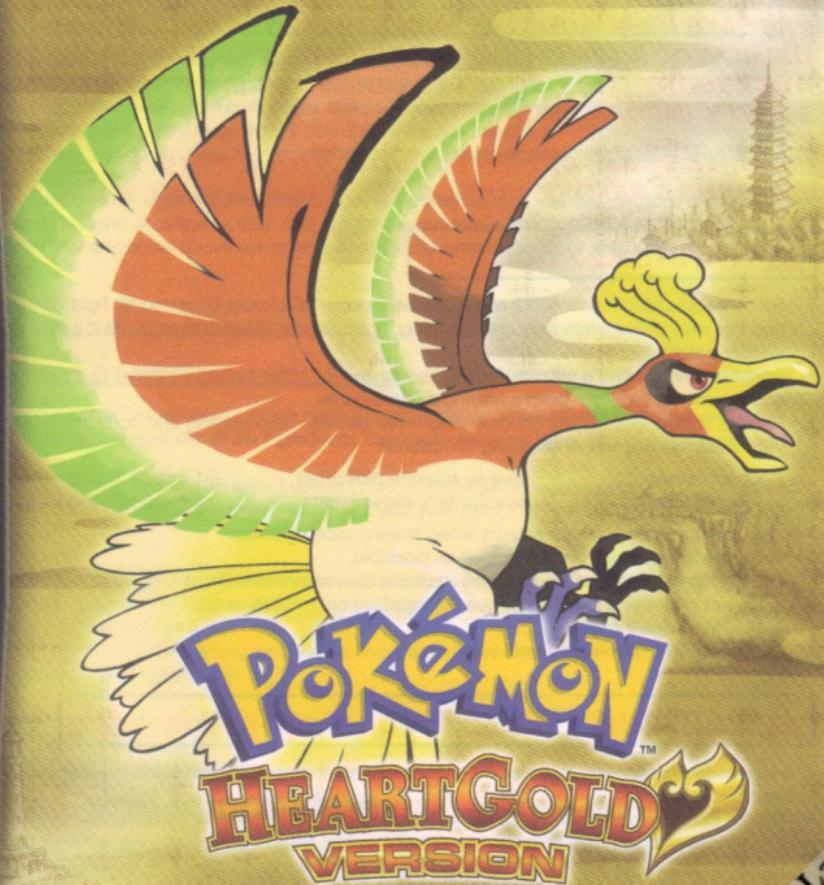


NTR-IPKE-USA

nintendo
Wi-Fi
connection

NINTENDO DSI™



INSTRUCTION BOOKLET

Vimm's Lair

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

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

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are 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 their children play video games. Stop playing and consult a doctor if you or your child has 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 - Radio Frequency Interference

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

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

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

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

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

To avoid battery leakage:

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

Important Legal Information

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

Vinni's Lair

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

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

NEED HELP PLAYING A GAME?

Recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

If the information you need is not on the Power Line, you may want to try using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."



The Pokémon Company

Nintendo

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About the Pokéwalker™ Accessory

Please read before using.

Pokémon HeartGold Version uses an Infrared Game Card to connect to the Pokéwalker accessory. The Pokéwalker is a pedometer intended for use only with this product. It uses an infrared signal to connect to the Game Card.

* The Pokéwalker can only store data for one person.

* Only one Pokéwalker can be registered to a copy of *Pokémon HeartGold Version*.

* Be sure to read the Pokéwalker Operations Manual before using.

Things You'll Need

Apart from *Pokémon HeartGold Version*, you'll need a Nintendo DS system* (sold separately).

* "Nintendo DS system" is a general term for the Nintendo DS, Nintendo DS Lite, or Nintendo DSi systems.

* Before using the Pokéwalker for the first time, please read the section "Using the Pokéwalker for the First Time" in this manual (see page 49) and perform the setup.

About the Infrared Connection

1. Start *Pokémon HeartGold Version* on your Nintendo DS system.
2. Ensure that the Pokéwalker and the *Pokémon HeartGold Version* Infrared Game Card's sensors are facing each other at a distance of no greater than two inches.
3. Select the "CONNECT TO POKÉWALKER" option from the *Pokémon HeartGold Version* Main Menu (see page 49).
4. Press the *○* button on the Pokéwalker to begin the Infrared Connection.
5. Follow the instructions on the screen.

If there is a problem with the infrared connection, please consult the "Infrared Communication with the Nintendo DS" and "Troubleshooting" sections of the Pokéwalker Operations Manual.



