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Nintendo of Canada Ltd.
110 - 13480 Crestwood Place
Richmond, B.C. V6V 2J9
Canada
www.nintendo.ca

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NINTENDOTM/_{MC}DS



INSTRUCTION BOOKLET / MODE D'EMPLOI

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD 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 tendonitis, 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.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

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



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NEED HELP PLAYING A GAME?

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

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

If you don't have access to the website, recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529.

This may be a long distance call,
so please ask permission from whoever pays the phone bill.



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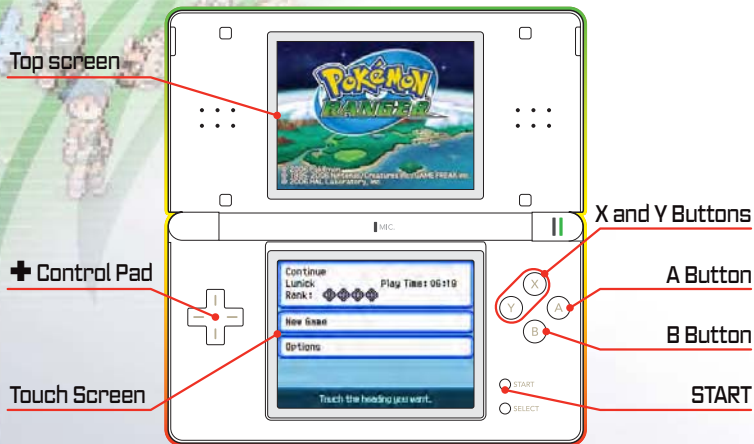
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This game cannot be linked with other Pokémon games.

BASIC CONTROLS

Basic operations are performed by touching and/or sliding the stylus on the lower Touch Screen.



Touch Screen

Touch the stylus on the Touch Screen to make the hero walk toward the touched location. This is also used for talking to people and checking things.

X and Y Buttons

Press to indicate which Pokémon are accompanying the hero.

+ Control Pad

Press to move the hero.

A Button

Press to choose "Yes," check something, talk to someone in front of the hero, or advance text.

B Button

Press to choose "No," or go back one screen.

START

Press to access the Capture Styler Menu. Press it again to return to the field screen.

- * Press START + SELECT + L + R Buttons to reset the game and return to the title screen.
- * Folding the Nintendo DS while playing will automatically put it into Sleep Mode. Opening the Nintendo DS will resume the game.
- * SELECT, L Button, and R Button are not used.
- * Remember to take a break if your hands get tired.

BASIC OPERATIONS

● Moving

Touch the stylus on the Touch Screen to make the hero move to the touched location. The hero can also be moved by pressing the **+** Control Pad.



● Talking

Touch any person with the stylus to talk with them (the person can be anywhere on the screen). You can also talk to a person by pressing the A Button when the hero is facing them.



● Making a Choice

While conversing with people, you may be presented with "Yes/No" choices. Touch the "Yes" or "No" icon on the Touch Screen to make your choice. You can also choose "Yes" by pressing the A Button, or choose "No" by pressing the B Button.



● Checking

Touch any Pokémon or a target with the stylus to obtain information. (The accessed information is shown on the top screen.) You may also obtain information on a Pokémon or a target by pressing the A Button when the hero is facing it.



STARTING THE GAME & OPTIONS

HOW TO START

1. Make sure that the Nintendo DS system is turned off. Insert the Pokémon Ranger Game Card into the Game Card slot on the back of the system and push until it clicks into place. Turn the power on, and the Health and Safety Screen is displayed (shown to the right). Once you have read over the information, touch the Touch Screen.



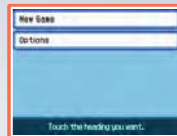
2. Touch the Pokémon Ranger panel on the DS Menu Screen to start the game.

- * If you set the DS system to Auto Mode, the game will automatically start after the Health and Safety Screen is displayed. For more information, please check the Instruction Booklet of your Nintendo DS.
- * In this Instruction Booklet, a **green frame** surrounds the top screen and an **orange frame** surrounds the Touch (lower) Screen.

