

**GAME BOY ADVANCE**

AGB-A3ME-USA

Disney's  
**Magical Quest**  
Starring **Mickey & Minnie**



**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 black outs 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.
- If you continue to have sore hands, wrists or arms 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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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.



THIS GAME PAK CAN BE USED WITH THE NINTENDO GAMECUBE™.

developed by



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**NEED HELP PLAYING A GAME?**

You can visit our web site at [www.nintendo.com](http://www.nintendo.com) for game play assistance.

For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529. This may be a long distance call, so please ask permission from whomever pays the phone bill.

**Rather talk with a game counselor?**

1-900-288-0707

1-900-451-4400

U.S. \$1.50 per minute

Canada \$2.00 per minute

MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

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

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



Disney's

# Magical Quest

Starring Mickey & Minnie



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Oh no!  
**Someone has  
kidnapped Pluto!!!!**

"Pluto went looking for  
his ball, and never came  
back!"

"That evil  
Emperor Pete  
kidnapped him!"



Pluto needs our help! Emperor Pete plans on using Pluto as a test subject for his evil magical experiments! We have to save him right away! We'll be more than a match for Emperor Pete's evil helpers as long as we use the sorcerer's robes we got from the Wizard in the tree, the firefighter's uniforms we found underground, and the climbing gear we got from Goofy...



Get ready to head off on a big adventure to the castle of the evil Emperor Pete!

# Characters

## Mickey Mouse

Mickey is the hero of the game. He'll brave the dangers of Emperor Pete's castle to save Pluto!



Climber Mickey

Firefighter Mickey



Sorcerer Mickey



# Minnie Mouse

Minnie is the heroine of the game. Choose to play as Mickey or Minnie and head off on your magical adventure!



Climber Minnie

Firefighter Minnie



Sorceress Minnie



# Characters



**Wizard**

This kindly magician lives in a tree. He's happy to help Mickey and Minnie in their quest.



**Pluto**

Pluto is very dear to Mickey and Minnie. Who knows what the evil Emperor Pete has planned for him?



**Goofy**

Goofy is always a bit befuddled. He'll come along to help save Pluto, but he may end up goofing things up.

## Enemies

Emperor Pete has many evil minions; these three are the strongest!



## Emperor Pete

Emperor Pete has imprisoned Pluto in his castle, where he conducts evil magical experiments...





# Controls



## Button Names and Functions

### + Control Pad

#### Mode Selection

Highlight selections on the Title screen, Pause screen, etc.

#### Player Movement

Move your character left and right, crouch, etc.

### START

**Game Start** Start the game.

#### Pause Function

Press this button during game play to pause the game and display the Pause screen. While the game is paused, you can select the "SAVE" option to save the current player data (see page 21 for additional details).

#### Stop Demo

Press this button during one of the demo displays, such as the opening demo, to stop the demo display.

## L Button

Select your character's costume.

## R Button

Finalize the costume selection.



## A Button

Jump, swim, and release ropes that are hooked over objects.

## B Button

Pick up or throw objects and unconscious enemies, cast magic, spray water, or throw a rope.

## SELECT

### Display Switching

Press this button during gameplay to hide the costume information display frame. Press this button again to restore the costume information frame.

# Getting Started



Turn on the **POWER** switch and the title demo will begin. Press **START** to display the Title screen shown above. Using the **+** Control Pad, highlight the mode you want to play and then press **START** or the **A** Button to start the game.

**Note:** Use "OPTIONS" to change the settings for the **A** and **B** Buttons.

## NEW GAME

Start a new game.

## LOAD GAME

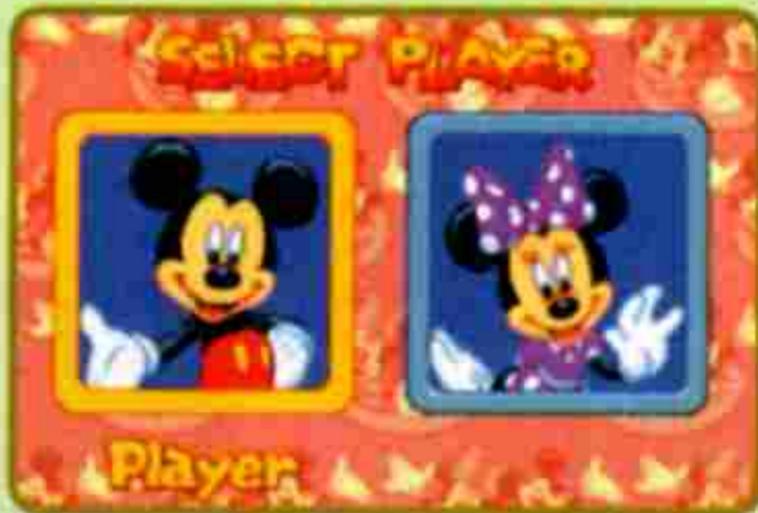
Restart the game from the previously saved area.