Vimm's Lair

Let's play

POKÉMON HEARTGOLD VERSION!

Embarking on a Grand Adventure with Your Pokémons!

- About the Pokémons world and game goals ➤ p. 8-9
- About the game controls ➤ p. 10
- Starting the game ➤ p. 11-12
- About menu screens ➤ p. 13-15



Getting Connected to Expand Your Pokémons World!

- Connect wirelessly to nearby DS systems
◆ Battle, trade, and play together ➤ p. 29-34
- Connect with Trainers anywhere using Nintendo Wi-Fi Connection
◆ Play with registered friends ➤ p. 35-39
◆ Trade with Trainers around the world ➤ p. 40-47
- Game connection compatibility list ➤ p. 48



Catching and Training Pokémons!

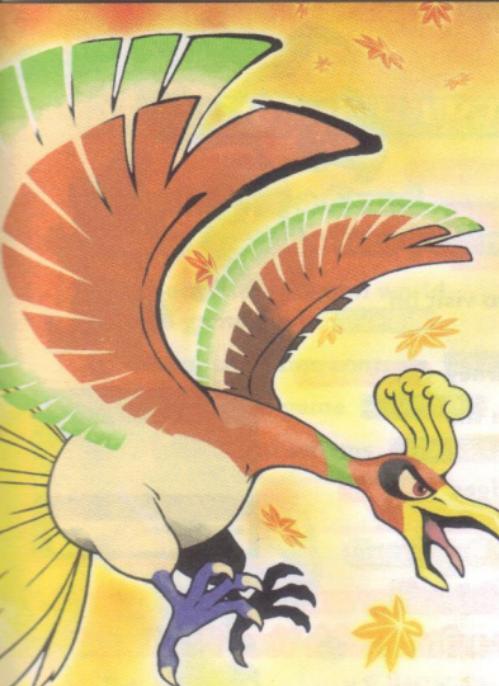
- About Pokémons battles ➤ p. 16-17
- How to catch Pokémons ➤ p. 18
- How to train Pokémons ➤ p. 19
- Towns, cities, and facilities to visit on your adventure ➤ p. 20-23
- Helpful items along your journey ➤ p. 24-25
- How to catch Pokémons from the GBA series ➤ p. 26-27
- About Gym Leaders and Badges ➤ p. 28



Using the Pokéwalker and Going for a Stroll with Your Pokémons!



- Connect the Pokéwalker to the DS system ➤ p. 49-52
- About the Pokéwalker ➤ p. 53-55



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Pokémon HeartGold Version is based on Pokémon Gold Version for Game Boy™. The types of Pokémons that appear, and the likelihood that different Pokémons will appear is different from Pokémon SoulSilver Version.

Pokémon HeartGold Version can communicate with Pokémon SoulSilver, Platinum, Diamond, and Pearl versions and Pokémon Battle Revolution using Nintendo DS™ Wireless Communications. It can also be linked to the Pokémon Ruby, Sapphire, FireRed, LeafGreen, and Emerald versions using the Dual Slot function of the Nintendo DS.

*The Pokéwalker can only connect to Pokémon HeartGold and Pokémon SoulSilver Versions.

*It is not possible to communicate with the Pokémon Red, Blue, Yellow, Gold, Silver, or Crystal versions. This product is not compatible with Poké Stadium or Poké Stadium 2 for the Nintendo 64™, Poké Colosseum, Poké XD, or Poké Box for the Nintendo GameCube™. It is also incompatible with Poké Battle e-Cards or the WiiWare™ title My Poké Ranch.

*The Dual Slot function is available only with Nintendo DS and Nintendo DS Lite.

YOUR ADVENTURE BEGINS

● What Are Pokémons?

In this world live creatures called Pokémons. Humans and Pokémons have lived, worked, and played together in harmony for ages. Nevertheless, there are still numerous mysteries surrounding them. In order to find out more about these creatures, many scientists—such as Professor Elm of New Bark Town—have dedicated their lives to Pokémon research.

● Beginning Your Adventure

One day you are summoned by your neighbor, Professor Elm... It seems he has a task for you!

"Can you walk beside this Pokémon, outside of its Poké Ball, to see if this brings any special feelings or bonds between Pokémons and people?" he asks, giving you a Pokémon and sending you to see his friend, Mr. Pokémon, down the road. As you leave New Bark Town, your adventure is just beginning...