STARTING A NEW GAME

Getting Started

- * If you start playing a "New Game" and you "Save," any previously recorded game data will be deleted. (You will no longer be able to "Continue" using the previously saved data.)



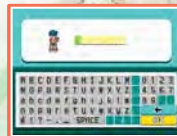
● The Hero's Gender

First, choose the hero's gender. Touch either the boy or the girl with the stylus to choose.



● Name the Hero

Once the story starts, you will be required to enter the hero's name. Touch the keyboard to enter the name one letter at a time. If you make a mistake, touch the left arrow icon to go back one letter. When you have entered the name, touch "OK" to register the hero's name.



The hero's gender and name cannot be changed once they have been registered.

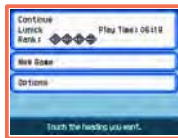
CONTINUING A SAVED GAME

Touch "Continue" to resume game play from the last place you saved the game.

When resuming game play using quicksave data, you will be given a "Yes/No" choice.

How to save the game: Page 20

How to quicksave the game: Page 21



CHANGING OPTIONS

You can change game settings such as the text speed. When you have changed the settings to the desired types, touch the "Back" icon.



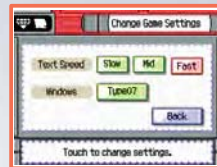
● Text Speed

Choose the text message display speed between "Slow," "Mid," and "Fast."

● Windows

The design of the frames around text windows can be changed.

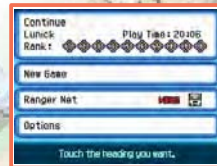
* These game settings can be changed by accessing "Options" on the menu screen before starting the game, or by accessing "Options" on the Capture Styler Screen during game play.



RANGER NET

After the game's ending, a new selection will appear on the menu screen called Ranger Net.

You can play special missions here.





THE CAPTURE STYLER SCREEN

When the hero is in the field, touching the Capture Styler at the top left of the Touch Screen or pressing START opens the Capture Styler Screen. On this screen, icons for the Capture Styler's various functions are shown. Touch the desired function's icon to access it. To return to regular game play, touch the "Exit" icon.

Capture Styler



The two numbers on the Capture Styler indicate its energy level: The bottom number indicates the Styler's maximum energy level, and the top number shows how much energy remains.

Mission: Page 18

Map: Page 18

Options: Page 19

Exit



Release: Page 18

Glossary: Page 19

Browser: Page 16

Quicksave: Page 19

THE HERO'S STATUS

Touching the Capture Styler displays the hero's name and other related data on the top screen.

The hero's name

Status

The Capture Styler's level is shown along with the Exp. Points needed to level up, and the total Exp. Points earned this level.



The hero's Ranger ID

The maximum Capture Line length that can be drawn during a capture [See Page 22 for more on captures.]

The current Ranger Rank



THE BROWSER

The Browser keeps records of captured Pokémon. Each kind of Pokémon is listed with such data as its group and Field Move. The captured Pokémon are listed according to a special numbered system used only by Rangers.

The Browser is updated every time a new species of Pokémon is captured. Try capturing every kind of Pokémon in the Fiore region to complete the Browser.

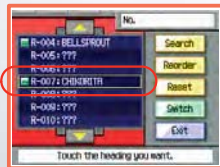
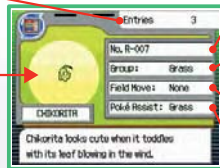
Number of entries

Pokémon Number

The Pokémon's group

The Pokémon's Field Move

The Pokémon's Poké Assist [Page 29]



The top screen displays the data of the Pokémon selected on the lower Touch Screen.

The Browser has a variety of functions. For example, it can display two sets of data on any selected Pokémon including its height, weight, and type. Touch the "Switch" icon to flip between these sets of data.

If the list of Pokémon has been reordered, it can be returned to its original state by touching the "Reset" icon.

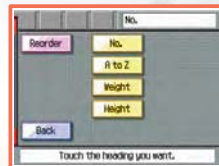
● Browser Functions

Search: Touch the "Search" icon to search for Pokémon by name, Poké Assist, or by their Field Move.



Reorder: Touch the "Reorder" icon to reorder the lower screen's list of Pokémon by their Pokémon Number, name, height, or weight.

