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www.nintendo.com

PRINTED IN JAPAN

GAME BOY ADVANCE

MARIO KART SUPER CIRCUIT™



INSTRUCTION BOOKLET

AGB-AMKE-USA

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

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

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

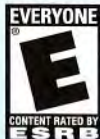
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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© 1992, 2001 Nintendo. Game developed by INTELLIGENT SYSTEMS.

Donkey Kong 3-D model provided courtesy of Rare U.K.

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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



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BASIC CONTROLS

+ CONTROL PAD

Steering (left/right)
Menu Selections

START

Pause
Confirm Selections

SELECT

Horn
• When "Settings" appears on the Mode Selection Screen, press SELECT to change game settings.



L BUTTON

Use Items
(Also, stop the shuffle when first picking up an item.)

R BUTTON

Mini-Jump

A BUTTON

Accelerator
Confirm Selections
When starting a race, press the A Button at the right moment for a quick burst of speed (See pg. 26)

B BUTTON

Brake
Cancel Selections

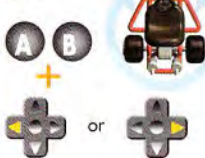
Reverse

When your kart is stopped, press



Spin Turn

Simultaneously press



To shoot shells behind you, press

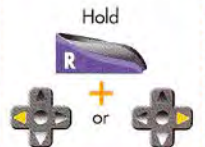


To throw bananas ahead of you, press



Drift

You can power-slide through turns. (See pg. 26)





COMPETITIVE SPIRITS

The eight racers in Mario Kart fall into three different classes. Each one has different characteristics and performs differently on each track. Try them all out to see which racer suits you best.

LIGHTWEIGHT CLASS

Excellent acceleration, but low top speeds.
Not slowed much by dirt.
Easily knocked aside by heavier karts.

PEACH

Check out
true
lightweight
racing!

Dirt is no
obstacle!



YOSHI™

No one
has faster
acceleration!



TOAD

MIDDLEWEIGHT CLASS

Balanced alternative to the Lightweight and Heavyweight karts.

Great
steering!



LUIGI

Perfectly
balanced!



MARIO™

HEAVYWEIGHT CLASS

Very high top speed, but acceleration and steering require careful attention.
Bumps lightweight karts out of the way.
Suffers from tremendous slowdown off-track.

There's
nobody
faster!



BOWSER

Better
steering
than
Wario!



DONKEY
KONG™

True
Heavyweight
power!



WARIO™



BEFORE RACING

Insert the Game Pak into your Game Boy Advance and turn the power ON.

1 CHOOSE PLAYERS

For Single-Player Games:

Choose Single Player on the Title Screen.



For Two- to Four-Player Games:

After checking all cable connections, each player should use the + Control Pad to choose Multiplayer on the Title Screen. Next, choose the Single-Pak or Multi-Pak mode. Multi-Pak games require one Mario Kart: Super Circuit Game Pak for each player. Only one Game Pak is needed to play the Single-Pak mode (see pg. 27).



See page 29 for information about trading ghost data.

See pages 32 through 35 for information about connecting Game Boy Advance systems.

The A Button confirms selections, and the B Button cancels selections on all menu screens.

2 CHOOSE A GAME

Choose the mode you'd like to play. Refer to the chart below to see which modes you can play with the number of players you've chosen. If you select a mode and the word "Settings" appears in the bottom left corner of the screen, press SELECT to change the mode settings.

		PLAYERS
Mario GP	Eight racers compete for points	1-2
Vs.	Compete against your friends for first place	2-4
Battle	Battle on special stages and try to pop your opponents' balloons	2-4
Time Trial	Race alone to get the best time	1
Quick Run	Race for place against seven other racers	1

The list above refers specifically to Multi-Pak multiplayer games.

3 CHOOSE AN ENGINE CLASS

In the Mario GP, Vs., and Quick Run modes, you must first choose an engine class in which to race. The tight control of the 50 cc class is best for first-time racers.



4 CHOOSE A CHARACTER

Before racing, you must choose which of the eight characters you want to use. Choose a character and press the A Button, then press the A Button again when "OK?" appears on-screen. Choose the question mark in the middle to have a character randomly selected for you.

Note: Two or more people cannot choose the same character in multiplayer modes.