## PARTY GAME

In this mode, you can play four Party Games, and you can even use the Game Boy Advance Game Link cable to play against other players.



## Player Selection Screen



If you highlight "NEW GAME" on the Title screen and then press either START or the A Button, the screen switches to the Player Selection screen. Use the + Control Pad to move the cursor to the character you want to use, and then press either START or the A Button to select that character.



## Game Level Selection Screen



After highlighting a character on the Player Selection screen and then pressing either START or the A Button, the screen switches to the Game Level Selection screen. Using the + Control Pad, move the cursor to the game level you want to play, and then press either START or the A Button to select that level.

# About the Screen



Note: Items 6, 7 and 8 can be hidden off-screen by pressing SELECT.

- 1 Score** Displays the current score (pressing SELECT displays the high score).
- 2 Number of Coins** Displays the number of coins you have collected.
- 3 Remaining Time** Displays the time limit for the current area. If this time runs out, you lose one of your game play chances.
- 4 Number of Game Play Chances** Displays the number of chances you have to play the game. If this number reaches 0, the game ends.
- 5 Hearts** If you make mistakes and the number of remaining hearts drops to 0, you lose a game play chance. You can have a maximum of 10 hearts.
- 6 Costume Stock** Displays the costumes you have stocked up.
- 7 Current Costume** Displays the costume your character is currently wearing.
- 8 Costume Power** Displays the amount of remaining power in the costume your character is currently wearing.

# Costumes and Controls

Mickey Mouse

Minnie Mouse



Mickey Mouse and Minnie Mouse can reduce the power of enemies by grabbing and throwing objects at them and by leapfrogging over the enemy.



## Grabbing and Throwing Objects

You can grab an object or unconscious enemy (made unconscious by jumping onto them) by moving near the object/enemy and then pressing the B Button. Once you're holding an enemy or object, you can throw it by pressing the B Button again.



## Leapfrogging

You can reduce an enemy's power by jumping onto the enemy's head and leapfrogging over the enemy.



# Costumes and Controls

**Mickey the Sorcerer**

**Minnie the Sorceress**



In these costumes, Mickey and Minnie can cast magic on enemies to reduce their power, and can swim great distances underwater.



## Casting Magic

Press and hold the B Button to build up a supply of magic in your character's fingertip. As soon as you release the B Button, this magic shoots out from the fingertip.



## Safe Swimming

The magic power of the costume makes it possible to safely swim great distances underwater.



# Costumes and Controls

**Firefighter Mickey**

**Firefighter Minnie**



In these costumes, Mickey and Minnie can shoot water from their hoses to reduce an enemy's power or move objects.



**Spraying Water**

Press the B Button to spray water from the hose. The water will keep spraying as long as you keep holding the B Button.



You can use the hose to put out fires and to move objects.



# Costumes and Controls

Climber Mickey

Climber Minnie



In the climber costumes, Mickey and Minnie can throw ropes and hook them over objects to climb up steep mountain trails.



## Throwing a Rope

Press the B Button to throw your rope. Use the + Control Pad to control the direction of the rope as you throw it.



Without pressing the + Control Pad.



Pressing the Up arrow.



Pressing the Left/Right arrows.



Pressing the Down arrow.

Try to hook your rope over objects!

# When the Game is Over



When the number of game play chances reaches 0, the game ends and the Game Over screen is displayed. Use ▲ and ▼ on the + Control Pad to move the cursor to one of the options displayed and then press START or the A Button to select the option.

## YES

Continue playing from the area where the game ended.

## NO

End the game and return to the Title screen.



