Nintendo

GAME BOY®

DMG-ZL-USA-1

THE LEGEND OF ZELDA®

LINK'S AWAKENING™

INSTRUCTION BOOKLET

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



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Thank you for selecting the THE LEGEND OF ZELDA® LINK'S AWAKENING™ Game Pak for the Nintendo® Game Boy® unit.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.

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Precautions

1) If you play for long periods of time, take a 10 to 15 minute break every hour or so.
2) This equipment is precision built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
3) Do no touch the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or GAME BOY unit.
4) Do not clean with benzene, alcohol, or other such solvents.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Game Boy unit.
6) Store the Game Pak in its protective case when not in use.

PROLOGUE

Though you fulfilled the Hyrulian prophecy of the Legendary Hero and destroyed the evil tyrant Ganon, the land of Hyrule enjoyed only a precarious peace. "Who knows what threats may arise from Ganon's ashes?" the restless people murmured as they knitted their brows and shook their heads. Ever vigilant, you decided to journey away from Hyrule on a quest for enlightenment, in search of wisdom that would make you better able to withstand the next threat to your homeland.

Months of difficult travel passed. After a long and fruitful voyage, you breathed deeply the sea spray from the deck of the ship that carried you home to Hyrule. But your homecoming was not to be. Suddenly a squall struck your ship, and though you valiantly fought the waves, a lightning bolt reduced your ship to splinters.

Your world faded to black as you sink into the darkness of the storm-tossed





sea with the remains of your craft. But in the cold darkness of the deep, you heard a comforting voice that reminded you of home. It was the voice of Princess Zelda!

"You're going to be all right!" the voice said. "What a relief!"

You opened your eyes to find Princess Zelda standing over you-or was it ?! Actually, it turned out to be a woman named Marin. She explained that you had drifted with the wreckage of your ship to the shores of Koholint Island. This mysterious island was unique for the gigantic egg which crowned its central mountain. It was said that a mythical creature, the Wind Fish, lay asleep inside the egg.

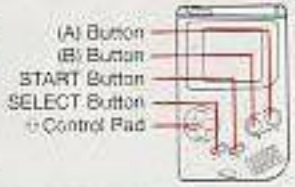
You set out in search of your sword and other gear that might have washed up on the beach with you. As you stood in the surf with your recovered sword, a strange owl suddenly appeared and hooted this riddle:

"Awaken the Wind Fish and all will be answered."

"What is the Wind Fish?" you wonder... And what did its awakening portend? Your most mysterious adventure yet, following the riddle of the Wind Fish through the uncharted island of Koholint, is about to unfold.

✣ CONTROL PAD — Moving

The directional arrows make your character move in eight different directions. Depending on your location, you can go up or down stairs or jump off ledges. This control also moves the cursor on menu screens.



SELECT BUTTON — Viewing the Map Screen

You can view a map of Koholint Island by pressing the SELECT Button. This map will only show places that you have already visited. Use the map to check your position and names of places.

A BUTTON B BUTTON — Selecting Items For Use

You can assign different items (functions) to the A and B Button. Also, the A Button will let you talk to a villager, answer the telephone, or read a stone slab. Press the A Button to see the next part of a long message. Press the B Button to cancel the message.

START BUTTON — Viewing the Sub-Screen

Press the START Button to see your Sub-Screen. In the Sub-Screen you can assign different items or weapons to the A and B Buttons, and you can confirm what objects you possess. In the dungeon, this screen displays the dungeon map and the dungeon items you own.

Quitting the Game

If you press A, B, START and SELECT Buttons simultaneously you can quit the game.

Correctly insert the Legend of Zelda® : Link's Awakening™ game pak into the Game Boy® unit and turn the power switch to the ON position. You will see the Nintendo® logo appear for a few seconds, followed by an introductory sequence.



Who Do You Want To Be? (Selecting a Player File)

Press the START Button any time during the opening sequence to go to the title screen. Press the START Button again to go to the Player Select Screen. Move the cursor to one of the three "Save Files" and press the START Button. The game will save all your progress in this file so you can pick up your adventure later at the last entrance that you went through.