To return a reordered list to its original state, touch the "Reset" icon.



Switch: Touch the "Switch" icon to flip the pages on the upper screen's Pokémon data including its height and weight.



RELEASE

Captured Pokémon can be released even if they have not helped the hero with a Poké Assist or a Field Move. A Ranger is allowed to have only so many captured Pokémon with them. [The maximum number depends on the hero's Ranger Rank.] If that maximum is exceeded, or if you decide that you don't need the help of certain Pokémon, you may release Pokémon into the wild. If a wild Pokémon helps the hero with a Poké Assist or a Field Move, it is automatically released.



MISSION

The hero's ongoing mission information is shown on the top screen. It is possible to retire from the current mission and return to the mission's Ranger Base by touching the "Retire" icon on the lower Touch Screen. [Depending on the mission, the hero may not be returned to the Ranger Base.]



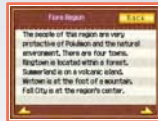
Map

A map of the entire Fiore region is displayed, including the places you have visited. The hero's present location is indicated with an icon.



Glossary

The Glossary provides detailed descriptions of special terms and phrases used in Pokémon Ranger. There are also descriptions of special techniques. Touch the heading you want to check to access information on it. When an entry is opened, touch the arrows on the lower Touch Screen to flip pages to other Glossary entries. The Glossary is automatically updated as you progress through the game.



Quicksave

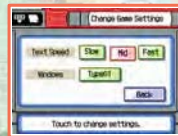
You can quicksave your game and resume play from that point.

Using Quicksave: Page 21



Options

The game settings can be changed in the same way as "Changing Options" on Page 12.





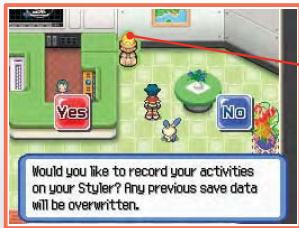
SAVING THE GAME

You can save your adventure so you can resume play later.

● Save Machine

You can save your game by touching any Save Machine in a Ranger Base or in the field. You can resume play from the saved spot by choosing "Continue" the next time you play.

* Don't turn off the power while you are saving.



Save Machine

If you start playing a "New Game" and then save, any previous game data will be overwritten. [The old "Continue" data will be lost.]

● Quicksave

Touch "Quicksave" on the Capture Styler Screen to save the game on the spot and shut off the Nintendo DS. When the Nintendo DS is turned on later, it is possible to resume play using the quicksave data.

* The quicksave data does not overwrite the "Continue" data.

* Don't turn off the power while you are saving.



The next time you launch Pokémon Ranger, you will be asked if you would like to resume play from where you quicksaved. You may resume play from where you last quicksaved data by touching "Yes." If you were to touch "No," you will be asked, "The quicksave data will be deleted. Is that OK?" Replying "Yes" to this query will delete the quicksaved data. The quicksaved data will also be deleted if it is used to resume game play.



CAPTURING POKÉMON

LET'S CAPTURE POKÉMON!

"A capture" is the process of befriendng a wild Pokémon by establishing an emotional bond. Once captured, a wild Pokémon will travel with the hero until it provides help. A capture is performed using the stylus [the Capture Stylus].

The lower screen switches to the Capture Screen when the hero makes contact with a wild Pokémon in the field.



⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



When the Capture Screen appears, touch your stylus to the ground on-screen. The Capture Disc will appear; it disappears if the stylus is lifted from the screen.



Keeping the stylus touching the screen, slide it to move the Capture Disc. It will leave the Capture Line in its wake. Use the Capture Line to draw loops around the wild Pokémon you want to capture.



The Capture Line must form a complete loop around the targeted Pokémon.



Number

When a loop is drawn around the Pokémon, a blue number appears above it. This number indicates how many loops must be drawn around the Pokémon. Keep drawing loops without lifting the stylus until the blue number disappears. When the blue number is replaced by an orange number with "+" in front, lift the stylus from the Touch Screen to complete the capture.



