

INSTRUCTION BOOKLET

DR. MARIO[®] 64

NEED HELP WITH INSTALLATION,
MAINTENANCE, OR SERVICE?



Nintendo

AUTHORIZED REPAIR CENTERS™
1-800-255-3700

www.nintendo.com

EmuMovies

Nintendo

NINTENDO OF AMERICA INC.
P.O. BOX 957, REDMOND, WA 98073-0957 U.S.A.

PRINTED IN USA



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

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 Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



Thank you for selecting the Dr. Mario® 64 Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

NEED HELP WITH A GAME?

For free, 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 (U.S. \$1.50 per minute) 1-900-451-4400 (Canada \$2.00 per minute)

6 a.m. - 9 p.m. Pacific time, Monday - Saturday, 6 a.m. - 7 p.m. Sunday

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



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

™, ® and the "N" Logo are trademarks of Nintendo. All rights reserved.
© 2001 Nintendo.

Contents

About the Controller	2
Controls	4
Getting Started	6
Starting the Game	6
Saving	6
Deleting Game Data	7
Mode Select Screen	8
Basic Rules	9
Dropping Garbage in Vs. Modes	9

One Player	10
Classic	12
Story	13
Vs. Computer	14
Flash	15
Marathon	16
Score Attack	17

Two Players	18
Two-Player Vs.	19
Flash	20
Score Attack	22

Multiplayer	23
Four-Player Vs.	24
Team Battle	27
Flash	29
Warranty & Service Information	33

About the Controller

Holding the Controller



While playing Dr. Mario 64, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Pad freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons.

Connecting the Controller

Up to four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start a game if the first controller socket is empty.



If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

You must use two, three or four controllers to play in the two-, three- or four-player game modes.



Controls

L/R Buttons

Increase the Number of Viruses
(Marathon Mode)

+ Control Pad

Select Menu Item
← → Move Vitamin Capsule
Left and Right
↓ Drop Vitamin Capsule Quickly

• The Z Button and the
Control Stick are not used.