Title Screen


Player Select Screen

Give Your Hero A Name

To start a new game, you must choose an empty save file and register your name. On the Name Registration Screen, use the ✣ Control Pad to move the cursor and the A Button to select a letter. The B Button will backspace to erase the previous letter. You can enter a name up to five letters long. Press START to finish registering your name.



When you have finished registering your name, you will return to the Player Select Screen. Choose the new file you just created and start your adventure!



Name Registration Screen

Deleting Saved Files

If you want to start a new game, but have data saved in all files, you must erase one of them.
Move the cursor to the bottom of the screen, then use left or right on the ✣Control Pad to select ERASE.
Press the START or A Button. The screen shown on the right will appear.
Select the file that you want to erase and press the A Button. The messages "QUIT" or "OK" will appear on the bottom of the screen.
Select one of these and press the A Button.
Remember that once you have deleted a file, you cannot restore it, so choose "OK" only if you are sure you want to delete a file.



Copying Saved Files

You can copy the data in one Save File to another Save File. On the Player Select Screen, move the cursor to the bottom of the screen and select COPY.
Press either the START or A Button. The screen on the right will appear.
Select the file you want to copy from and press the A Button, then select the destination file. As you could when deleting a file, you can then choose QUIT or OK. You must be careful when copying files because the information in the file you copy to will be replaced and cannot be retrieved.



MAIN SCREEN

This is the screen you will use to explore the mysteries of Koholint Island.



- **PLAYER**
- **SELECTED ITEMS**
  This displays the items you currently have selected for use. Press the B Button to use the item on the left and press the A Button to use the item on the right.
- **RUPEE (Koholint's Currency)**
  This shows the number of rupees that you currently have. You can carry up to 999 rupees.
- **HEART CONTAINER**
  This displays your life force in Heart Containers. Each time you get hurt, your Heart Containers will empty. If all your Heart Containers empty, your quest ends.

SUB-SCREEN

This screen allows you to select different items or check your inventory. The display changes slightly when you are in a dungeon.



- **SELECTED ITEMS**
  Items in this area of the Sub-Screen are ones that you can assign to the A or B Button as you like.
- **AUTOMATIC ITEMS**
  The items in this area, such as the flippers and medicine, are used automatically when you need them.
- **SIRENS' MUSICAL INSTRUMENTS**
  Eight Nightmares (aka big, bad, burly, boss monsters) have hidden these magical, musical instruments in their lairs. For each Nightmare that you defeat, you will win back one of these musical instruments.

MAP SCREEN



Using the Map Screen, you can view the entire overworld of Koholint Island and check your current location.

The overworld map will give you information on all places that you have explored. Move the cursor to a location using the ✣ Control Pad and press the A Button. The name of the place or dungeon in that location will appear on the screen. (Press the B Button to remove the name.) If you move the cursor to a location that you should explore during the game, a sign marking the place will appear. Use these symbols as a guide to important locations during your quest. The signs that appear on the map are described on the following pages.



DUNGEONS

Rumor has it that the Sirens' Musical Instruments are hidden in dungeons. There are eight dungeons on Koholint Island.



!? MARKS

These "mystery" marks show important locations that you need to visit to proceed through the game. You will have to visit these places to find out what they actually are.



SHOPS

There are many different shops on Koholint Island. These shops sell a wide variety of goods and services, so be sure to visit them all.



MESSAGE

This sign marks a location where you heard an important message. Press the A Button to make the messages appear again.

BASIC MOVES

You do not need items to perform these basic moves:

WALKING

You can make your character move up, down, left, right and diagonally by pressing the ✣ Control Pad. Try to explore every nook and cranny of of Koholint Island.

TALKING AND READING



Press the A Button when you are near villagers to engage them in a conversations. You can also read notice boards or stone slabs in the same way. In either case, if the message is very long, you have to press the A Button to see all of it. To cancel the message, press the B Button.

OPENING TREASURE CHESTS

To open a treasure chest, stand in front of it and press the A or B Button. The chest will open and you will take what is inside.

PUSHING



To push a stone or statue, stand next to it and press against it by holding the ✣ Control Pad in the direction you want to move. Sometimes there are objects hidden under stones, and other times a moveable stone may be the trigger that will open a dungeon door.