1 Draw the same number of loops as the blue number.



2 When the number turns orange with "+" in front, lift the stylus.



3 Capture complete!

If the stylus is lifted before the required number of loops are drawn, the Capture Line disappears. If that happens, you must begin drawing loops from the start regardless of how many loops were drawn before.



The number of loops required to make a capture varies from Pokémon to Pokémon.



CAPTURE TIPS

When a Ranger is trying to make a capture, the targeted Pokémon will behave in a variety of ways depending on the species. Some will become startled and run around while others may act aggressively. If a targeted Pokémon touches the Capture Line, the Line is broken. If that happens, you must draw loops again from the start even if there were completed loops. Some Pokémon will even flee during capture attempts.

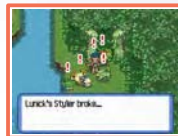
If a Pokémon touches the Capture Line, the Line disappears.

If a Pokémon's attack hits the Capture Line, not only is the Line broken, the Capture Styler loses some of its energy.

Some Pokémon will flee after a certain amount of time.



If the Capture Line touches a Pokémon's attack, the Capture Styler loses some energy. If the Capture Styler's energy drops to zero, it will break, making it impossible to capture Pokémon. In that event, the hero is returned to the last Save Machine used, or to the title screen. If the Capture Styler's energy is running low, it can be recharged at any Ranger Base, or by using certain Field Moves or Poké Assists of captured Pokémon.



During captures there is no need to use force. The trick is to draw loops lightly and quickly. If your hands become tired, quicksave the game and take a break.

CAPTURING WITH A POKÉMON'S HELP

A captured Pokémon traveling with the hero is called a friend Pokémon. It is possible to use the abilities of friend Pokémon to capture other Pokémon. A friend Pokémon can use its ability to boost the performance of the Capture Disc (a Poké Assist), endowing the Capture Line with a special power. Other kinds of Pokémon, such as the partner Pokémon (Plusle or Minun), can provide support in different ways. There is a large variety of Poké Assists that vary among different Pokémon groups. For example, Chikorita makes tall grass sprout from the Capture Line, ensnaring the targeted Pokémon.

PARTNER POKÉMON

Plusle and Minun can use the Poké Assist ability Discharge to temporarily stun the targeted Pokémon. In step with the hero's promotions, the Discharge power of Plusle and Minun will grow to support the hero in making captures.

Partner Gauge

This indicates the power of Plusle or Minun's Discharge Poké Assist. It gains energy every time a loop is drawn around a targeted Pokémon.

Poké Assist icon

Touch this icon to use the Poké Assist ability of a partner Pokémon (Plusle or Minun) or a friend Pokémon.



After touching Plusle or Minun, touch the "Poké Assist" icon. Plusle or Minun will use the Discharge Poké Assist on the Pokémon targeted for capture. To cancel using the Poké Assist, touch any piece of ground away from Pokémon on the Touch Screen, then touch the arrow at the top right of the Touch Screen.



POKÉ ASSISTS

Like Plusle or Minun, a captured friend Pokémon may also be able to perform a Poké Assist to boost the power of the Capture Disc. There are a variety of Poké Assists. To use a Poké Assist, touch the Poké Assist icon during a capture. Then, touch and select the friend Pokémon you want to use. Touch the "Poké Assist" icon to get the chosen Pokémon's help. If you choose the wrong Pokémon, touch another Pokémon or any part of the ground.

* Some Pokémon do not have Poké Assist abilities.



The Pokémon helping you



Stylus use tip

Remaining Poké Assist time

THE TYPES OF POKÉ ASSIST

Grass

Grass sprouts from the Capture Line. The grass may ensnare the targeted Pokémon.

Water

Bubbles can be formed to trap targeted Pokémon. To form a bubble, touch the Touch Screen. The longer the screen is touched, the larger the bubble grows. Slide the stylus, then lift it to make the bubble float in the same direction.

Fire

Fire blazes from the Capture Line. When a loop is drawn, fire erupts at the center that can startle the targeted Pokémon into leaping up.

Electric

Electric power is released to recharge the Capture Styler's energy.

Fighting

This Poké Assist doubles the Capture Line's performance so each loop is worth two.

Poison

A poisonous mist rises from the Capture Line. The mist can slow the movement of Pokémon.