5 CHOOSE A TRACK

Finally, you must choose your track. In some modes, you must choose a cup to enter rather than a specific track.



Now start your engines!

Note: In multiplayer games, Player 1 chooses the mode, engine class, and track.



To erase all of your saved data, hold the L Button, R Button, B Button and START when you turn the power ON, then choose "Yes" when the confirmation message appears. Once data has been erased, it can never be recovered, so be careful.



MARIO GP / QUICK RUN

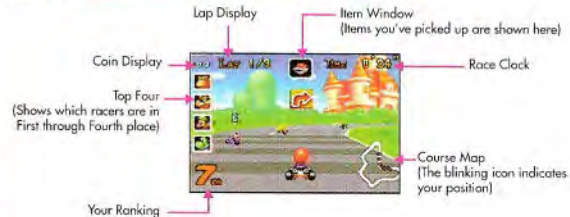
The Mario GP mode features eight racers that compete on all four tracks in a cup as they try to earn the most points and win the grand prix. The Quick Run mode features single GP-style races on individual tracks. The information below deals mostly with the Mario GP mode.

1 CHOOSE A CUP

The first time you play, you can choose from four cups. Each cup is made up of four different tracks. Choose a cup on the Track Selection Screen.



2 DISPLAY ICONS



3 RACING & PLACING

Laps

Each race is three laps around the track.

Points

You earn points when you finish in one of the top four places in a race. By finishing in the top four, you'll be able to continue to the next race. If you finish in fifth place or lower in a race, you'll have to try that race again, but you only get three chances to finish in the top four. In two-player games, as long as one player finishes in the top four, both players can continue racing.

Trophies & Rankings

The gold, silver, and bronze cup trophies are awarded to the three racers with the highest point totals at the end of all four races in a cup. There are also eight different rankings you can earn based on how well you've raced: ★★★★★, ★★★★★, ★★★★★, A, B, C, D, and E. This information will be saved and your best records updated automatically when you press the A Button after receiving your trophy. Trophies are awarded for each engine class. When you get four gold trophies in an engine class, you can then race special cups in that class.

TOP FOUR PLACES

1st	9 Points
2nd	6 Points
3rd	3 Points
4th	1 Point
5th or lower	0 Points



Coins

You can raise your racer's top speed by collecting the coins found on the tracks. You can collect up to 55 coins. However, every time you collide with another kart, you lose coins. If you lose all your coins, you'll spin out when another kart hits you. The number of coins you start with depends on your starting position.



Pausing

During any race you can press START to pause the game. Choose Quit on the Pause Screen to return to the Mode Selection Screen.



QUICK RUN

The Quick Run is a single-player, single-track race for place rather than points. It's the perfect mode to practice for the Mario GP cup races. When choosing this mode, press SELECT on the Mode Selection Screen to change game settings. Use the + Control Pad to adjust settings.



Your times in the Mario GP and Quick Run modes cannot be saved.



ITEMS

Drive over the Item Boxes on the track to pick up items. The items you pick up are shown in the item window. Press the L Button to use them.



POWER UP YOUR KART!

STAR

Become temporarily invulnerable.



MUSHROOM

Get a short burst of speed.



ATTACK OTHER RACERS!

LIGHTNING

Drop lightning on all your opponents, shrinking them and slowing them down for a few seconds.



STEAL ITEMS!

BOO

Steal items from other players. Use Boo to become transparent so that bananas and shells pass right through you. Plus, if you're in second place or lower, Boo will chase down the leader and try to interfere with his or her racing.



BLOCK OTHER RACERS!

BANANA

Make karts spin out by dropping banana peels right in front of them.



ATTACK THE LEADERS!

RED SHELL

Launch a guided shell that hunts down the kart in front of you and tries to make it crash.



GREEN SHELL

Attack opponents just like you would with a Red Shell. Green Shells don't home in on other racers—they shoot straight and ricochet off fences and walls.



- * Hold the L Button to set a single shell or banana, then release it to launch the item.
- * When shot behind you, Green Shells travel in a straight line backwards, while Red Shells chase after approaching racers. Triple Shells cannot be shot backwards.

TRIPLE RED SHELLS

Get three shells at once! Press the L Button once to set all three spinning around your kart. You can then use them to attack or simply to deflect the attacks of others.



TRIPLE GREEN SHELLS

Attack opponents just like you would with Triple Red Shells. Shoot these shells at obstacles like bananas to clear them out of your path.