LEAPING

You can leap off ledges in the overworld and in the dungeons if there is no obstacle at the edge. Leaping down can be used as a short cut and is sometimes the only way to reach an area. Walk to the edge of the ledge and press the ✣ Control Pad in the direction you want to jump.



USING ITEMS

The following moves can be accomplished only by using certain items. When the explanation mentions pressing the "Button", this means the Button (A or B) that you have assigned to the item on the Sub-Screen.

To select an item, go to the Sub-Screen, move the cursor to the item that you want to use, and press the A or B Button. The Button you press will be assigned to the item.

NORMAL SWORD BLOWS

Press the Button to swing your sword. The faster you press the Button, the faster you will swing your sword. Also, if you hold your sword out (by holding down the Button) you can move without changing the direction you are facing.



WHIRLING BLADE TECHNIQUE

Hold down the Button to build up power in your sword's blade. Once the sword has "powered-up" you can release the energy in a Whirling Blade attack. This special attack technique inflicts more damage on the enemy than a normal sword blow does.



JUMPING <Roc's Feather> NEW

When you have selected the Roc's Feather item, you can press the Button to jump. Use this power to jump over pits or to dodge enemy attacks. If you run using the Pegasus Boots and then jump, you will jump much farther than normal.



DEFEND <Shield> NEW

You can defend yourself against enemy arrows or stones using the shield. Note that you must press the Button to bring your shield up into a ready position. This will repel most enemy attacks.



RUNNING <Pegasus Boots>



If you press and hold the Button assigned to the Pegasus Boots, you can run in the direction you are facing (up, down, left and right only). You can stop running by pressing the ✣ Control Pad in a direction other than the one you are running. If you have the sword selected as your other item, you will automatically bring up your sword to make a charging attack as you run.

RAMMING OBJECTS <Pegasus Boots>



If you run into a wall, you may be able to break a hole in it.
Running into trees may also shake down objects hidden in the branches.



LIFTING AND THROWING <Power Bracelet>

Face the object you want to lift, press the Button and then press the Control Pad in the opposite direction and you will lift the object. Press the Button again to hurl the object up, down, left or right. If the object hits an enemy, it will inflict damage.

PULLING <Power Bracelet>

You can also use the Power Bracelet to pull levers or stone statues in the dungeons. If you find an object that looks as if it can be pulled, try using the Power Bracelet to tug at it.



SWIMMING AND DIVING <Flippers>



You do not have to select the Flippers – you will use them automatically when you enter the water. You can swim using the A Button and dive by pressing the B Button. Try diving in suspicious places. You never can tell what lies hidden in the watery depths.

OTHER MOVES

You will have a lot of other items and moves to choose from. When you get a new item, test it out in a variety of situations. Also, be ready to swap to the item appropriate for the situation you are in.



SELECTED ITEMS

To use these items, you must arm yourself and press the A or B Button. At the start of your quest, you will have nothing. Your inventory of items will increase one by one as you meet people and explore the depths of the dungeons.
You change items on the Sub-Screen. Move the cursor to the item you want to get ready using the ✣Control Pad, and then press the Button you want to assign to that item (A or B).
You can use certain items, such as the Bow, a limited number of times. The number of times you can use an item is displayed next to it. Keep this number in mind when selecting an item for use. There are also different levels of power for your Sword and Shield. When the power level of these items increases, the level will be displayed next to them.



SWORD

This trusty blade is your main weapon. You can use it to attack enemies or cut the grass. Rumor has it that there is a more powerful Sword hidden on Koholint Island.



SHIELD

You can use this to protect yourself from enemy arrows or stone attacks. If you find a way to make your Shield more powerful, you can protect yourself from attacks that your regular Shield couldn't handle.



POWER BRACELET

This magical Bracelet will make your body brim with strength and enable you to heft clumps of grass, earthen pots and heavy stones. With your increased strength you can also pull levers. It is said that there exists an even more powerful version of this mighty jewelry that gives its wearer the power to lift elephants.