*Pokémon HeartGold Version uses the clock feature of the Nintendo DS system. Please do not change the Nintendo DS system you are using or change the time setting of your Nintendo DS system. This will affect many aspects of your game, including Berry growth, lucky-number drawings, and other time-dependent game events. The Pokéwalker also uses a clock feature.



OBJECT OF THE GAME

Set Out for Adventure in the Johto Region!

Your adventure in the world of Pokémon will begin in the Johto region, where you will cross paths with many people. It is only with the help of friends and the cooperation of your Pokémon that you will be able to complete this daring adventure.



Catch Many Different Pokémon!

One major goal in the game is to complete your Johto Pokédex by collecting as many different kinds of Pokémon as you can.

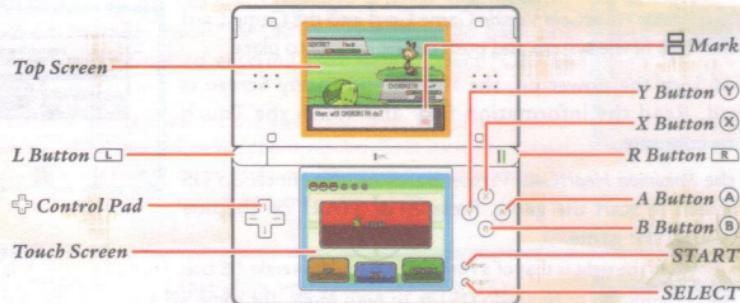
* In order to catch all the Pokémon in the Johto region and complete your Pokédex, you must trade with the *Pokémon SoulSilver Version*, as well as with other Pokémon versions. Work together with your friends to get your Pokédex as complete as you can!



Become the Best Trainer Ever!

Another goal is to improve your skills as a Pokémon Trainer. During your adventures, you'll battle wild Pokémon, as well as other Trainers. Both types of battle will help you and your Pokémon become better and stronger. Each Pokémon Gym has a very talented Trainer known as the Gym Leader. Only those who defeat the Gym Leaders will be accepted as true Trainers. These fights will be tough, but you must be brave and charge into battle!

BASIC CONTROLS



* Closing the Nintendo DS while playing will automatically put it into Sleep Mode. Opening the Nintendo DS will resume the game.

- CONTROL PAD** Move around in the field or move the cursor on menu screens.
- A BUTTON** Select a command, talk to a person in front of you, check out an item in front of you, or scroll through text.
- B BUTTON** Return to the previous screen or cancel a command.
- X BUTTON** Open the menu (see page 13).
- Y BUTTON** Use a Key Item that you have Registered to the $\textcircled{1}$ icon on the Touch Screen.
- START** Start the game, or move the cursor to OK to exit.
- MARK** The top square means top screen, and the bottom square means Touch Screen.

Touch Screen Controls

Touch the buttons on the Touch Screen to confirm or scroll through text. When there is an \textcircled{A} shown on the Touch Screen, you can also press \textcircled{A} on the DS system. In this Instruction Booklet, an orange frame surrounds the top screen and a blue frame surrounds the Touch Screen.

STARTING THE GAME

- Insert the *Pokémon HeartGold Version* Game Card into the Game Card slot on the back of the system and push until it clicks into place.
- After you turn the power on, the Health and Safety Screen is displayed. Read the information fully and touch the Touch Screen to continue.
- Touch the *Pokémon HeartGold Version* panel on the Nintendo DS Menu Screen to start the game. Press **A** or START on the title screen to start the game.



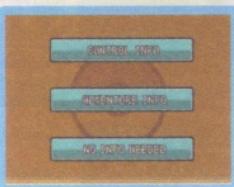
*The screen shown to the right is that of a Nintendo DS and Nintendo DS Lite.

*If you set the Nintendo DS or Nintendo DS Lite to Auto Mode, the game will automatically start after the Health and Safety Screen is displayed.

Starting a New Game

At the beginning, the game will be explained to you. When you are done reading, select "NO INFO NEEDED."

*Only one game may be saved at a time (one main character). If you select "NEW GAME" and already have a saved game, you will not be able to save. You will need to delete your saved data if you wish to restart the game from the beginning (see page 12).



Choose a Gender

Select your gender. Use the **+** to highlight one, then press **A** to decide.

*Remember, your gender and name cannot be changed later.

Decide on Your Name

Enter a name for your character. To enter a name, touch a letter on the Touch Screen, or use the **+** to highlight a letter and press **A**. If you make a mistake, touch "BACK" or press **B** to go back one letter. When you've finished entering your name, select "OK" to start your journey!

