Legend Game Pak into the Game Boy Advance and turn the power ON. When the title screen appears, press START.

NAME ENTRY

If you select and enter NO DATA on the player-selection screen, the name-entry screen will appear. Enter your name using the + Control Pad and the A Button. Select and enter OK to register the new name. Two different names can be registered.

SELECT PLAYER

Once a new name has been registered, you'll return to the player-selection screen. Select and enter the file you want to play with. When you begin a new game, only the Story, Grand Prix, Options, and Link modes will be available, but you can unlock other modes by playing through the game. For more info on game modes, refer to pg. 14. For more info on options, refer to pg. 20.



Title Screen



Name-Entry Screen



Player-Selection Screen



Player-Selection Screen



Main-Menu Screen

Saving Data

Game data is automatically saved every time you complete a race.

Clearing All Data

To display the Clear Data screen, hold down the L and R Buttons and turn the power ON. Then, select and enter YES to clear all game data.

Clearing Data for Only One File

From the player-selection screen, select the file you want to clear and press SELECT. When CLEAR? appears in the bottom-left corner of the screen, select and enter OK to clear that single file.

Once a file has been deleted, it cannot be restored. Therefore, be extra-careful when deleting files.

Delete all data?

YES NO

Clear-Data Screen



Player-Selection Screen



Game Screens

IN-GAME SCREEN

- Spare Machines**
The number of remaining machines you have.
- Current Rank/Participating Machines**
- Remaining Laps**
- Course Map**



- Energy Meter**
This displays your machine's remaining energy. Every time you take damage, this amount will decrease. Once your energy meter reaches 0, you will explode if you take any additional damage. You can restore your machine's energy by racing over the pit areas along the course.
- Number of Attacks**
The number of machines you've retired through attacks.
- Speedometer**

ABOUT COURSE FEATURES

There are various course features placed around the tracks. Some of these features will damage your machine, so be careful not to hit those.



Jump Plate Boost Plate Slow Area Mine Trap

Rival Check

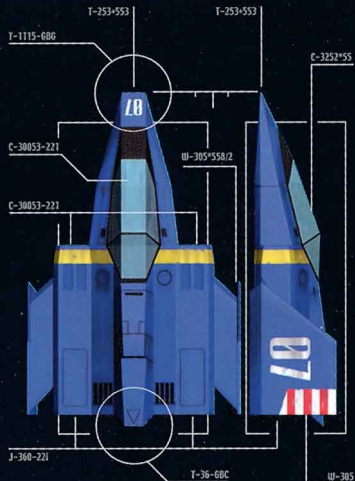
- Pit Area**
Once you've completed the first lap, you can use your boost for a temporary speed increase. Use the Pit Area to restore the energy you consume when using the boost.

THE PAUSE SCREEN

You can temporarily pause a race by pressing START. If you want to quit the race altogether, select and enter GIVE UP. If RETRY appears, select and enter NO.



Game Modes



STORY MODE

In this mode, players must win races to proceed through different story chapters. Each scenario has certain conditions which must be met to move on to the next scenario. If you're not able to clear the conditions of the scenario, your game will end.

You'll eventually be able to select eight different characters' story missions, but when you start a new game, only Rick Wheeler will be unlocked. By proceeding through Rick's mission, you'll unlock other character missions. When you select each character, a line showing you roughly where the next scenario in that mission will lead appears.

Play through the character missions one after the other. There are different settings for each of the planets—once you've cleared the conditions for a planet in any character mission, you can freely go back and race there again. Furthermore, you can receive different amounts of prize money and bounties based on your race results from each scenario. You can see how much cash you have on hand on the scenario-selection screen.

When you select a scenario, OK? will appear. Select and enter YES. The story will then begin, so proceed through the scenario messages using the A Button.



Character-Selection Screen



Scenario-Selection Screen



Story Screen

GRAND PRIX

Players compete against 29 other computer-operated rivals for the best total ranking. There are three race classes (difficulty levels) in Grand Prix mode.

NOVICE: Easy
STANDARD: Regular
EXPERT: Hard

- Select the class you want to play and press the A Button.
- Select the cup you want to play and press the A Button. When you begin a new game, you will only be able to select from three types: Bronze, Silver, or Gold. However, by clearing the cups higher than Standard in each class, you will unlock the Platinum cup.
- Next, select the machine you want to race with and press the A Button. The machines that you will be able to select from increases based on how well you have performed in the Story and Grand Prix modes.
- At the beginning of each race, information such as the planet name, course name, course layout, etc., will appear.