MAGIC POWDER

This Powder, made from the Sleepy Mushrooms of Koholint Island, has mystical powers. Try to sprinkle it on many things to test its effects. If you find a Sleepy Mushroom, take it to a witch, and have her change the mushroom into Powder for you.



SLEEPY MUSHROOM

This is but one of many types of mushrooms that grow in the fine tropical climate of Koholint Island. Witches use this mushroom as an ingredient for magic powder. Eating this mushroom, or any other, without the advice of an expert is not recommended.



ROC'S FEATHER

This legendary treasure has been handed down from olden times on Koholint Island. The magical Feather makes the bearer's body much lighter and allows him to jump very high. The jumping ability bestowed by this Feather is useful for avoiding enemy attacks or jumping over pits.



HOOK SHOT

The business end of the Hook Shot can be thrust into pots, treasure chests or blocks. You can then reel in the chain and pull yourself to the hook. This grappling hook can also be used to attack enemies or pick up items that are out of reach.



MAGIC ROD

The holder of this Rod is the master of fire and can blast fireballs to attack his enemies. You can also use the flames from the Rod to light the lanterns in the dungeons. This item can be used an unlimited number of times.



SHOVEL

The Shovel is useful for digging holes in the ground. Who knows what kind of buried treasure you might find? Keep in mind that some parts of the ground are too hard to dig.



BOW

The Bow allows you to attack distant enemies. You can use the Bow only if you have arrows, so always keep an eye on the number of arrows you have left. If you run out of arrows, you can get more at shops.



BOMB

The explosive force of this device can damage enemies or knock holes in walls. After you have placed a Bomb, you can pick it up and throw it if you act quickly. You can place only a single Bomb at a time.



OCARINA

The Ocarina plays several mystical melodies. You will learn songs from people you meet. There are three different songs you can learn, and each has its own mystical power. After learning a new song, try playing it when you are in trouble.



PEGASUS BOOTS

This magical pair of footwear is another legendary treasure. These Boots allow you to run at incredible speeds and ram into objects with great force. Press and hold the Button to start running. If you press the ✣ Control Pad in a direction other than the one you are running in, you will come to a halt.

INVENTORY ITEMS

These items are different from Selected Items in that you use them automatically if you enter a situation where you need them.



YOSHI DOLL

This small doll is a miniature image of the most popular character on Koholint Island. Everyone wants a Yoshi Doll! Where on earth are you going to get hold of this doll?! And once you have one, what can you do with it?



FLIPPERS

If you acquire the Flippers, you'll be able to swim! When in the water, press the A Button to swim and the B Button to dive.



SECRET MEDICINE

If you have this in your possession when all of your Heart Containers are empty, they will be fully restored.



GOLD LEAVES

The prince of a certain country will ask you to find these during your adventure. They are said to be found in a castle. When you have all five Gold Leaves, you can swap them for a dungeon key.



SECRET SHELLS

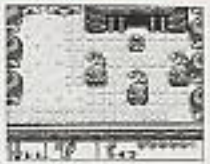
These shells can be found scattered throughout Koholint Island. Try searching for them in tall grass or under water. If you find enough of them, something good is bound to happen.

DUNGEON KEYS

These keys open the entrances to dungeons. If you do not have the correct key for a dungeon, you will not be able to enter it.



The stalwart and thorough explorer will find eight dungeons on Koholint Island. Though these are crawling with formidable creatures that will try to make a meal out of you, you must search every nook and cranny of these dark and dreary places.





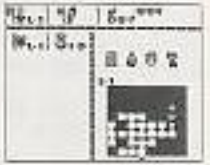
TREASURE CHESTS

You will find many treasure chests in the dungeons. These can contain rupees, items that will increase your power, and dungeon items. (You can open and take the contents of a treasure chest only once.) Some treasure chests are in plain view; others will appear only after you have defeated all the monsters in a room.



DUNGEON ITEMS

The Dungeon Items described below can be used only in the dungeon that you find them in. They cannot be carried to another dungeon and used there. You can see which dungeon items you currently possess on the Sub-Screen.





MAP and COMPASS

The Map will show you all the rooms in the dungeon. The Compass will indicate the location of the dungeon's Nightmare and the position of treasure chests that you have not opened yet.