*To protect your privacy, do not use your real name or other personal information, such as your last name, phone number, birth date, age, school, email, or home address or other personal information as your character name since your character name will be seen by others.

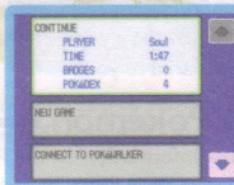


Continue

Continue playing from the last place you saved (see page 15).

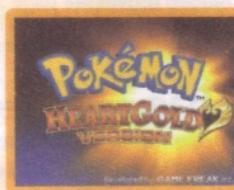
*"CONTINUE" will be added to the Main Menu after you save the game.

*You can save the game by selecting "SAVE" on the menu screen.



Deleting Your Saved Game

If your Pokewalker is already registered, please reset it first (see page 52). To delete your saved game, go to the title screen, and then press Up on the **+**, SELECT, and **B** simultaneously. Once your saved data is deleted, it CANNOT be restored. Please be careful when deleting your saved data. (All Pokémon, items, and Pokewalker data will be lost.)



Mic Test

Go to the title screen and then press Down on the **+**, and **X** and **Y** simultaneously to perform a mic test.

Title Screen

THE MENU SCREEN

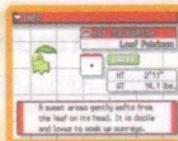
Press **X** to bring up the menu on the Touch Screen. Touch the buttons on the Touch Screen to navigate the menu.

* Some selections will be added to the menu screen by progressing through the adventure.



© Pokédex

Information is recorded here about Pokémon you see and catch. "SEARCH" will allow you to search for Pokémon in alphabetical or numerical order. In addition to reviewing a Pokémon's data, you can listen to their cries, check out where they live, or see how large they are compared to you!



© Pokémon

View information on the Pokémon in your party, view their summary info, change their order, or give them items to hold. If a Pokémon has learned a hidden move (see page 24), it can be selected for use here.



© Bag

You can store your items here. Items are automatically placed in the correct Pocket of your Bag. Touch the Touch Screen or press **L** or **R** to change screens. If the items you are holding cannot fit on one page, press Left or Right on the **D** to switch pages.

* Bag styles will differ for boys and girls.



© Pokégear

You will receive a Pokégear during your adventure. As you progress through your journey, your Pokégear will receive data from cards. It's a very useful tool with many different functions—touch the icons on the Touch Screen to switch between functions.

Phone

Touch the name of the person you want to call, and select "Call" to speak with that person. As you progress on your journey, you may also receive phone calls from others.

Map

Touch a Town or Route on the map to view detailed information about that location on the top screen. Press **Y** to enter a personal mark or memo about that Town or Route.



Radio

Touch the slider icon on the Touch Screen to slide it, or touch the tuning button to listen to all kinds of different radio programs. The programs differ based on time and location.

Settings

Change the design of the Pokégear.

© Your Name (Trainer Card)

View your own Trainer Card. On the front it displays information such as your Trainer ID number, the amount of money you have, the number of Pokémon you've caught, and how long you've been playing. On the reverse, it will display how many times you've traded Pokémon and your battle record with friends. You can also sign your Trainer Card.

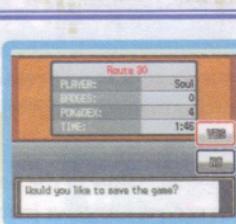
* To protect your privacy, do not sign your full name or other personal information, such as your last name, phone number, birth date, age, school, email, or home address. Also do not use this personal information as your character name, since your character name will be seen by others.

Save

You can save your game at any time, except during a battle or event. By choosing "CONTINUE" on the Main Menu, you can continue playing from the last place you saved.

* Do not turn the Nintendo DS system off or remove the Nintendo DS Game Card until the game has finished saving.

* Attention! If you select "NEW GAME" and already have a saved game, you will not be able to save (see page 11).



Options

Change certain game settings, such as Text Speed, Battle Style, and Sound. After any settings are changed, select "CONFIRM" on the bottom of the menu to save the changes.

Battle Scene

Turn Battle Animations "ON" or "OFF."

* If "OFF" is selected, the actions of Pokémons during a battle will be displayed only by text on the screen rather than animation.

Battle Style

Choose one of these Battle Styles to use when fighting Pokémon Trainers.

SHIFT

You may switch Pokémons when your opponent's Pokémons has fainted.

SET

You will continue to battle with your currently selected Pokémons after your opponent's Pokémons has fainted.

Button Mode

You can choose a type of control from the following two types.

NORMAL

Basic Control Type (see page 10).