Class-Selection Screen



Cup-Selection Screen



Machine-Selection Screen



Course Diagram



Machine-Settings Screen



Results Screen



Retry



Rankings Screen

- Next, make the necessary setting changes to the machine that you've chosen. Move the graph to the left or right to determine whether you want your machine to have better top speed or acceleration. Once you've finished altering your machine settings, the race will begin.
- Once the race is over, the race results and number of points acquired will appear. If you aren't able to complete the race, RETRY? will appear on the Results screen. If you wish to continue racing, select YES. If you'd like to quit and play another game mode, select NO.

Race times from the Grand Prix mode will not be saved.

Grand Prix Rules

- Each race consists of five laps, the results of which will determine the rankings. The clear conditions are to finish the entire race and ultimately win the cup.
- Each time you finish a race, you will receive points based on the place you finished in.
- The character with the most points at the end of the last race wins the championship.
- Even if you crash, your race will not end as long as you have spare machines. (Once you run out of spare machines, the game is over.)

TIME ATTACK

In this mode, players try to challenge the best total times and best lap times. Just as in Grand Prix mode, the races in Time Attack mode consist of five laps. In Time Attack mode, you can select from courses that you've gained access to in Grand Prix mode. The machines that you can use are the same as those in Grand Prix mode. After satisfying certain conditions, the championship course will appear.

- Once you finish a race in Time Attack mode, the Results screen will appear. The top five best total times and a single best lap time will be recorded in the Rankings.
- If you beat a best total time, you can save Ghost Data for that race (only one Ghost Data can be saved on one Game Pak). When you select the course to race, you can use the R Button to turn the Ghost ON or OFF.

TRAINING

In this mode, you can practice racing on your favorite courses.

In Training mode, you can select the number of laps, the number of rival machines, and the class (only when you select to compete against rivals). Try different settings and find which types of races you like best.

The courses and machines that you can select are the same as those in the Time Attack mode.



Results Screen



Training-Specs Screen

ZERO TEST

In this mode, players compete against preset times on small portions (red sections) of courses used in Grand Prix mode and special courses introduced in Story mode.



Class-Selection Screen



Task-Selection Screen



Task-Results Screen

Select which of the four difficulty levels you would like to play—S, A, B, or C—and then press the A Button. When you begin a new game, only the C-class is available. Once you've cleared the C-class, you will then be able to move on to the B-class.

There are twelve different tasks in each difficulty class. In each, the course to be raced, the machine you must use, and the target time to beat will all appear.

In Zero Test mode, you cannot make changes to machine settings.

Select the task you wish to challenge using the + Control Pad and then enter it by pressing the A Button. The test will then begin.

When you finish the test, the results will appear. Three target times are set—by beating any one of the three, a cup will appear on that test's selection icon in the menu (the cup will either be bronze, silver, or gold).

OPTIONS

On the Options screen, you can make changes to controller configuration, background music, and other things.

Press Up or Down on the + Control Pad to select the setting you wish to alter, then press the A Button. Use the + Control Pad to alter settings, then press the A Button again to confirm them. Press the A Button to return to the main menu when you're done altering settings.



Options Screen

If the controls listed on pgs. 8-9 don't work, it's possible that the controller configuration has been altered. You can make the controls reset to the settings listed on pgs. 8-9 by returning the controller configuration to the default.

Controller Settings	Default Settings
Accelerate	A Button
Brake	B Button
Boost	L+R Buttons
Side-attack	L Button • L Button or R Button • R Button



LINK

By using a Game Boy Advance Game Link cable, it is possible to have linked competitions against other players.

Single-Pak VS. Battles: pg. 22

Multi-Pak VS. Battles: pg. 24

Before transferring data, make sure the cable is connected properly. For more details, please refer to pgs. 26-27.

SINGLE PAK VS. BATTLE

Use one Game Pak to battle with two to four players.

Only one course and machine will be available.

When Player 1 selects and enters Single-Pak VS. Battle, the entry-confirmation screen will appear on Player 1's screen. Confirm the number of players that will race, then press START when PRESS START appears.

During this period, the screens of players other than Player 1 will display only the Game Boy Advance logo.

Next, the data-transfer screen will appear on all players' Game Boy Advance systems. The data-transfer process may take a short amount of time.