START

- Confirm Menu Selection
- Pause

C Buttons

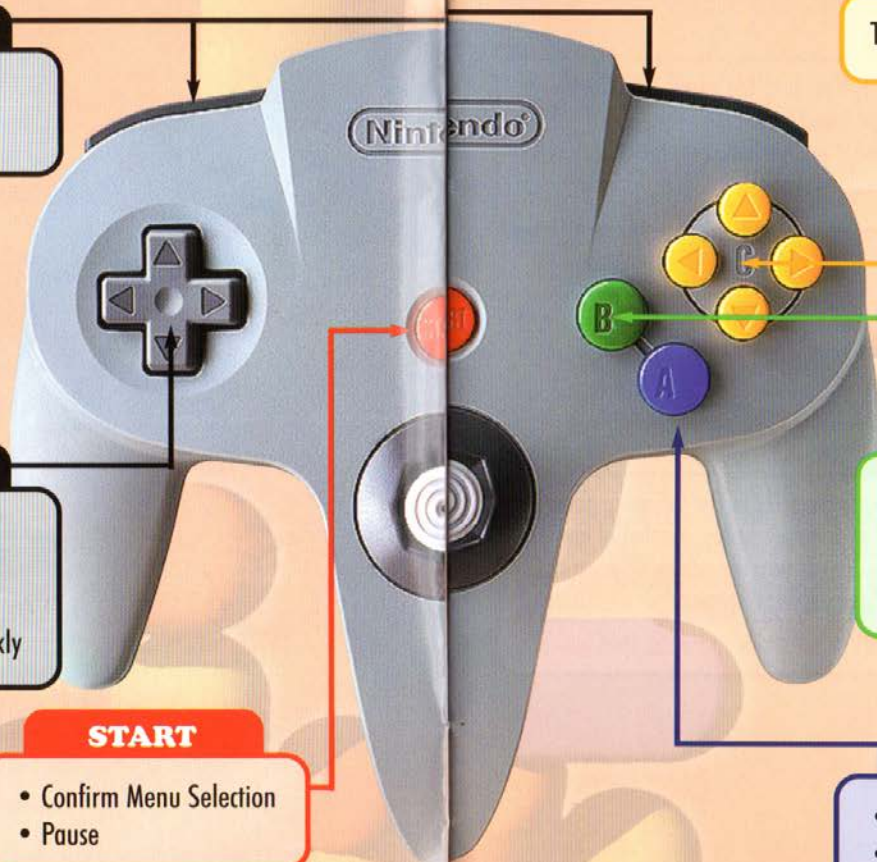
Turn Capsule Landing Effect ON / OFF

B Button

- Cancel Menu Selection
- Return to the Previous Screen
- Rotate Vitamin Capsules
Counterclockwise

A Button

- Confirm Menu Selection
- Rotate Vitamin Capsules Clockwise



Getting Started

Starting the Game

Insert the Game Pak into the Control Deck, then turn the power ON. Press any button on the Title Screen to see the Mode Select Screen. Use the + Control Pad to choose the mode you want to play and press the A Button to confirm your selection.

Saving

If you create a new file or select a previously created file, the following game data is saved automatically at the end of your game: scores, number of levels cleared, time, and percentage of victories. Do not turn the power off when the "Now saving. Do not turn the power off." message is displayed.

- Game data will not be saved when playing as GUEST.

Deleting Game Data

There are two ways to delete game data.

- Deleting Individual Files

First, choose Options on the Mode Select Screen. Next, select Name from the Options menu to display all of the current game files, then select the file that you want to erase. Choose Delete Name, highlight "Yes", and confirm your selection with the A Button to delete that file.

- Deleting All Files on the Game Pak

First, choose Options on the Mode Select Screen and then select Delete Saved Data from the Options menu. Choose Delete Saved Data and confirm your selection with the A Button to delete all of the saved data on the Game Pak.

- Erased data cannot be restored. Be careful.

Mode Select Screen

From the Title Screen, press any button to move to the Mode Select Screen. Use the + Control Pad to select the mode you want to play and the A Button to confirm your selection.

One Player

There are six game modes in the one-player mode: Classic, Story, Vs. Computer, Flash, Marathon, and Score Attack.

Two Player

In the two-player mode, there are three game modes: Two-Player Vs., Flash and Score Attack.

Multiplayer

Up to four players can take part in multiplayer. There are three game modes: 4P Vs., Team Battle and Flash.

Options

Go to Options to view game records and change game settings. The five menu items available on the Options Screen are Records, How to Play, Name, Delete Saved Data and Other.



Basic Rules

Dr. Mario 64 is all about destroying viruses. You can destroy viruses by building chains of same-colored vitamins in rows or columns around them. A chain of four or more same-colored capsules / viruses will automatically vanish from the screen. The objectives may differ between game modes, but destroying viruses is one of the keys to winning.

• See individual mode explanations for details on winning.

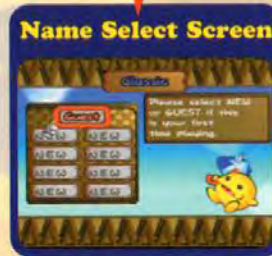
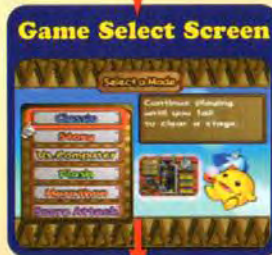
Dropping Garbage in Vs. Modes

In Vs. modes, you can win by destroying all of the viruses on your screen or by filling your opponent's screen with garbage and forcing him or her to retire. You can drop pieces of garbage by clearing combos of two or more rows or columns at a time. A two-line combo will drop two pieces of garbage, a three-line combo will drop three pieces and a four-line combo will drop four pieces. You cannot drop more than four pieces of garbage at one time.

• Rules regarding garbage may differ between modes. See individual mode explanations for details.