SPINY SHELL

Fire a homing shell that hunts down the leading kart. Watch as this shell crashes into and knocks away every kart in its path.





TRACKS



Only racers who have won all four cups can take the challenge of the Special Cup.





MULTI-PAK VS.

The Vs. mode is a two- to four-player competition. Each player must choose Multiplayer on the Title Screen and then choose Multi-Pak. Finally, Player 1 will make the selections below. Each player must have his or her own Mario Kart: Super Circuit Game Pak for Multi-Pak multiplayer modes (see pg. 10). Press SELECT on the Mode Select Screen to change settings for this mode.

1 CHOOSE A TRACK

First choose one of the Mario GP cups, then choose a track to race.

2 RACING & PLACING

The race ends as soon as the last-placed racer is determined. Each player's results will be shown on the Vs. Results Screen. After each race, you can choose whether to continue racing or not.

- You can change courses and karts on the menu that appears when a race is paused.
- All Vs. results are lost once the power is turned OFF.



Two-Player Race Results



Four-Player Race Results

TRICKY TECHNIQUES 101

Item Interference!

Block opponents' attacks by readying shells and bananas around your kart while you race. After setting items, pick up another Item Box for even more items!

Tactical Lightning Strikes!

Racers who have become invulnerable after using a Star aren't affected by lightning, so watch what's going on before unleashing your bolt from the blue.

Banana Braking!

If you run over a banana peel, press the B Button quickly to keep right on racing. If you see a musical note above your kart, you're singing with success!





MULTI-PAK BATTLE

The Battle mode is a two- to four-player balloon-bursting kart battle. Each player first chooses Multiplayer on the Title Screen, then chooses Multi-Pak. Each player needs a Mario Kart: Super Circuit Game Pak (see pg. 10).

1 CHOOSE A TRACK

The Battle mode features four different courses.



Battle Course 1



Battle Course 2



Battle Course 3



Battle Course 4

2 ON-SCREEN ICONS

Balloon Icon

This shows how many balloons you have left.



Item Window

The items you pick up are shown here.

Track Map

The blinking dot shows your location.

3 RULES OF ENGAGEMENT

Each kart has three balloons attached to it. You win if all of your opponent's balloons get popped before yours.

Balloons Pop When You:

1. Drive over a banana or collide with an invulnerable opponent.
2. Get hit by a shell.
3. Drive off the edge of the track.

When All Three Balloons Are Popped:

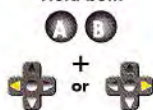
In three- and four-player matches, players who lose all their balloons are transformed into Bob-ombs and can then blow up other karts. Bob-ombs continue to reappear and can get Mushrooms from Item Boxes. They do not appear on track maps.

TRICKY TECHNIQUES 102

Master the Spin Turn!

When you need to change direction in an instant, the Spin Turn is your best bet. Just hold the A and B Buttons and crank the steering wheel!

Hold both





TIME TRIAL

The Time Trial mode is your chance to see just how quickly you can complete three laps around a track. Choose Single Player on the Title Screen. Press SELECT on the Mode Select Screen to decide whether or not to use ghost data while racing.

1 TRIAL

After choosing Single Player, choose Time Trial and then Trial. Next, choose your character.

2 CHOOSE A TRACK

First, choose one of the Mario GP cups, then choose a track to race. None of the tracks have Item Boxes in this mode.

3 ITEMS

You'll start your time trial with Triple Mushrooms, so use them whenever you like for quick bursts of speed.



4 THE CHECKERED FLAG

Your lap times and race time will be shown once you cross the finish line. Then your five best times and your best lap time will appear. You'll then be able to choose Change Course, Change Driver, or Quit to save your times.



THE RACE RESULTS ARE
GIVEN SECOND.
DO NOT THINK THE
OTHER OFF.

- The times you see the first time you race are there just for reference.

GHOSTS

In Time Trial mode, ghosts of the fastest racer appear to race against you. You can save Ghost Data on up to 10 tracks.

- If you don't finish a race or take too long to finish, ghosts do not appear.
- In cases in which ghost data cannot be saved, an icon will appear beneath the lap indicator.



5 RECORDS

Choose Records on the Mode Selection Screen to view record times for each track.