STONE SLABS AND FRAGMENTS

If you place the stone slab fragment into the stone slab, you will be able to get a hint about how to conquer the dungeon.

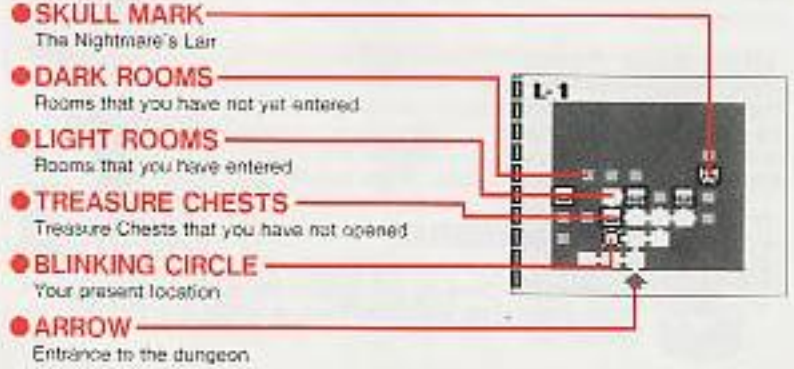


NIGHTMARE KEY and SMALL KEYS

You will need the Nightmare Key to enter the Nightmare's lair. The Small Keys, which can be used only once, are used to open other locked doors in the dungeon.

HOW TO READ THE DUNGEON MAP

When you have acquired the Dungeon Map item, you will be able to see a complete map of the dungeon on the Sub-Screen. This Map will help you search every inch of the dungeon.



SIRENS' MUSICAL INSTRUMENTS

These musical instruments were once used by the band of Sirens as they sang to lure sailors to their doom. Now it is rumored that they lie in the depths of the dungeons, guarded by powerful monsters. If you obtain all of these instruments you will be able to solve the riddle of the Wind Fish.



Thunder Drum



Full Moon Cello



Conch Horn



Sea Lily Bell



Surf Harp



Wind Marimba



Coral Triangle



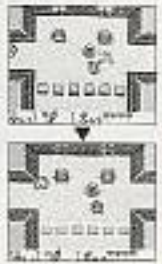
Organ of Evening Calm

DUNGEON CONTRAPTIONS



CRYSTAL SWITCHES

In some dungeons, cubical barriers may prevent you from advancing. You can make these blocks rise and fall by applying force to the Crystal Switches with your sword or other items. Note that each switch will affect every block in the dungeon.



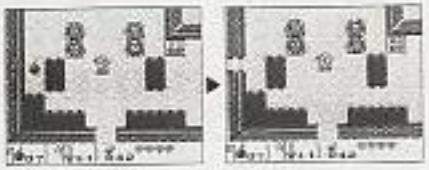


POTS

Earthen pots are a common sight in the dungeons. If you wear the Power Bracelet, you can lift these pots and throw them at enemies. Some pots have hearts or other items inside; others hide switches beneath them.

FRAGILE WALLS

If you notice cracks in a wall, try setting a bomb next to it. This may destroy the wall, allowing you access to the room on the other side.



PITFALLS

Some of the treacherous walkways in the dungeon are not fenced. If you stray from these paths, you may fall into a bottomless pit and return to the entrance of the room. Some holes are not bottomless – a fall into one of these will land you in the room below.



You will find many other contraptions in the dungeons. Even though entering strange looking places can be dangerous, you must explore everywhere to complete your quest...

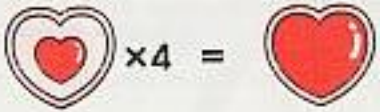
RESTORING LIFE



You can restore lost life energy by picking up Hearts. (If you have Secret Medicine, and your life runs out, it will automatically be restored through the medicine's power.) You can buy Hearts at shops, find them in tall grass or earn them from defeating enemies. Also, small fairies live on Koholint Island. If you capture one of these fairies, she will restore six of your Hearts. Larger fairies, who have been known to inhabit springs, have the power to completely restore your life. So, if you find a fairy during your adventure, approach it and feel the refreshing power of its magic.