## Saving Game Data



To display the screen for saving game data, move the cursor to the "SAVE" option in the Pause screen and then press START or the A Button. Use ▲ and ▼ on the + Control Pad to move the cursor to the option you want to choose and then press START or the A Button to select that option.

## SAVE

Save the current game conditions.

## EXIT

Close the Save screen and return to the Pause screen.

**Note:** When you save game data, the previously saved data is deleted.

# Options



Select "OPTION" on the Title screen and then press **START** to bring up the Options screen. Use **▲** and **▼** on the + Control Pad to select an item. (By pressing the **A** or **B** Button, you can choose what you want the buttons to be used for.)



## Button Settings



You can set which buttons you want to use for holding, shooting, and jumping.

**Note:** You cannot change the settings for the **L** and **R** Buttons that are used to highlight and select the character's costume.



## EXIT



Highlighting "EXIT" and then pressing either **START**, or the **A** or **B** Button returns the display to the Title screen.



## Collectible Items

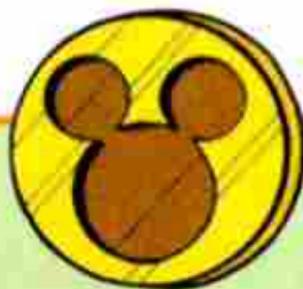


Displays the collectible items you have acquired while playing the game. (See page 27 for additional details.)

# Items

## Mickey Coins

If you collect enough coins, you can use them to buy items at the General Store.



## Apples and Blueberries

These items give you extra points.



## Hearts

Picking up one of these restores one of your hearts.



## Deluxe Hearts

A deluxe heart restores all of your hearts plus one, increasing the maximum number of hearts by one.



## Mickey Mouse Doll

A Mickey Mouse doll gives you an extra game play chance.



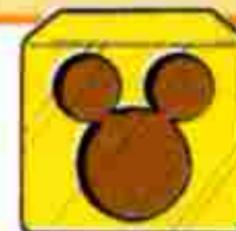
# Mickey's Magical Boxes



These are special magical boxes that the Wizard has conjured up to help Mickey and Minnie.

## Yellow Box

Yellow boxes can be picked up and thrown.



## Boundless Box

If you grab this box, you can pick up an unlimited number of yellow boxes.



## Stone Box

This box is used as a foothold, and it can also be moved by spraying it with water from the fire hose.



## Round Box

You can hook your rope over this box.

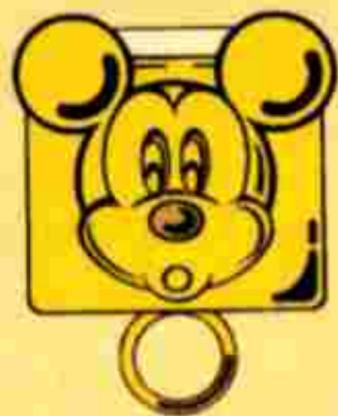


## Flying Box

If you pick up and throw this box, it will fly straight up into the air.



# Mickey's Treasure Boxes



These are special treasure boxes that the Wizard has conjured up to help Mickey and Minnie. If you pull the ring, or throw something at the treasure box and break it, its contents will come flying out.

Hold onto the ring and pull!



Throw something at the box to break it!



## Secret Room Entrances



Be sure to search carefully for the entrances to the secret rooms that the Wizard has prepared.

There are lots of things in the secret rooms. Mickey keeps his treasure boxes there, and there's also a General Store where you can swap coins for items.



# General Store



The General Store is found in one of the secret rooms. In the General Store, you can exchange the coins you have collected for various items.

Items that you already have and do not need to buy again are marked with a "SOLD OUT" sign. If you do not have enough coins to buy a particular item, that item will be displayed in gray.

**You can buy an item by jumping on top of the item.**



## Items Available at the General Store

You can find out about each of the items by pressing START.



### Package of Hearts



This package will restore all of your hearts.



### Deluxe Heart



This item restores all of your hearts and gives you one extra, increasing the maximum number of hearts by 1.



### Lamp and Fire Hydrant



The lamp recharges all of your magical energy, and the fire hydrant fills up your fire hose water supply.



### Magic Saver and Water Saver



With the Magic Saver, you need to use only half as much energy to do magic. And with the Water Saver, you can still spray water, but you need only half as much water as before.





