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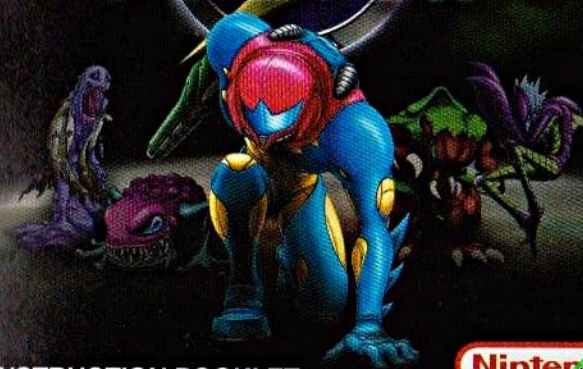
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GAME BOY ADVANCE

METROID FUSION



AGB-AMTE-USA

INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT 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, 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

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
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- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
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- 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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HOVERING ENERGY ORGANISM: METROID



In Cosmic year 20X5, a Galactic Federation exploration vessel discovered an unknown organism on SR388. The hovering creature was a Metroid, an entity that exhibited frightening parasitic, energy-absorbing properties.

Some time later, gifted bounty hunter Samus Aran was dispatched alone to engage the Zebesian Space Pirates who abducted the Metroid specimen for use as a weapon. On Zebes, Samus also encountered the biomechanical Mother Brain, leader of the Space Pirates, and dispatched her in a bitter fight. From then on, Metroids were viewed as a highly dangerous life form.

Eventually, Samus Aran was sent to SR388 to exterminate the last remaining Metroids—but only after an entire Federation platoon was wiped out in an earlier attempt.

At the end of her battle on SR388, one Metroid hatchling was born before Samus's eyes and it imprinted upon her as a mother figure. Samus took this larval Metroid, the last in the universe, to the Galactic Space Academy for observation and research.

This research revealed several possible applications of Metroid-based technology for the betterment of humanity. The unique energy-absorption properties of Metroids could be harnessed when they were artificially reproduced in captivity.

Just when it seemed as if peace might prevail in the galaxy, Space Pirates returned for the Metroid hatchling and took it back to Zebes.

Samus followed the Pirates back to Zebes and fought to exterminate their threat and save the last Metroid.

In the final battle with Mother Brain, the hatchling saved Samus, giving up its life in the process. Samus succeeded in defeating Mother Brain, but the universe lost the promise of using Metroids for the power of good.

FROM THE JOURNAL OF SAMUS ARAN...

SR388. A vile planet, former home of the Metroids. After so many years, the remaining creatures on this planet still seemed to be trying to recreate a natural hierarchy, one without Metroids at the top.

Biologic Space Labs was hired by the Federation to observe this restructuring of the ecosystem. And because of my experience on SR388, the Federation governor for this sector hired me to provide field assistance on the planet. So, once again I found myself drawn to that forsaken rock.

The biological sample collection was going smoothly on the planet's surface when I came into contact with an organism I had never before encountered.

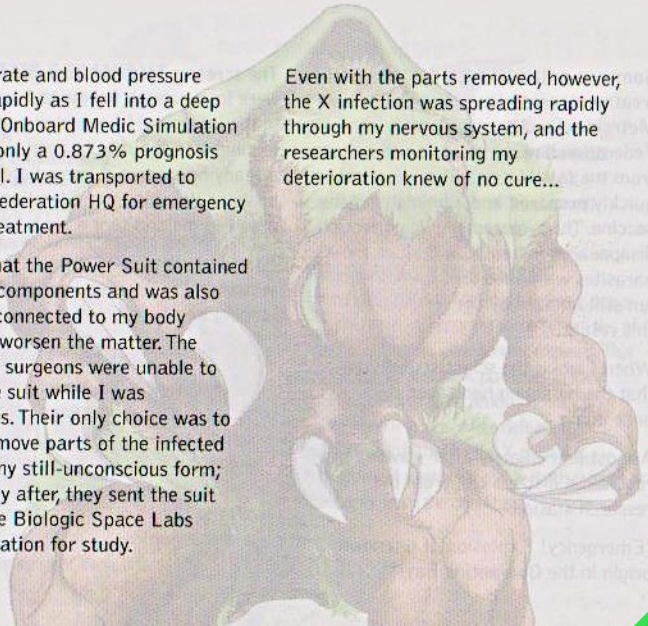
The organism was an undiscovered, unnamed parasitic life form, which the researchers later called "X." Thinking little of it at the time, I boarded a ship and set out for the next collection point. Suddenly I felt my entire body seize up, and I lost consciousness. The ship began to drift away from planetary orbit toward an asteroid belt.