One Player

In the one-player mode, there are six game modes to play. Use the + Control Pad to make a menu selection and press the A Button to confirm your choice.



Select One Player on the Mode Select Screen.

When you select a game mode, the Name Select Screen will be displayed.

Name Select Screen
(See page 11.)

Choose Guest to skip naming a file. This will let you get started with fewer steps, but none of your game data will be saved.

Choose New to bring up the Name Entry Screen. Once you name a file, all of your game data will be automatically saved.

Name Select Screen



Name Entry Screen



Enter your name here. (Up to four characters.)

About Name Entry

On the Name Entry Screen you will use the + Control Pad to select a letter and the A Button to confirm your selection. If you make a mistake or want to change your name, simply press the B Button to delete your entry one character at a time. Press End when your entry is complete to exit this screen and move to the Level Select Screen.



Classic

This is the original Dr. Mario game. You can clear levels by matching up vitamins and destroying all the viruses on the screen. The number of viruses will increase with each level cleared.

Level Select Screen



Virus Level:

Set the number of viruses to be cleared.

Speed:

Set the speed at which the capsules fall at the beginning of the game.

Music:

Select between four different tracks or choose no music.

Use the + Control Pad to make menu selections and the A Button to confirm your choices.

Game Screen



- 1 Top Score
- 2 Score
- 3 Time Elapsed
- 4 Game Field
- 5 Virus Level
- 6 Speed Level
- 7 Number of Remaining Viruses

Story

Dr. Mario and the Cold Caper

Flu season has struck! Now Dr. Mario, armed with his mighty Megavitamins, is busier than ever treating patients. But wait—Wario and the mysterious Mad Scienstein are spying on Mario and eyeing his magic cure-all. Of course, Wario just wants to get rich, but who's Mad Scienstein working for? The intrigue is deep, and the action is fast and furious as all sorts of villainous types scramble to get their hands on Dr. Mario's Megavitamins.

You'll need to defeat each opponent you meet to move the story forward. To win, you must clear all of your viruses before your opponent does or force him or her to retire by filling his or her screen with garbage.

Level Select Screen



Character:

Select either Mario or Wario.

Game Level:

Select EASY, NORMAL or HARD.

Stage:

You can select a stage as a starting point only after you have defeated the corresponding opponent.

Use the + Control Pad to make menu selections and the A Button to confirm your choices.

- 1 Score
- 2 Game Level
- 3 Game Field
- 4 Number of Victories (Stars)Current
- 5 Stage
- 6 Elapsed Time
- 7 Number of Remaining Viruses

Game Screen



Vs. Computer

Test your mettle against a computer-controlled character in this mode. Clear all of your viruses before your opponent does or force your opponent to retire by filling his or her screen with garbage. The stars that appear above each character's head represent the number of games per match. You can change the number of games in a match by selecting Other and then Number of Games from the Options Menu. A star will light up and rotate with each game you win.

Use the + Control Pad to select the character you will use, then press the A Button to confirm your choice. You will also need to choose the computer-controlled character.

Character Select Screen



Level Select Screen



Background Select Screen



Character Select:

Select a computer opponent. The more stars, the more difficult the character.

Virus Level:

Set the number of viruses to be cleared.

Speed:

Set the speed at which the capsules fall at the beginning of the game.

• If you hold the R Button down while making your selection, both Player One and the computer character will have the same settings.

Music:

Select between four different tracks or choose no music.

Background:

Select the background scene.

Game Screen



- 1 Virus Level
- 2 Speed Level
- 3 Your Score
- 4 Game Field
- 5 Number of Victories (Stars)
- 6 Points
- 7 Elapsed Time
- 8 Number of Viruses Remaining

Flash

In this mode, you need to destroy all of the flashing viruses on your screen before the computer does to win. You can also win by forcing the computer to retire. The stars that appear above each character's head represent the number of games per match. You can change the number of games in a match by selecting Other and then Number of Games from the Options Menu. A star will light up and rotate with each game you win. Flash viruses can be destroyed in the same way as normal viruses.