DATA TRANSFER FAILURE

If problems with the data transfer occur, the data-transfer failure screen will appear. Confirm that the cables are connected properly and try the data transfer process once more from the beginning.



Entry-Confirmation Screen



P1 Data-Transfer Screen



P1 Data-Transfer Failure Screen

If the data-transfer process is successful, PRESS START will appear on Player 1's Game Boy Advance. When Player 1 presses START, the machine-confirmation screen will appear on the screens of all participating players. Players must use the machine revolving on each of their screens. When Player 1 presses START, the course-selection screen will then appear.

When Player 1 presses START on the course-selection screen, the race will begin. As with the Grand Prix, the race consists of five laps. However, your race does not end if you crash. Instead, you will be placed in a new machine near where the crash occurred and you can continue to race.



Machine-Confirmation screen



Course Screen



MULTI-PAK VS. BATTLE

You can play with two to four players. In order to play, each player must have their own Game Pak.



Entry-Confirmation
Screen

All players must select and enter Multi-Pak VS. Battle to make the entry-confirmation screen appear. Confirm the entry name and the number of players. Next, press START when OK appears on Player 1's screen.

If the number of players entered is wrong, confirm that the cables are connected properly and try the process once more from the beginning.

Next, the machine-selection screen will appear. Each player must select and enter their own machine. If only two or three players are participating, select and enter a CPU machine to fill in the extra spot. When PRESS START appears on Player 1's screen, press START. Next, the cup-selection screen will appear. Once any participating player selects the cup to compete for, the next screen will appear.



Machine-Selection
Screen



Cup-Selection
Screen

Next, the course-selection screen will appear. Once any participating player selects the course to race on and enters it, the race will begin.



Course-Selection
Screen

It is not possible to select courses that have not been played in the Grand Prix. If just one player has accessed a course in the Grand Prix, the course can be selected. As with the Grand Prix, the race consists of five laps. However, your race does not end if you crash. Instead, you will be placed in a new machine near where the crash occurred, and you can continue to race.

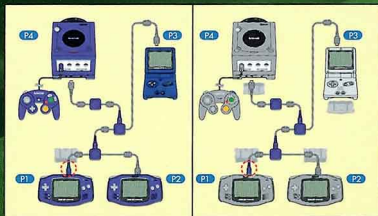
CONNECTING THE GAME BOY ADVANCE GAME LINK CABLE

Items needed:

VS. Mode	Single-Pak VS. Battle			Multi-Pak VS. Battle		
Number of Players	2	3	4	2	3	4
Game Boy Advance systems						
Game Boy Advance SP systems						
Game Boy Player (including the Nintendo GameCube Controller)	2	3	4	2	3	4
F-ZERO: GP Legend Game Paks	1			2	3	4
Game Boy Advance Game Link cables	1	2	3	1	2	3

LINK DIAGRAM FOR FOUR-PLAYER VS. BATTLE

Using the diagram on the right for reference, use the Game Link to connect the game systems.
(Pay close attention to plug color.)



CONNECTION METHOD

1. Make sure that each game system is turned OFF and then insert a Game Pak into each game system.
(If you are playing a Single-Pak VS. Battle, insert the Game Pak into Player 1's game system.)
2. Connect the Game Link and then connect the cables to the external ports of the game systems. (If you're playing a Single-Pak VS. Battle, the player with the purple plug inserted will be Player 1.)
3. Turn all game systems ON.
4. For the remaining operations, refer to pg. 22 and pg. 24.

CAUTIONS REGARDING LINKED PLAY

You may not be able to link game systems or problems may occur if any of the following occurs:

1. A cable other than a Game Boy Advance Game Link cable is being used to connect game systems.
2. The Game Link is not inserted fully into one of the connected game systems.
3. The Game Link is disconnected while the game systems are linked.
4. The method of connection is other than that listed above.
5. During Single-Pak VS. Battle, a Game Pak is inserted into a game system other than that of Player 1.

If only two or three players are participating, do not connect the game systems not being used.
It is also possible to play with Player 1 using a Game Boy Advance SP or a Game Boy Player.

● Tips for improvement

There are various techniques you can use to improve your racing ability in F-ZERO. Make sure you know how to use the following methods well.

Blast Turn

Method: **Rapidly tap the A Button.**

By pressing and releasing the accelerator to fire the engine intermittently, you can get sudden temporary blasts of forward power. Try this move out when cornering or when your balance has been messed up by another machine.