Thankfully, an auto-escape pod jettisoned me from the craft before the ship was destroyed. The researchers in the newly-constructed research station orbiting SR388 sent a shuttle to recover the pod shortly thereafter. However, in the time since my infection, the X had multiplied rapidly in my body and had even infected my Power Suit.

My heart rate and blood pressure dropped rapidly as I fell into a deep coma. The Onboard Medic Simulation predicted only a 0.873% prognosis for survival. I was transported to Galactic Federation HQ for emergency medical treatment.

The fact that the Power Suit contained biological components and was also integrally connected to my body seemed to worsen the matter. The Federation surgeons were unable to remove the suit while I was unconscious. Their only choice was to cut and remove parts of the infected suit from my still-unconscious form; immediately after, they sent the suit parts to the Biologic Space Labs research station for study.

Even with the parts removed, however, the X infection was spreading rapidly through my nervous system, and the researchers monitoring my deterioration knew of no cure...



Someone proposed a desperate treatment: create a vaccine from Metroid cells. Apparently the Federation had preserved a cell culture from the last Metroid. The scientists quickly prepared and administered the vaccine. The symptoms of the infection disappeared instantly, and all of the X parasites within me died in moments. I am still amazed by the serendipity of this result...

When I woke, the scientists told me that the hatchling had saved me once again.

Almost immediately after I awoke, we received a distress call from the research station.

"Emergency! Explosion of unknown origin in the Quarantine Bay!"

The screams from the com receiver were loud enough for me to hear even in the infirmary. I knew that something terrible was about to happen...was already happening. I immediately boarded the ship the Federation had provided me and sent a reply message:

"Docking with Biologic Space Labs station in 10 minutes. Prepare the landing bay!"

X - PARASITIC ORGANISMS



X
(Unidentified
Parasite Creature-X)

X seem to have originated on SR388, which is also home to their sole predator, the Metroids. Since Samus Aran exterminated the Metroids on SR388, the X have overrun and infected most of the life-forms on the planet.

PROPERTIES OF X PARASITES

X infect other creatures and grow in the nervous systems of these host organisms. Even more worrisome is their ability to control and assume the appearance and behavior of other life-forms through mimesis, a process of infection and replication. The X must somehow be capable of assuming the memories and genetic information of their hosts.

X PARASITES VS. SAMUS

The X parasites react adversely to the presence of Metroid tissue and even associate the Metroid cells in Samus's body with their natural enemies. X parasites within reach of Samus will attack viciously and relentlessly.

ABSORBING X PARASITES

Since receiving the Metroid vaccine, Samus has begun to incorporate some properties of Metroids into her own genetic makeup. This allows her to absorb X parasites in their gelatinous form to replenish her supply of energy and missiles. After defeating organisms infected by the X parasites, Samus must capture the X in its true form as it escapes from the dead host.

CONTROLS Controlling Samus Aran



L Button:

- Aim Samus's weapon up at an angle
- +▼ Aim Samus's weapon down at an angle

+ Control Pad:

- ↔ Move
- Hold down to dash
- ▲ Aim Samus's weapon straight up
- Climb ladders
- Deactivate Morph Ball
- ▼ Crouch
- Climb down ladders
- ▼ Activate Morph Ball
- ↗ Grab ladders in mid-jump
- ⬆ Control elevators

Non-Action Controls:

- + Select
- (A) Confirm
- (B) Cancel
- (B) Return to previous screen
- Reset with (A)+(B)+SELECT+START