The items available in the General Store also include collectible items. If you collect these items, you may find a special bonus when you connect your Game Boy Advance to the Nintendo GameCube using the Nintendo GameCube Game Boy Advance cable.

## How to Connect

### How to connect the Game Boy<sup>®</sup> Advance to another Game Boy Advance using the Game Boy Advance Game Link cable

Here's all of the information you need to link multiple Game Boy Advance systems using one Magical Quest Starring Mickey Mouse Game Pak.

#### Necessary Equipment

- Game Boy Advance system ..... One system per player
- Magical Quest Starring Mickey Mouse Game Pak ..... One
- Game Boy Advance Game Link cable (sold separately) ..... One

#### Linking Instructions

1. Make sure that the POWER Switches on all of the game systems are turned OFF, then insert the Magical Quest Starring Mickey Mouse Game Pak into Player 1's Game Pak slot.
2. Insert the Game Link cable into the External Extension Connectors (EXT), making sure to insert the small, purple connector into Player 1's game system and the large, gray connectors into the other game systems.
3. Turn each system's POWER switch to ON.
4. Now, follow the instructions on page 30.

**Do not connect any game systems that will not be used.**

Consult the picture to your right when connecting Game Link cable to Game Boy Advance.

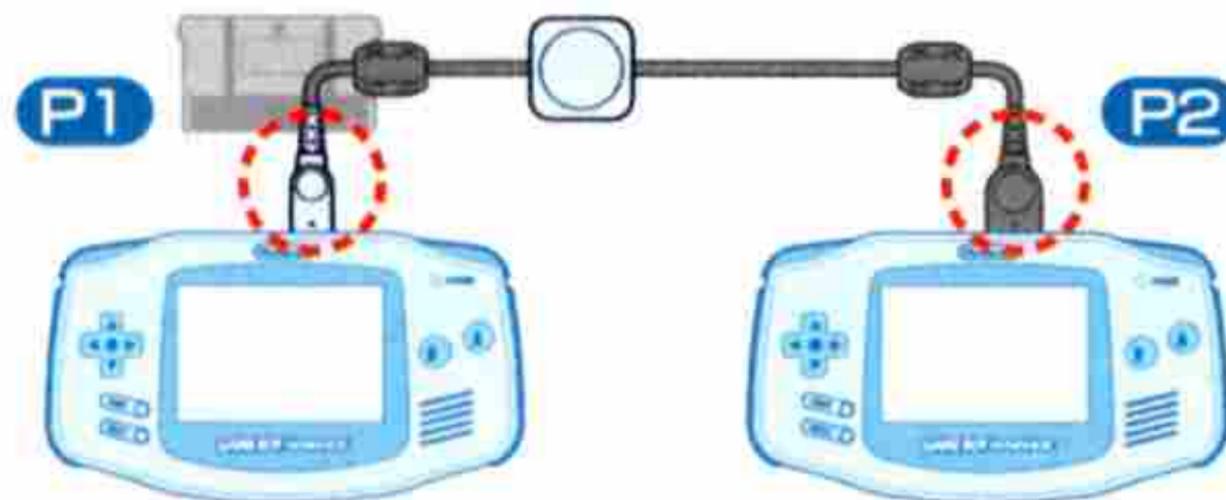
Note: the Game Pak goes into Player 1's game system. The Game Link cable's small connector is purple, and the large one is gray.

#### Troubleshooting

You may be unable to transfer game data or you may experience malfunctions in any of the following situations:

- When you are using any cables other than Game Boy Advance Game Link cables.
- When any Game Link cable is not fully inserted into any game system.
- When any Game Link cable is removed during the transfer of data.
- When any Game Link cable is incorrectly connected to any game system.
- When the Magical Quest Starring Mickey and Minnie Game Pak is inserted into any system other than Player 1's Game Boy Advance.
- When more than two Game Boy Advance game systems are linked.

Game Boy Advance and Game Link cable setup



## How to connect the Game Boy® Advance to the Nintendo GameCube™ using the Nintendo GameCube Game Boy Advance Cable.

This section describes how to use the Game Boy Advance Cable to connect your Game Boy Advance to a Nintendo GameCube.