L=A

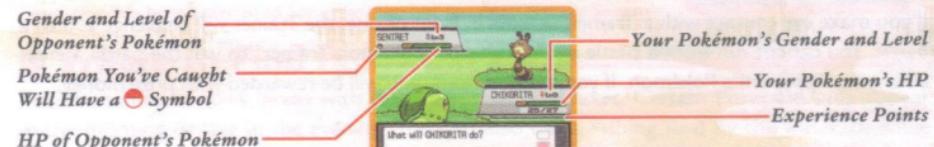
You can use L instead of A.



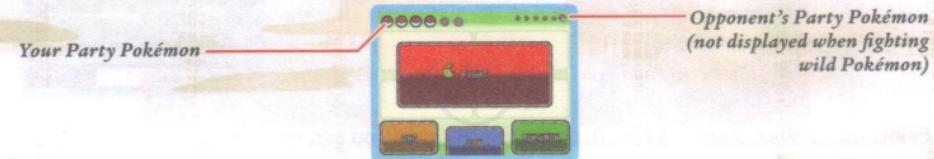
ABOUT BATTLES

When a battle starts, the Pokémons on the top left of your party Pokémons will appear first. If you win the battle, each Pokémon that participated in the battle will receive a share of the Experience Points (see page 19). However, if all your Pokémons faint, you will lose the battle, lose some of your money, and be returned to the last Pokémon Center you used.

The Battle Screen



HP Pokémon health. When HP is 0, the Pokémon faints and can't battle anymore.
EXPERIENCE POINTS Displays the Experience Points in the current level. When the gauge becomes full, the Pokémon gains a level.



FIGHT Display the Moves your Pokémons knows. As long as a Move has Power Points remaining, it can be used, but if the Move's PP is 0, the Move cannot be used.
BAG Open your Bag. Gain access to helpful items.
RUN Attempt to escape from a battle. (It may fail.)
POKÉMON Switch Pokémons or look at a Pokémons summary.

Switch PokéMON

Touch "POKÉMON" on the battle screen or select "POKÉMON" by using the and pressing . On the next screen, choose the PokéMON you want to switch, then confirm by selecting "SHIFT."

Fighting Wild PokéMON

Wild PokéMON may attack in places such as caves and grassy areas. When they do, you can use a Poké Ball (or another type of Ball) to catch them (see page 18).

Battling a PokéMON Trainer

If you make eye contact with a Trainer, or walk in front of one, the Trainer will challenge you to a battle. You cannot run from a battle against a fellow PokéMON Trainer. To win the battle, defeat all of your opponent's PokéMON. If you are victorious, you will be rewarded with prize money.

* You cannot capture an opponent's PokéMON.

When Status Is Affected

When your PokéMON gets hit by an opponent's attack, its status might be affected.

Poison Gradually decreases HP during the battle. If the Poison isn't cured, HP will continue to decrease even after the battle is finished.

* When affected by Poison, the screen will shake and a sound will be heard.



Faint When its HP reaches 0, the PokéMON faints and can no longer battle.

There are other status problems, such as **Paralyze**, **Sleep**, **Frozen**, **Burn**, **Burn**, **Confuse**, and so on. In order to heal more than just status, use an item or take your PokéMON to a PokéMON Center to help it recover.

* Confuse status will be automatically cured when the battle is over.

CATCHING POKÉMON

You can catch wild PokéMON with Poké Balls (see page 24). While in battle, touch "BAG," then select "POKÉ BALLS." Select a Poké Ball you want to use and throw it at the PokéMON to try to catch it—you may not always be successful. After you have caught the PokéMON, you can give it a nickname.

* If your PokéMON party is full with six PokéMON, the new PokéMON will automatically be transferred to Someone's PC (the PokéMON Storage System).



Where to Find PokéMON

PokéMON inhabit caves, areas with tall grass, seas, and lakes. Certain PokéMON only appear in the morning or late in the evening. You can also use a Fishing Rod by the water, or while crossing water while using the HM Surf, to catch some kinds of PokéMON. Press when the icon appears.



Tips for Catching PokéMON

If you use a Poké Ball on a PokéMON that has taken very little damage, it will break free of the Ball. You must first weaken the PokéMON by attacking it until its HP is low. It will also be easier to catch the PokéMON if you Paralyze it, make it Sleep, and so on.

RAISING POKÉMON

Experience Points

When you win a battle, Experience Points are given to Pokémons that fought in the battle. When the Experience Point gauge fills completely, a Pokémons level goes up.