The track list has two columns beside the track names. Ghosts in the left column represent your ghost data for the track (up to 10 tracks), while ghosts in the right column are ones you received in a data trade (up to 2 tracks). Select a ghost and press the A Button to check ghost data and view replays.

TRICKY TECHNIQUES 103

Drift Through Corners!

You can get through most corners by drifting. Drifting allows you to turn sharply without slowing down—it's the key to faster times.



Steal the Lead with Turbo Starts

If you press the A Button at just the right moment before the light turns green, you'll start the race with a huge burst of speed.



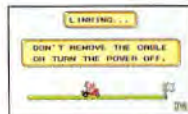
SINGLE-PAK MULTIPLAYER

Single-Pak Multiplayer is a special mode that allows two to four players to race against each other with just one Game Pak. Player 1 makes most selections before the race starts. First, properly connect all Game Boy® Advance Game Link® cables (see pg. 32) and turn each Game Boy Advance system's power ON. Player 1 should choose Multiplayer on the Title Screen, then choose the Single-Pak mode.

After checking all connections on the connection screen (shown at right), press the A Button and wait for the data transfer to finish.



Player 1



Player 2

1 CHOOSE A TRACK

Player 1 will choose one of four special tracks and press the A Button to confirm. Pressing the B Button will not cancel selections at this point. Players 2-4 must wait a few more seconds.



Player 1

2 RULES

In Single-Pak Multiplayer races, players race as differently colored Yoshis. There is only one engine class in this mode. The first player to complete five laps wins. **Carefully read all information on-screen.**



P1



P2



P3



P4

USING MULTIPLE GAME PAKS

You can still play Single-Pak Multiplayer when players other than Player 1 also have Mario Kart: Super Circuit Game Paks inserted in their Game Boy Advance systems. After Player 1 turns the power ON, the other players should hold START and SELECT and then turn the power ON. Once the Nintendo logo vanishes from the screen, continue making selections as described on the previous page. Player 1 must make all selections.

GAME BOY

Players 2-4

Please refer to the Game Boy Advance Instruction Booklet for more information.

GHOST EXCHANGE



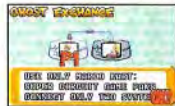
You can use the Game Link cable to trade Time Trial mode ghost data with a friend. Even after trading ghost data, the data will still remain on your Game Pak.

- See page 34 about Multi-Pak linking, but do not link more than two systems when trading ghost data.

After checking all connections, both players should choose Ghost Exchange on the Title Screen.



After choosing Ghost Exchange, Player 1 makes all selections.



On the Course Selection Screen, press \uparrow and \downarrow on the + Control Pad to select the course with ghost data that you want to trade. There are two columns with Boo icons: the left column shows ghost data that can be traded (10 courses maximum).



Confirmation Screen

To receive ghost data without sending your own data, choose Get Ghost Data.

- **The right column shows ghost data that you've received; you cannot trade that data.**

When you select a ghost that can be traded, the course name and ghost time will appear in the top-left corner of the screen. Choose which course data to trade and press the A Button, then press the A Button again when "OK?" appears. When both players are done choosing, a final confirmation message will appear.

Check to make sure the data on the confirmation screen is the data you want, then choose Yes. If only one player is sending data, he or she must wait for the other player to confirm the trade.

Also, if you end up with two ghost data files after trading, you'll have to erase one. Press \leftarrow or \rightarrow on the + Control Pad to choose which ghost to erase.

- **When erasing ghost data, you'll be asked to confirm that it is OK to erase the old data and replace it with the new data.**
- **Even if one player chooses to cancel a trade after the other has already confirmed to continue with the trade, the player that chose to continue will still receive the other player's ghost data.**

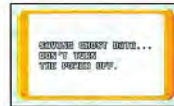


Confirmation Screen



Once everything has been confirmed, the trade will begin. Do not turn the power off while the data is being transferred. The trade is complete once the data has been saved. You can then choose either to continue trading or to quit the Ghost Exchange mode and return to the Title Screen.

- **Please follow all instructions that appear on the screen.**
- **Trades only occur after both players finalize their choices, so you may have to wait for the other player at times. Also, pressing the B Button might not cancel the trades, so be certain before confirming your trade.**



SINGLE-PAK MULTIPLAYER LINKING

About the Game Boy Advance Game Link Cable

Here's all of the information you need to link multiple Game Boy Advance systems.