Perform character selection and game setups as previously explained.

Game Screen



- 1 Game Level
- 2 Speed Level
- 3 Your Score
- 4 Game Field
- 5 Number of Victories (Stars)
- 6 Points
- 7 Elapsed Time
- 8 Number of Flash Viruses Remaining

Marathon

Marathon is Dr. Mario's endurance testing ground. Viruses will multiply throughout the game, and the game will continue until you are forced to retire. In the bottom-left portion of the screen are three viruses slowly rotating clockwise under a magnifying glass. When a virus rotates to the top of the circle, a new row of viruses will appear at the bottom of the screen. If you clear a combo, the viruses stop rotating momentarily. You can manually increase the number of viruses in the bottle by pressing the L or R Button.

Level Select Screen



Game Level:

Select EASY, NORMAL or HARD.

Speed:

Set the speed at which the capsules fall at the beginning of the game.

Music:

Select between four different tracks or choose no music.

Game Screen



- 1 Top Score
- 2 Current Score
- 3 Elapsed Time
- 4 Magnifying Glass
- 5 Rotating Viruses
- 6 Game Level
- 7 Speed Level
- 8 Number of Viruses Cleared
- 9 Game Field

Score Attack

It's time to race the clock in Score Attack. You'll have three minutes to clear all of the viruses from your screen. The faster you finish, the higher your score. If you fail to destroy all of the viruses within three minutes, or if you're forced to retire, your game will be over.

Perform character selection and game setups as previously explained in Marathon. (See page 16.)

Game Screen



- 1 Top Score
- 2 Current Score
- 3 Time Remaining
- 4 Game Field
- 5 Game Level
- 6 Speed Level
- 7 Number of Viruses Remaining



Two Players

In the two-player mode, there are three game modes. You must have two controllers inserted into the Control Deck to play this mode. Use the + Control Pad to make menu selections and the A Button to confirm your choices.

Mode Select Screen



Choose Two Player on the Mode Select Screen.

Game Select Screen



Select a game mode to play and then choose an existing file or NEW on the Name Select Screen.

Name Select Screen



Select the file you want to play. Choose NEW to begin a new file. (See page 11.)

Character Select Screen



Choose the character you want to play as.

Two Player Vs.

Two-Player Vs. pits you against a friend. To win, you need to clear your screen before your opponent does. You can also force your foe to retire by filling his or her screen with garbage. The stars that appear above each character's head represent the number of games per match. You can change the number of games in a match by selecting Other and then Number of Games from the Options Menu. A star will light up and rotate with each game you win.

Each player should set his or her own virus and speed levels.

Level Select Screen



Virus Level:

The number of viruses to be cleared.

Speed:

The speed at which the capsules fall at the beginning of the game.

• If you hold the R Button down while making your selections, both Player One and Player Two will have the same settings.

Background Select Screen



Music:

Select between four different tracks or choose no music.

Background:

Select the background scene.

Game Screen



- 1 Virus Level
- 2 Speed Level
- 3 Player Scores
- 4 Game Field
- 5 Number of Victories (Stars)
- 6 Points
- 7 Elapsed Time
- 8 Number of Viruses Remaining

Flash

In this Two-Player Vs. mode, the first player to destroy all of the flashing viruses on his or her screen will win. You can also win by forcing your opponent to retire. The stars that appear above each character's head represent the number of games per match. You can change the number of games in a match by selecting Other and then Number of Games from the Options Menu. A star will light up and rotate with each game you win. Flash viruses can be destroyed in the same way as normal viruses.

Level Select Screen



Each player should set his or her own virus and speed levels.

Game Level:

Select EASY, NORMAL or HARD.

Speed:

Set the speed at which the capsules fall at the beginning of the game.

• If you hold the R Button down while making your selection, both Player 1 and Player 2 will have the same settings.

Background Select Screen



Music:

Select between four different tracks or choose no music.

Background:

Select the background scene.