### Necessary Equipment

· Game Boy Advance system.....	One
· Nintendo GameCube.....	One
· Magical Quest Starring Mickey Mouse Game Pak.....	One
· Magical Mirror Starring Mickey Mouse Game Disk.....	One
· Nintendo GameCube Game Boy Advance cable.....	One

### Connecting Game Boy Advance to Nintendo GameCube

1. Go to the Data Select screen of Disney's Magical Mirror Starring Mickey Mouse on your Nintendo GameCube, then select "Link." Follow the on-screen instructions and insert the Game Pak into Game Boy Advance.
2. Connect the Nintendo GameCube Game Boy Advance cable to the Nintendo GameCube.  
Notes:
  - Insert the Nintendo GameCube Game Boy Advance cable into the connector as shown in the connection diagram on the right.
  - The cable can be inserted into controller socket 2, 3 or 4.
3. Connect the Nintendo GameCube Game Boy Advance cable to the Game Boy Advance.
4. While pressing and holding START and SELECT on the Game Boy Advance, turn it on.
5. Follow the on-screen instructions for additional information on using the Game Boy Advance with the Nintendo GameCube.

Note: Disconnect the Nintendo GameCube Game Boy Advance cables and Game Boy Advance from the Nintendo GameCube if they will not be used.

### Troubleshooting

In the following cases, the Game Boy Advance and Nintendo GameCube Game Boy Advance cables may not be able to communicate correctly or operate properly.

- If the disk loaded into the Nintendo Game Cube is not compatible with the game pak in the Game Boy Advance.
- When you are using any cables other than the Nintendo GameCube Game Boy Advance cable.
- If the cable is not fully inserted into the controller socket or the Game Boy Advance.
- If the cable is not correctly connected to the Game Boy Advance or Nintendo Game Cube.
- If the cable is disconnected during communication between the Game Boy Advance and Nintendo GameCube.
- If either the Game Boy Advance or Nintendo GameCube is turned off, or if the Nintendo GameCube RESET button is pressed, while the two devices are communicating.

Connecting the Game Boy Advance and Nintendo GameCube using a Nintendo GameCube Game Boy Advance cable



# Starting a Party Game



🍒 The Party Game is a game that can be played by two players using two Game Boy Advance systems and the Game Boy Advance Game Link<sup>®</sup> cable (sold separately). You need only one Game Pak to do this.

🍒 To display the Party Game selection screen, highlight "PARTY GAME" on the Title screen and then press either START or the A Button.

🍒 Using the + Control Pad, highlight the Party Game you want to play and then press either START or the A Button to select that game.

## NORMAL BATTLE

See page 32. ◀

Mickey and Minnie jump onto clouds and other types of footholds as they try to get to the goal.

## WIZARD BATTLE

See page 33. ◀

Sorcerer Mickey and Sorceress Minnie break open Mickey's treasure boxes to collect the Mickey Mouse coins inside.

## FIREFIGHTER BATTLE

See page 34. ◀

Firefighters Mickey and Minnie spray water onto Mickey's treasure boxes to break open the boxes and collect the items inside. Each item is worth points!

## CLIMBER BATTLE

See page 35. ◀

Climbers Mickey and Minnie use their ropes to climb up objects such as magical boxes as they try to reach the goal.

# Party Game Mode Selection



🍒 To display the Party Game Mode Selection screen, highlight the Party Game you want to play on the Party Game Selection screen and then press either **START** or the **A Button**.

🍒 Using the **+ Control Pad**, move the cursor to the mode you want to use and then press either **START** or the **A Button** to select that mode.

## ●●● 1-Player Game ●●●

One player plays the game as Mickey. You can use this mode to practice each type of game or to try to set a new high score for the game.

## ●●● 2-Player Game ●●●

In this mode, a Game Boy Advance Game Link cable (sold separately) is used to connect two Game Boy Advance systems and then two players play against each other as Mickey and Minnie. See "How to Connect" on page 28 for information about connecting Game Boy Advance systems with a Game Link cable.

## ●●● BEST RECORD ●●●

Select this option to display the current high score for the selected Party Game.

# About the Party Games

## NORMAL BATTLE



Battle against time to go from the starting point to the goal.



Take off on a journey to reach the goal at the top right.



Watch out - when you step on a cloud, it will disappear! You will need skillful timing to jump across the clouds without falling!



You can use the "tomato-helicopter" to fly up quickly in a diagonal direction.