HEART CONTAINERS AND PIECES OF HEART

At the start of the game, you have only three Heart Containers. As you progress through your quest, however, you will earn additional containers. For example, you will get another Heart Container every time you defeat a dungeon Nightmare. Another way to increase your Heart Containers is to find the Pieces of Heart scattered about Koholint Island. When you have collected four pieces, you will be awarded another full Heart Container. In all, there are 12 Pieces of Heart. Try looking everywhere for these valuable pieces.
In all, you can gain a total of 14 Heart Containers.





ENDING AND SAVING THE GAME

When all of your Heart Containers are empty, the game will end and the screen at the right will appear. On this screen, you can select one of the following methods to end or save your game.



SAVE AND CONTINUE

This option will save the items that you had when the game ended and then let you pick up the action where you left off. You will continue the game at the entrance to the last building you entered if your game ended in the overworld. It will continue at the last dungeon entrance you went through if your game ended inside a dungeon.

SAVE AND QUIT

This option saves the items you had when your game ended and then quits the game, returning to the opening demo sequence.

CONTINUE WITHOUT SAVING

This option will resume the game without saving the items you had acquired when your game ended. Select this option when you do not want to change your saved data. With this option, you can restart from where you saved last by turning the power OFF and back ON, and then selecting your player on the Player Select Screen.

QUITTING THE GAME

You can quit the game in mid-play if some urgent business calls you away or if you have run out of items and there is no way to defeat the enemy. When you press the A, B START and SELECT Buttons simultaneously, the display shown will appear on the screen. Select "Save and Quit" using the ✛ Control Pad and press either the A or B Button. (The screen will return to the opening demo.)

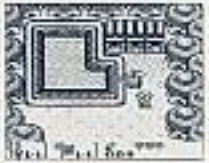




Koholint Island is full of mysteries and riddles. There are also many strange and wonderful inhabitants. Here is some information that will be of use to you during your adventure.

FISHING POND

Just north of Mabe Village, you will find a fishing pond. You can enjoy fishing here for a mere 10 rupees. Be careful not to break your line when you hook a lunker.



TRENDY GAME

Somewhere in Mabe Village is the latest craze in games, the Crane Game. Once you master the timing of this game, you can pick up some good prizes here!



TELEPHONE BOOTH

Things would be very inconvenient even on a small island like Koholint without telephones. These phones are free, but whom do you suppose you can call?



TOWN TOOL SHOP

This shop has many goods that will come in handy during your adventure. You can make your purchase by bringing the item you want to the cash register.



MARIN

This maiden from Mabe village saved your life when she found you washed up on the beach. Marin bears an uncanny resemblance to Princess Zelda. She is a very musical woman who loves singing and yearns for life off the island. She has many friends among humans, animals and even some among monsters.





TARIN

Tarin is Marin's father. He bumbles a bit but is kind-hearted. He loves mushrooms and often goes to the forest in search of some for his dinner.

OWL

This mysterious owl follows you throughout your adventure. He seems to know much of the island and the world in general, including the Wind Fish. But is he friend or foe?



GRANDPA ULRIRA

This old man is a walking encyclopedia of Koholint Island. He knows everything about the island! However, he is not very talkative and it can be difficult to get information out of him. His wife is the loud, old woman who loves sweeping the front of her house.



MR. WRITE

He loves reading and is always writing letters. People say he is writing to a charming young woman in a city far away. Doesn't he look a little bit familiar?



CRAZY TRACY

This moderately odd woman lives to the northeast of Mabe village. They say she can create a variety of secret medicines. You should visit her house at least once on your adventure.



Many other characters with their own unique personalities will appear in the game. They will give you items, tell you useful information and offer you help.

REV-I

3-MONTH LIMITED WARRANTY (For Hardware, Game Paks, & Accessories)

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks 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 or component part, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware only)

Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser of the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problem with your product.

Call the 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 over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR Center®, or you will be offered express factory service through Nintendo. 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.

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 DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (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.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTH OR 6 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

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 manual.

This warranty is valid only in the United States.

NEED HELP WITH INSTALLATION, MAINTENANCE, OR SERVICE? CALL 1-800-255-3700.

Nintendo

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