R Button: Ready missiles
+ (B) Fire missiles

A Button:
Jump
↔ + (A) Spin jump
Release ladders

B Button:

- Shoot (Fire beam weapons and missiles)
- Charge Shot (Press and hold to charge, release to fire)
- Drop bombs in Morph Ball mode
- Drop Power Bombs (Press and hold the R Button, then press the B Button)

START:

- Display map
- (R) Display status screen from map screen
- (L) Display sleep-mode screen from map screen

SELECT:

- + (L) + (R) Deactivate Sleep Mode

You must first recover Speed Booster, Morph Ball, and Charge Shot abilities. (See pg. 30 for details.)

You also must download Missile, Bomb, and Power Bomb data. (See pg. 31 for details.)

SAMUS'S ACTIONS

Here are some of Samus's basic actions. Master them to move smoothly through the game.

NORMAL JUMP AND SPIN JUMP

Press the A Button to jump. Move left or right while jumping to perform a Spin Jump.



HANGING FROM LEDGES

Jump toward ledges to reach out and grab them. Some are harder to reach than others, but don't give up!



SPIN JUMP ATTACK (MUST POSSESS CHARGE BEAM)

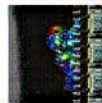
Charge up a beam shot and then perform a Spin Jump to damage enemies vulnerable to the Charge Beam.

LADDERS

Samus can grab on to ladders by facing and jumping toward them.

To let go of a ladder, use the + Control Pad to choose a direction and then press the A Button. Samus will always do a Spin Jump off ladders.

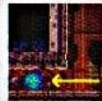
To shoot while on ladders, use the + Control Pad to aim and press the B Button.



TRAVELING THROUGH NARROW AREAS

Narrow spaces will become navigable once Samus has recovered the Morph Ball ability. Press ▼ twice on the + Control Pad to change into the Morph Ball.

To pass through areas like the one shown here, jump up and grab the corner. Then press ▲ once on the + Control Pad to automatically shift into the Morph Ball.



STARTING THE GAME

Properly insert the Game Pak into your Game Boy Advance system and turn the power ON. After the title screen comes up, press START.



Title Screen

Next, the Samus Data screen will appear. Up to three files can be saved here. Use the + Control Pad to select a data file, select Start, and press the A Button to confirm.



Samus Data Screen

To use headphones, select the headphone icon with the + Control Pad, select a game file, and begin playing. The game will now be in stereo.

The investigation of the space station now begins.

- **Saved data files can be copied and erased on the Samus Data screen. (See pg. 18 for details.)**

SAVING

After saving, the game will continue from the last Save Room. Don't forget that the only way to save a game is by accessing a Save Room.

SAVING GAME DATA

When you access a Save Station in a Save Room, the game will ask if you want to save.

Select YES with the + Control Pad, and press the A Button to confirm. A message will display confirming save completion.

- **If the power is turned OFF during game play, the game will continue from the last saved point.**



ERASING / COPYING SAVED DATA

Saved data files can be copied and erased on the Samus Data screen.

COPYING GAME DATA

1. Select the data file to be copied and press the A Button.
2. Select Copy Data and press the A Button.
3. Choose where the data will be copied to then press the A Button to copy.



Copy Data

ERASING DATA

1. Select the game data to be erased and press the A Button.
2. Select Erase Data and press the A Button.
3. Choose Yes then press the A Button to erase.



Erase Data

ERASING ALL SAVED DATA

Turn the Game Boy Advance ON while pressing the L and R Buttons to display the Erase All Data screen. Choose Yes when asked if you want to access this screen, and confirm with the A Button. Next, choose Yes to erase all saved game data, and confirm by pressing the A Button.

NAVIGATION ROOMS

On this mission, Samus will receive directions in Navigation Rooms. These contain individual terminals through which Samus can access her ship's main computer. The computer takes the conditions of the research station as well as Samus's physical shape into consideration when formulating Samus's next move.



ABOUT ADAM



The concise and logical instruction Samus receives from her ship's computer reminds her of her former Galactic Federation commanding officer, Adam Malkovich. As a result, she has christened the computer Adam.