Necessary Equipment

- Game Boy Advance systems:
One per player
- Mario Kart: Super Circuit Game Paks:
One Game Pak
- Game Boy Advance Game Link cables:
Two players: one cable
Three players: two cables
Four players: three cables

Linking Instructions

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Mario Kart: Super Circuit Game Pak into Player 1's Game Pak slot.

2. Connect the Game Link cables.
3. Making sure to insert the small purple connector into Player 1's game system and the large gray connectors into the other game systems, insert the Game Link cables into the External Extension Connectors (EXT).
4. Turn each system's Power Switch ON.
5. Now, follow instructions for Single-Pak Link. (see pg. 27).

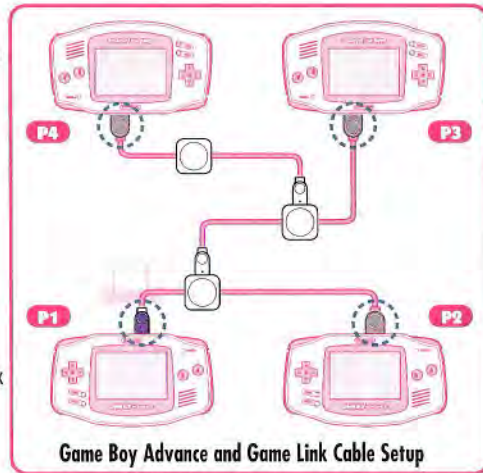
❗ When playing with only two or three players, do not connect any game systems that will not be used.

Consult the picture on the next page when connecting Game Link cables to Game Boy Advance systems. (Note that the Game Pak and the small, purple connector go into Player 1's game system.)

Troubleshooting

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

- When you are using any cables other than Game Boy Advance Game Link cables.
- When any Game Link cable is not fully inserted into any game system.
- When any Game Link cable is removed during the transfer of data.
- When any Game Link cable is incorrectly connected to any game system.
- When the Mario Kart: Super Circuit Game Pak is inserted into any system other than Player 1's Game Boy Advance.
- When more than four Game Boy Advance systems are linked.



MULTI-PAK MULTIPLAYER LINKING

About the Game Boy Advance Game Link Cable

Here's all of the information you need to link multiple Game Boy Advance systems.

Necessary Equipment

- Game Boy Advance systems:
One per player
- Mario Kart: Super Circuit Game Paks:
One per player
- Game Boy Advance Game Link cables:
Two players: one cable
Three players: two cables
Four players: three cables

Linking Instructions

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Mario Kart: Super Circuit Game Paks into the individual Game Pak slots.

2. Connect the Game Link cables and plug them into the External Extension Connector (EXT) on each of the game systems.
3. Turn the Power Switch on each game system ON.
4. Now, follow the instructions for Multi-Pak Link (see pg. 20) or Ghost Exchange (see pg. 26).

❗ When playing with only two or three players, do not connect any game systems that will not be used.

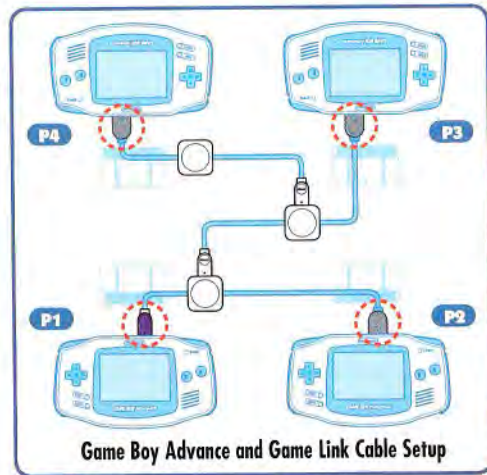
❗ The player who plugs the small, purple connector into his or her Game Boy Advance will be Player 1.

Consult the picture on the next page when connecting Game Link cables to Game Boy Advance systems. (Note that the small connector is purple and the large connector is gray.)

Troubleshooting

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

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NOTES

NOTES

IMPORTANT:

REV-B

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WARRANTY AND SERVICE INFORMATION

REV-M

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR 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 & ACCESSORY WARRANTY

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

SERVICE AFTER EXPIRATION OF WARRANTY

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

WARRANTY LIMITATIONS

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

This warranty is only valid in the United States.