Game Screen



- 1 Game Level
- 2 Speed Level
- 3 Player Scores
- 4 Game Field
- 5 Number of Victories (Stars)
- 6 Points
- 7 Elapsed Time
- 8 Number of Flash Viruses Remaining



Score Attack

In this mode, you have only three minutes to destroy all of the viruses on your screen. The faster you finish, the higher your score. The player with the highest score will win. Even if one player clears all of his or her viruses or retires, the other player will continue until he or she clears all of his or her viruses, retires, or the three-minute time period is over. A star will appear above the head of each character to represent the number of victories he or she has won.

- No garbage is dropped in this mode.
- You can change the number of games in a match by selecting Other and then Number of Games from the Options Menu.

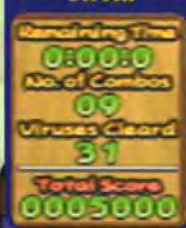
Perform character selection and game setups as previously explained.

Game Screen



- 1 Game Level
- 2 Speed Level
- 3 Player Scores
- 4 Game Field
- 5 Number of Victories (Stars)
- 6 Points
- 7 Elapsed Time
- 8 Number of Viruses Remaining

Game Results Screen



Mode Select Screen



Choose Multiplayer from the Mode Select Screen.

Multiplayer Mode Screen



Set the number of human players.

Game Select Screen



Choose the game you want to play.

- If you do not have four human players, the computer will control the remaining characters.

Character Select Screen



Choose the character you want to play with. Player One will also select any computer-controlled characters.

Four-Player Vs.

This is the battle-royal free-for-all mode. You must clear all of your viruses before your opponents do or force them to retire by filling their screens with garbage. The stars that appear above each player's game field represent the number of games per match. You can change the number of games in a match by selecting Other and then Number of Games from the Options Menu. A star will light up and rotate with each game you win.

The destination of garbage sent in Four-Player Vs. is determined by the first color or colors cleared in a combo.

First Color — **Blue**: Garbage goes one screen to the right.

First Color — **Yellow**: Garbage goes two screens to the right.

First Color — **Red**: Garbage goes three screens to the right.

Multiple Colors: Garbage goes to multiple screens as explained above.

- If there is no player to your immediate right, garbage is sent in the order explained above starting with the player on the far left.
- If the player to whom the garbage is being sent has already retired, that garbage will not be sent.



If the first color cleared is blue,



garbage goes one screen to the right.

Example: multiple colors — red and blue



If multiple colors are cleared simultaneously,



garbage goes to multiple screens.



• Garbage destinations are displayed on the Pause Screen.

Color of the
combo cleared



Garbage
destination

Level Select Screen



Each player should set his or her own virus and speed levels. Player One will set any computer-character levels.

Virus Level:

Set the number of viruses to be cleared.

Speed:

Set the speed at which the capsules fall at the beginning of the game.

• If you hold the R Button down while making your selections, all players will have the same settings.

Background Select Screen



Music:

Select between four different tracks or choose no music.

Background:

Select the background scene.



Team Battle

Playing the team mode of Dr. Mario 64, you'll pair up with a friend for two-on-two action. The game is over when a single player on a team destroys all of his or her viruses or when both players on a single team are forced to retire. The stars that appear above each team's game field represent the number of victories needed to win a match. You can change the number of games in a match by selecting Other and then Number of Games from the Options Menu. A single star will light up and rotate with each game your team wins.

You can send garbage to the opposing team in Team Battle, the same as in Four-Player Vs., with the added feature of team banks. The color of the combos cleared determines where garbage is sent. Garbage in Team Battle is handled as follows:

Garbage sent to your opponents is dropped immediately.

Any garbage sent to your partner is deposited and saved in your team's bank. Your bank can hold up to four pieces of garbage at once.

Garbage deposited in your bank will be saved and added to your or your teammate's next attack. For example, when you clear a two-line combo, you normally send two pieces of garbage to an opponent. However, if you have enough pieces of garbage in your bank, the bank will match your original attack by adding two extra pieces of garbage. Note that you can never send more than four pieces of garbage at a time. Additionally, garbage sent to a retired teammate will not be added to your bank or added to your next garbage attack.