Psychic

This Poké Assist levitates targeted Pokémon on the spot, making them easier to capture.

Bug

Touch the screen, slide the stylus, then lift it to flick a sticky blob. If the targeted Pokémon is hit, it could become immobilized.

Ground

The Capture Line churns up the ground, making it difficult for the targeted Pokémon to walk.



Rock

Touch the screen, slide the stylus, then lift it to flick gravel. If the targeted Pokémon is hit, it could become immobilized by a cloud of dust.



Flying

Touch the screen, slide the stylus, then lift it to send out a twister. If the targeted Pokémon is hit, it is levitated on the spot.



Dark

In return for some of the Capture Styler's energy, the Capture Line's maximum length is doubled. The amount of energy taken depends on how much energy is remaining.



Ghost

When a loop is drawn, a ghost appears in the center. The ghost can cling to the targeted Pokémon and immobilize it.



Ice

When a loop is drawn, a patch of ice appears in the center. The ice can freeze targeted Pokémon on the spot.

USE POKÉ ASSISTS SMARTLY!

There are many kinds of Poké Assists. Learn how they work in various situations. By doing so and using them to your best advantage, your capturing performance will be vastly enhanced. Be sure to try out the Poké Assists of your captured Pokémon!



Also, remember that Pokémon are classified in groups. Depending on the Poké Assist's type and the targeted Pokémon's group, its effectiveness could be boosted or diminished. You can confirm if a Poké Assist is more powerful or weaker by checking an arrow that may appear above the targeted Pokémon when the Poké Assist is used. If an upward-pointing arrow appears, the Poké Assist's performance is boosted. If a downward-pointing arrow appears, the Poké Assist's performance is weakened.





CLEARING TARGETS WITH POKÉMON

WHAT IS TARGET CLEAR?

While performing your duties as a Pokémon Ranger, you may come across obstacles such as fallen trees and giant boulders that block your path. Such obstacles are referred to as "targets." Touch a target with the stylus, and its data is displayed on the upper screen.



Target info



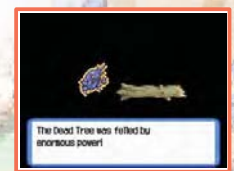
Target

These targets can be eliminated using the moves of captured friend Pokémon. The moves of Pokémon used to remove obstacles are called "Field Moves."










To remove an obstacle, touch a friend Pokémon with the stylus, then draw a line to the target. If the selected Pokémon and the target glow in the same colour, the target can be removed. You will be asked if you require the chosen Pokémon's help. Touch "Yes" if you want the friend Pokémon to use its Field Move to eliminate the target.



The process of removing an obstacle using a Pokémon's Field Move is called a "Target Clear." Also, in addition to eliminating obstacles, a Target Clear can also involve moving an obstacle using a Pokémon's Field Move. When a friend Pokémon uses a Field Move to help the Ranger, it is automatically released into the wild in accordance with Ranger rules.



THE KINDS OF FIELD MOVES

	Cut	Shrubs, fences, and similar targets are cut down.
	Tackle	A tackle is thrown to shake trees and move heavy objects.
	Burn	A fiery breath incinerates an obstacle like a fallen log or bundled hay.
	Soak	A spray of water is loosed to put out a fire or make vines grow.
	Crush	A physical blow for destroying walls and smashing boulders.
	Recharge	Electricity is discharged to recharge the Capture Styler's energy.
	Gust	A gust of wind is directed at the target.
	Cross	The Pokémon lassos a post with a vine to get across streams and chasms.
	Flash	An illuminating move used for lighting up dark places like basements.

The kinds of Field Moves and their power vary between Pokémon species. For example, while Torchic and Combusken both use the Field Move Burn, Combusken's Field Move is much more powerful than Torchic's. The power of their Field Moves is indicated by a fire icon: Torchic has one icon, and Combusken has two. The more fire icons a Pokémon has, the more powerful its Burn Field Move.



This target has two fire icons that indicate the power of the Field Move needed to clear it. In this example, only Combusken's Burn Field Move can clear this target.



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REV-D

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Warranty & Service Information

REV-P

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

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR 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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