If you pass a certain checkpoint along the way, you will return to that point and can resume your journey from there if you happen to fall.

# About the Party Games



## WIZARD BATTLE



Try to collect as many coins as possible before time runs out!



Cast your magic to collect Mickey coins!



If you store up your magic and then shoot it out, Mickey coins will appear.



If your character runs into your opponent's magic, you lose one heart. If you lose all of the hearts, the number of coins your character has collected is reduced to half.



No matter how strong your opponent's magic beam is, you can cast your own magic beam to eliminate your opponent's.

# About the Party Games



## FIREFIGHTER BATTLE



Try to score as many points as possible before time runs out.



Shoot for the high score by collecting items that appear.



Be careful! Getting hit by a fire bat as it flutters by will cost you one heart.



You can spray water on your opponent to push him or her back. Keep spraying and you might be able to knock your opponent off his or her foothold.



If you lose all of your hearts, the number of points you have earned will be reduced by half.

# About the Party Games



## CLIMBER BATTLE



Try to get from the starting point to the goal as fast as possible.



Take off for the goal - it's straight up!



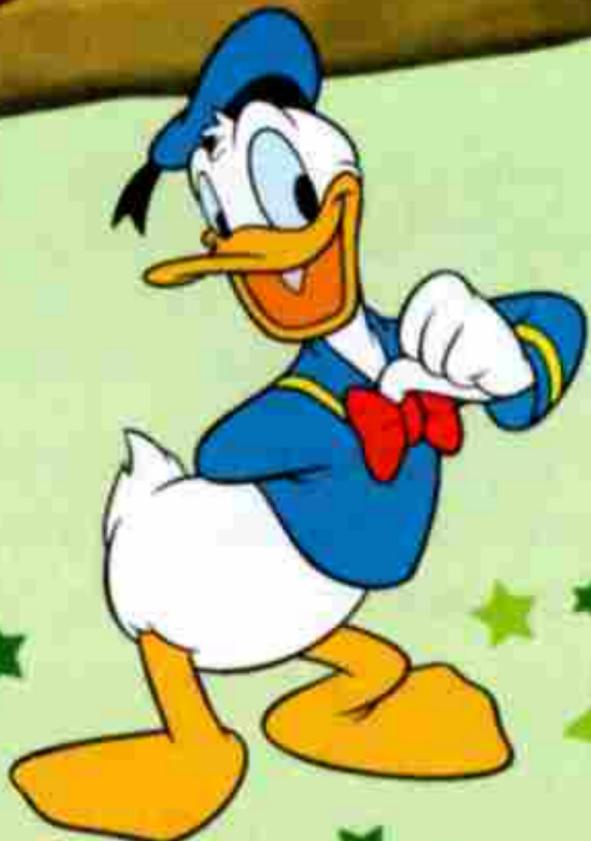
Throw your rope over an object and use it to climb up to a foothold that you couldn't reach by jumping.



You can't climb onto round boxes, but you can use your rope to swing back and forth under a round box like the pendulum of a clock!



You can check the numbers written at checkpoints to figure out where in the course you are.



While Party Game results are being displayed, pressing either START, or the A or B Button switches the display to the Retry screen.



## RETRY

Select this option to replay the same Party Game.

## END PARTY GAME

### 1P GAME

Return to the Title screen.

### 2P GAME

After "GAME OVER PLEASE TURN THE POWER OFF." is displayed on the screen, turn off the Game Boy Advance.

# Special Secret Techniques



## Mickey Mouse and Minnie Mouse



Mickey Mouse and Minnie Mouse can grab objects. Try picking up and throwing the objects you find. Some of them may cause very unusual things to happen!



## Sorcerer Mickey and Sorceress Minnie



Sorcerer Mickey and Sorceress Minnie can cast magic. In addition to reducing the power of an enemy, a magic beam may also cause objects to change into other objects.

# Special Secret Techniques



## Firefighters Mickey and Minnie



Firefighters Mickey and Minnie can shoot water from their hoses. Try spraying water onto various objects. You might be able to create a new foothold or discover a hidden item.