About Setting Team Levels

On the Level Select Screen, rows one and two are the Team A characters and rows three and four are the Team B characters.

Level Select Screen



Each player should set his or her own virus and speed levels. Player One will set any computer-character levels.

Virus Level:

Set the number of viruses to be cleared.

Speed:

Set the speed at which the capsules fall at the beginning of the game.

• If you hold the R Button down while making your selection, all of the players will have the same settings.

Background Select Screen



Music:

Select between four different tracks or choose no music.

Background:

Select the background scene.

Game Screen



- 1 Team A Victories (Stars)
- 2 Team A Bank
- 3 Game Fields
- 4 Team B Victories (Stars)
- 5 Team B Bank
- 6 Number of Viruses Remaining

Flash

This is the four-player Flash mode. To win, you must destroy all of the flashing viruses before your opponents do. The stars that appear above each player's game field represent the number of victories needed to win a match. You can change the number of games needed to win a match by selecting Other and then Number of Games from the Options Menu. A single star will light up and rotate with each game you win. Flash viruses can be destroyed in the same way as normal viruses. The rules for dropping garbage are the same as in the Four-Player Vs. mode.

Level Select Screen



Each player should set his or her own virus and speed levels. Player One will set any computer-character levels.

Game Level:

Select EASY, NORMAL or HARD.

Speed:

Set the speed at which the capsules fall at the beginning of the game.

Music:

Select between four different tracks or choose no music.

Background Select Screen



Background:

Select the background scene.

• If you hold the R Button down while making your selection, all of the players will have the same settings.

Other Menus

About Practice Mode

When in Multiplayer Mode, any player who is forced to retire before the end of a game can enter Practice Mode by pressing START. A practice game will end when the actual game is finished or when you are forced to retire.

About the Pause Menu

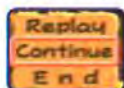
If you press START during game play, the Pause Menu will be displayed. Use the + Control Pad to select menu items and press the A Button to confirm your choices.



- Continue** Resume play
- Redo** Start the same game over from the beginning
- End** Quit and return to the Level Select Screen

About the Clear Menu

The Clear Menu will appear after you win a game. Use the + Control Pad to select menu items and press the A Button to confirm your choices.



- Replay** View a replay of the game
- Continue** Play the next level
- End** Quit and return to the Level Select Screen

About the Game Over Menu

The Game Over Menu will appear after you lose a game. Use the + Control Pad to select menu items and press the A Button to confirm your choices.



- Replay** View a replay of the game
- Redo** Start the same game over from the beginning
- End** Quit and return to the Level Select Screen

Options

Go to Options to view game records and change game setups. There are five menu items.

Records

One-player and two-player records for individual files are here. Some game records are divided by game level or speed level. Press the L or R Button to switch between these records. Press the B Button to return to the previous screen.

How to Play

Come here to view controller explanations and demo play for the different game modes. Use the + Control Pad to select menu items and press the A Button to confirm your choices.

Name

You can rename or delete current files here. If you want to create a new file, choose NEW. Remember that if you delete a named file, you will erase all of the corresponding game data, too.

Delete Saved Data

This is the place to delete all saved data on your game pak.

Other

Sound: Set the sound settings to stereo or mono. You can also listen to game music and sounds.

Number of Games: Set the number of victories needed to win a match to between one and three games. The default setting is three games. *

Score Display: Turn the pop-up score display, which appears when you destroy a virus, ON or OFF.

Important:

REV. B

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:

Nintendo Consumer Assistance Hotline

1-800-255-3700 (U.S. and Canada)

or your local authorized Nintendo retailer.

Warranty & Service Information

REV. L

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or 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 or with the troubleshooting information available on-line, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM. 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 PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (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 or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information 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.

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 (12 MONTHS OR 3 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 booklet.

This warranty is only valid in the United States.