THE GAME SCREEN

MISSILES

Number of missiles Samus is carrying. If this number is 0, Samus cannot fire missiles.

ENERGY

Amount of energy Samus possesses. If this reaches 0, the game is over.

ENERGY TANK

Samus's energy supply. One tank contains 100 energy points.



POWER BOMB

Number of Power Bombs Samus is carrying. If this number is 0, Samus cannot use Power Bombs.

MAP

Displays the map for the area in which Samus is present. (See pg. 22 for map details.)

SAMUS ARAN

HATCH

Security doors designed to keep out intruders. They can be opened by disarming security, shooting them, etc. (See pg. 37 for details.)

X PARASITE

THE MAP SCREEN

Press START to pause the game and pull up the map screen. Press START again to exit the map screen and return to the game.

On this screen, the areas that Samus has explored will appear in pink. Use the + Control Pad to scroll across the map. Press the A Button to confirm Samus's current objective.

Any areas shown in green are hidden areas that did not originally appear on the map. There is a good possibility that these areas contain valuable secrets. Use a variety of techniques to find these areas, as they can dramatically affect the progress of the game.



Samus's Current Position

Samus's Ship



Objective Confirmation

MAP DISPLAY

N NAVIGATION ROOMS

Receive mission briefings here. When you stand in front of a computer terminal in a Navigation Room, the map screen will appear and instruction will begin.

(See pg. 19 for details.)

S SAVE STATIONS

Save current game data in these areas. (See pg. 17 for details.)

D DATA ROOMS

Come here to download ability data. (See pg. 28 for details.)

E RECHARGE STATIONS

Samus can recharge energy and missiles in these rooms. Stand on the Recharging Unit so Samus can recharge via her weapon barrel.



Recharge Station

ELEVATORS

Stand on elevators and activate them by pressing ▼▲ on the + Control Pad.



Elevator

FOUND ITEMS

ITEMS REMAINING

- Press the R Button on the map screen to move to the Status screen. Press the L Button to move to the Sleep Mode screen. (See pgs. 24 and 25 for details.)

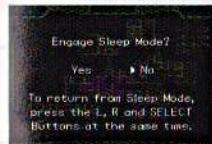
VIEWING STATUS

Press the R Button on the map screen to view the Status screen. Usable abilities can be confirmed on this screen.



ABOUT SLEEP MODE

From this screen, you can access Sleep Mode. This mode allows you to conserve battery life without turning the game off. The Sleep Mode function is convenient when you want to take a short break, but aren't near a Save Station.



INITIALIZING SLEEP MODE

From the map screen, press the L Button to display the Sleep Mode screen. Use the + Control Pad to select Yes and press the A Button to confirm. The screen will go dark, indicating that the Game Boy Advance has entered Sleep Mode.

EXITING SLEEP MODE

Press SELECT + L Button + R Button at the same time to exit Sleep Mode and return to the map screen.

• If the power is turned OFF while in Sleep Mode, the next game will begin from the last Save Station accessed. Caution! If Sleep Mode is left on for a long time, the battery power may run out.

BIOLOGIC SPACE LABS

Metroid Fusion takes place aboard a gigantic space station, home to Biologic Space Labs research facilities. Here is a simple schematic of the station.

SECTOR 1 (SRX)

This sector reproduces the environment of planet SR388.

SECTOR 3 (PYR)

This sector is used to research creatures living in extremely hot habitats.

SECTOR 5 (ARC)

This sector is used to research creatures living in extremely cold habitats.

BIOLOGIC



OPERATIONS DECK

DOCKING BAYS

This is where Samus first enters the space station. Her ship is located here.

HABITATION DECK

MAIN DECK

This area contains elevator access, storage, etc.

SECTOR 2 (TRO)

This sector is used to research creatures living in humid habitats.

SECTOR 4 (AQA)

Sector 4 is used to research marine creatures.

SECTOR 6 (NOC)

This sector is used to research nocturnal creatures.