You can clear very tight turns at high speeds using Blast Turns.
You'll need to try various timing patterns, as Blast Turns for all machines are different.

Rocket Start

Method: **Press and hold the A Button.**

If you press on the accelerator during the signal count prior to the start of a race, you'll warm up your engine for a rocket start.

The timing for each machine's accelerator is different. If you press on the accelerator too early, the engine will overheat and you will lose momentum right after blast off.

Long Jump

Method: **Press the A Button and Down on the + Control Pad.**

By pressing Down on the + Control Pad during a jump, you can raise the fuselage of your machine, thereby sailing farther for a long jump. By using long jumps, you may be able to create shortcuts in certain areas of courses.



● Character and Machine intros

Rick Wheeler

This pilot has been resurrected in the year 2201 after 150 years of silence. The reason for this is not solely to race in F-ZERO Grand Prix races—he seems to have several ulterior motives behind his desire to win.



00-Dragon Bird



This is the newest F-ZERO machine model—it has all of the Galaxy Police's latest and greatest technology. With all of those new characteristics, it's an all-purpose machine that's very easy to control, but it also has the potential to handle the professional techniques applied by top-notch pilots.

Captain Falcon

His existence is veiled in mystery. There are many who believe that there's more to him than just a simple bounty hunter. The day may soon come when everything about him is revealed before all.



07-Blue Falcon



This extremely popular blue machine is a symbol on the F-ZERO circuit. At the hands of its pilot, the bounty hunter Captain Falcon, it's been thoroughly fine-tuned and has won countless F-ZERO races. Its handling, grip, and balance between top speed and acceleration are all superb, and it is the most recommended of all machines.

Jody Summer

She's the leader of the Elite Mobile Task Force. To her subordinates, she's generally very strict, but it's also said that she sometimes lets her softer womanly side show through. It was she who had Rick Wheeler resurrected to be an F-ZERO pilot.



02-White Cat



The White Cat's elegant yet warlike form seems to be symbolic of Jody Summer herself. While it may lack slightly in terms of boost and body characteristics, it makes up for it by having extraordinary grip capabilities.

Jack Levin

He's terribly popular with the ladies. He's one of Rick's buddies, as well as one of his rivals. He's always being reprimanded by Jody.



14-Astro Robin



Its boost capabilities are somewhat lacking, but its body and grip characteristics are exceptional. Depending on the course, it can apply serious pressure on the Dragon Bird. However, Jack himself is a very temperamental driver and is therefore prone to making mistakes.

Samurai Goroh

This famous robber cruises all over the galaxy but makes his base at Red Canyon. It's actually Goroh himself who has resolved to make Captain Falcon his rival.



05-fire Stingray



This machine's charm is its sturdy body and grip power, but it has some problems with acceleration that extend into its boost capabilities. However, once it reaches top speed, it can apply pressure to other machines.

Lisa Brilliant

Lisa is Samurai Goroh's wife, and not even he is willing to mess with her. While Goroh has a great many subordinates, it's likely that many of them agreed to work under him because they were charmed by Lisa.



翡翠-Panzer Emerald



Lisa Brilliant brings ultimate driving technique to this machine. The basic characteristics of the Panzer Emerald are very similar to that of Samurai Goroh's, but while it might be a bit better than Fire Stingray, the machine requires some degree of control technique.

Zoda

By the hand of Black Shadow, this ultimate evil criminal was brought back to life in this era. There is a deep connection between Zoda and Rick Wheeler.



13-Death Anchor



Black Shadow built this machine out of an interplanetary ballistic missile that he stole from the Galactic Police. Having been a missile, its boost characteristics are incredible, but the weakness of this machine's body is undeniable. By nature, this machine is a weapon and still maintains some of its explosive devices, but it appears that Zoda is not aware of those capabilities.

Black Shadow

Black Shadow is wanted by police all over the galaxy, yet he often shows up at the extraterritorial F-ZERO circuits as if they were his own. It's inevitable that in any race he enters, there will be some kind of huge accident.



30-Black Shadow



This machine belongs to Black Shadow, the leader of the criminal organization, the Dark Million. It has unparalleled body strength and top-speed capabilities that apply pressure to other machines during races. However, its weight is disproportionate, and that affects its acceleration capabilities in a big way. Therefore, it requires a pilot who is able to control this disadvantage.

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