## Climbers Mickey and Minnie

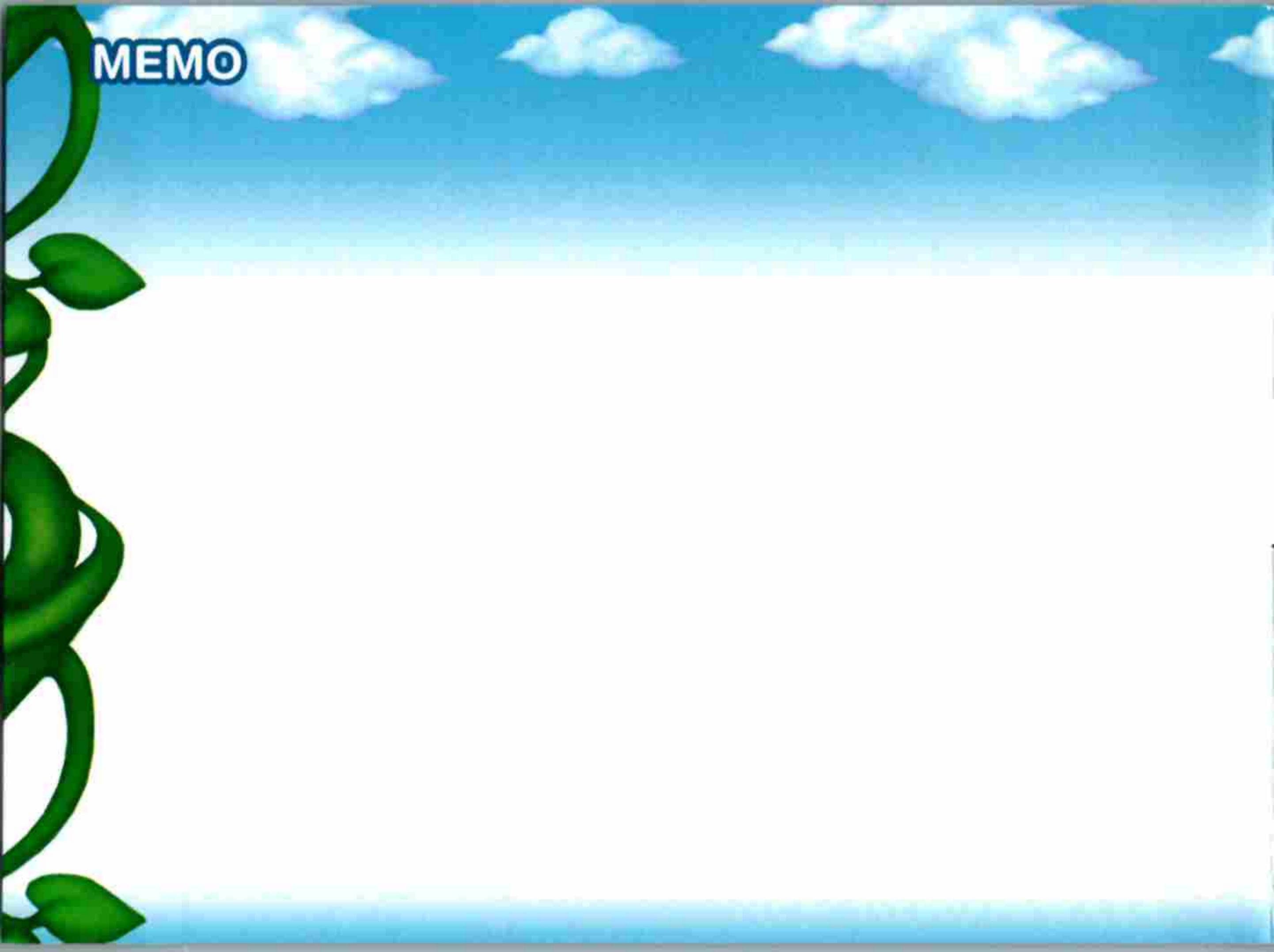


Climbers Mickey and Minnie can use their ropes to swing over places with no footholds and to hold on in strong winds.

**MEMO**



**MEMO**



**MEMO**



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Nintendo Consumer Service

[www.nintendo.com](http://www.nintendo.com)

or call 1-800-255-3700

(U.S. and Canada)

# WARRANTY AND SERVICE INFORMATION

You may need only simple instructions to correct a problem with your product. Try our web site at [www.nintendo.com](http://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 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved 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<sup>SM</sup>. 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](http://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.

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