REACTOR SILO



SAMUS'S ABILITIES

RECOVERING SAMUS'S LOST ABILITIES



When the X parasites attacked Samus, her power suit became contaminated, and pieces of it had to be surgically removed. As a result, the majority of Samus's abilities were lost. However, the Metroid vaccine, which was used

to treat her, radically affected her physical makeup, giving her the ability of a Metroid to resist the X parasites. In effect, she was reborn as the ultimate X parasite predator.

DOWNLOADING DATA

There are two ways for Samus to reclaim her lost abilities. The first is to download data prepared for her by headquarters. This data is sent as it becomes available, and Adam will inform Samus when it arrives.



Data Room

ABSORB CORE-X

The other method for reclaiming lost abilities is to absorb a mega-sized X parasite known as a Core-X. The image here is one of several types of these dangerous creatures. The abilities of the Core-X parasites differ from type



to type, but the thick thorny membrane that encases them is a common feature. This tough casing

must be ruptured by a powerful attack, such as a Missile blast, to render the core vulnerable to

absorption. Some of the Core-X parasites are incredibly powerful—engage them with caution.



A Core-X will release X parasites when shot with beam weapons. Try using this to your advantage when low on missiles or energy.

SPECIAL ABILITIES

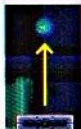
MORPH BALL

Use this power to roll into a ball and move through narrow passageways. Press ▼ twice on the + Control Pad.



HI-JUMP

Increases jump ability. This also allows Samus to jump while in Morph Ball mode.



SPEED BOOSTER

Dash at supersonic speeds and crash through certain barriers and enemies. Press and hold the + Control Pad in the direction you want to dash.



SPACE JUMP

Perform consecutive Spin Jumps. With practice, it's possible to use the propulsion to "fly."



SCREW ATTACK

Hit enemies with Spin Jumps to cause damage.



• **The Speed Booster, Space Jump, and Screw Attack cannot be performed underwater unless Samus has the Gravity Suit.**

POWER BOMBS

This is the bomb in its most powerful form. Its explosion encompasses the entire screen, damaging a limited number of enemies. While in Morph Ball mode, press and hold the R Button then press the B Button.



TYPES OF BOMBS

BOMBS

These limitless bombs can only be used in combination with the Morph Ball. They cause damage to enemies and can also be used to destroy certain sections of the walls and floors. Press the B Button while in Morph Ball mode.



BEAMS

NORMAL

This is the standard beam Samus possesses at the beginning of the game.



CHARGE

Charge up the normal beam's energy for a more powerful shot. Press and hold the B Button. Release when energy is built up.



WIDE

Use the Wide Beam to shoot three normal beams at the same time. The possibility of hitting something greatly increases.



PLASMA

This beam passes through enemies, hitting multiple targets.



WAVE

Shoot through obstacles with this undulating beam.



MISSILES

NORMAL

These are the standard Missiles Samus downloads early in the game.



SUPER

Super Missiles are a more powerful version of the normal Missiles.



ICE

Use Ice Missiles to freeze enemies for a limited time. Samus can walk on frozen enemies.



DIFFUSION

Fire Diffusion Missiles while charged to release a powerful blast that damages all enemies within a certain radius. Press and hold the R Button then fire the Missiles when charged up.



SUITS



FUSION SUIT

The standard suit Samus possesses at the beginning of the game.



VARIA SUIT

Reduces the damage suffered from enemy attacks. Nullifies damage from high and low temperatures.



GRAVITY SUIT

Further reduces damage from enemy attacks. Allows for normal movement in aquatic and other areas. Also protects Samus from lava.

ITEMS

Several types of power-up items are hidden throughout the space station.

ENERGY TANK

Increases the number of Energy Tanks and recharges all of the existing tanks.



MISSILE TANK

Increases the number of Missiles Samus can carry.



POWER BOMB TANK

Increases the number of Power Bombs Samus can carry.



SPECIAL BLOCKS

Within the space station there are **special areas in the floors and walls that can be broken.**

FAKE BLOCKS

Fake Blocks cover secret passageways throughout the space station. Some of these are cracked and easily discovered, but some look completely normal. Fake Blocks can be destroyed with bombs or beam attacks. To find them all, try bombing and shooting walls and floors as much as possible.



PIT BLOCKS

These blocks crumble and vanish when you walk on them.



MISSILE BLOCKS

Use Missiles to remove these blocks.



BOOST BLOCKS

Break through Boost Blocks after recovering the Speed Booster. Reaching the necessary speed requires some distance, so start running in the room next to the room containing Boost Blocks.



BOMB BLOCKS

Only Bombs can destroy these special blocks.



POWER BOMB BLOCKS

Use Power Bombs to destroy these special blocks.



SCREW ATTACK BLOCKS

Use the Screw Attack to break these blocks apart.



HATCHES

The hatches in the space station are open or locked depending on the station conditions. Shoot hatches to open them. Some hatches may require that locks be deactivated remotely before they will open.



GRAY HATCHES

Security level 0



BLUE HATCHES

Security level 1



GREEN HATCHES

Security level 2



YELLOW HATCHES

Security level 3



RED HATCHES

Security level 4



SPECIAL HATCHES

These can only be opened by fulfilling certain conditions.



HATCH-BLOCKING ENEMIES

Destroy hatch-blocking enemies with Missiles.



SHUTTERS

Shutters can be opened by shooting the lamps with beams.

ENEMIES IMITATED BY X PARASITES

All of the enemies Samus encounters are imitations of or infested versions of the creatures that were research subjects on the space station. Attack them to reveal the X parasites hidden within.

HORNOAD

Native life-form of SR388. These jumping frog-like creatures inhabit caves.



ARACHNUS

Native life-form of SR388. They will roll themselves into balls and attack. Dodge and attack with missiles.



ZOMBIE RESEARCHERS

These shambling creatures are probably the result of X parasites absorbing a slime creature's DNA then infesting staff researchers. They're remarkably similar to zombies.



ZEBESIAN SPACE PIRATES

These feared aliens once tried to use Metroids to further their schemes. They cling to walls and attack.



The X parasites take on many forms and attack from every vantage point possible. Use caution when moving through the space station.

A BRIEF HISTORY LESSON

While it has come to light in recent years that the Metroids were created by the ancient Chozo civilization, it is not common knowledge that they were created for the purpose of driving out the X parasites.

At some point in the past, the X parasites, which possess a terrible propagation power, threatened to overwhelm the ecosystem of their home world SR388 with their vast numbers. Something was needed to check this impending disaster. That "something" came in the form of the Metroids.

When the Metroids, the X parasites' only known predators, were made extinct by Samus's hand, the X parasites once again began to multiply with ferocious speed. Ironically, the X parasites were subsequently responsible for nearly killing Samus when they infested her Power Suit.

In a further twist, Samus's life was saved by an injection of an experimental vaccine containing Metroid DNA. As the inheritor of the Metroids' powers, Samus becomes the only being capable of opposing the X parasite horde.

In a piece of ancient Chozo literature, an interesting reference to Metroids was found. It seems that the word Metroid in the Chozo language can be roughly translated as "ultimate warrior." With the introduction of Metroid DNA to her system, the reborn Samus Aran is perhaps the most appropriate successor to this title of ultimate warrior.

THE METROID SERIES

In 1986, *Metroid* was released on the Nintendo Entertainment System. This game was followed by the release of *Metroid II*, in 1991, and *Super Metroid* in 1994.



Nintendo
Entertainment System

METROID

Stop the Space Pirates and
preserve galactic peace!



Super Nintendo
Entertainment System

SUPER METROID

Destroy the Space Pirates
and save the last Metroid!



Game Boy

METROID II: RETURN OF SAMUS

Exterminate all
remaining Metroids!



Game Boy Advance

METROID FUSION

Exterminate the X parasites
and save the universe!

IMPORTANT

REV-C

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WARRANTY AND SERVICE INFORMATION

REV-M

You may need only simple instructions to correct a problem with your product. Try our web site 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 8 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 8 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER™. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting assistance and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

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This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.