Tips on Raising Low-Level Pokémons

Place the Pokémons whose level you want to raise in the first slot of your Pokémons party. Immediately switch to another Pokémons as soon as you enter a battle. As long as you win the battle, even the Pokémons that didn't fight will receive a portion of the Experience Points. By repeating these steps, you can slowly but steadily increase the level of a weak Pokémons.

Pokémon Evolution

There are some Pokémons that evolve and change form as they grow. A Pokémons can evolve when its level increases, through the use of certain items, if it is traded (see page 30), and so on.

A Pokémon Egg

If you leave a couple of your Pokémons at the Day Care that you find along your journey, you may return to find an Egg. Eggs will hatch if you keep them in your party long enough.

Talking to Your Pokémons

While you are moving around, you can turn and speak to the Pokémons you are traveling with. Your Pokémons will have many different answers, depending on your location and its feelings. Sometimes good things may happen as well!



BUILDINGS IN TOWN

There are many different buildings and houses in the Johto region. As you walk around, be sure to check out everything and chat with everyone you meet. You might find some useful information.

Pokémon Center (PC)

The people here will heal your injured Pokémons for free. You can also use the PC here. A Pokémons Center is the most useful place a Pokémons Trainer can visit!

* Communication play can be done with your friends on the 2F and B1F of a Pokémons Center (see page 29).



Healing Your Pokémons

Give your Pokémons to the lady behind the counter to completely recover their HP and PP. Your Pokémons will also recover completely if they have fainted, are poisoned, and so on.

PC

By using a PC, you can store or withdraw your Pokémons you've caught. You can also view Mail and your Photo Album, and edit Ball Capsules.

* When you have Seals on a Ball Capsule, you cannot store that Capsule in the PC. If you would like to store that Pokémons in the PC Box, detach the Ball Capsule from the Pokémons first.



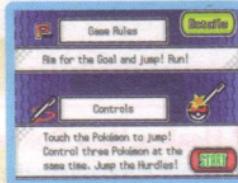
Poké Mart

Here, you can buy items that can help you on your adventure. Poké Marts in different towns sometimes sell different things. Also, the number of Badges you have will affect what you can buy.

● Pokéathlon

The Pokéathlon will become available at the Pokéathlon Dome as you progress through the story. You can compete with your Pokémon in ten different types of event.

- ① Head to the Reception Desk in the center of the Pokéathlon Dome. After selecting "JOIN," you can choose a course.
- ② Select which three Pokémon will compete. Your Pokémon's performance will be displayed on the top screen, so select Pokémon from your party (and your PC Boxes) that will do well in the events.
- ③ Touch "START" to begin, or touch "Details" for more information about how to play. Each course has three different events.



- ④ Once the points and bonuses have been added up, the winning team is decided. If you win, you'll receive a medal for that particular course. Also, special points used only in the Pokéathlon called Athlete Points are awarded. These can be traded for items.

■ Link Pokéathlon

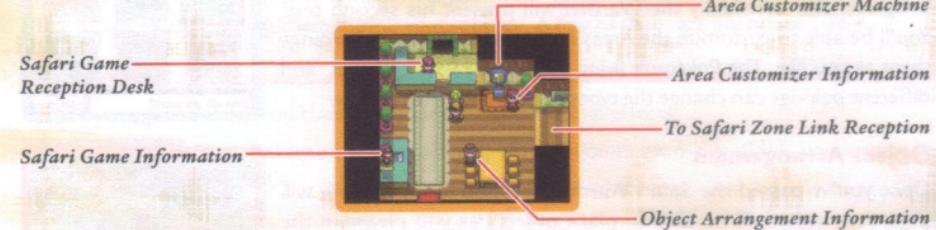
If you speak with the receptionist to the left in the Pokéathlon Dome, you can compete in a Link Pokéathlon with friends. Each player gets three Pokémon that will compete in four events. The player with the highest combined score receives two medals.

■ Aprijuice

Aprijuice is a nutritious drink for Pokémon that can raise their Performance levels. You can purchase Aprijuice at the Aprijuice stand. In addition, if you receive the Apriblender, you can also make your own Aprijuice.

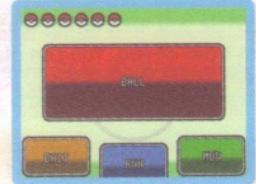
● Safari Zone

The Safari Zone is a location that becomes available as you progress through the story, where you can capture Pokémon using Safari Balls in the Safari Game.



■ Safari Game

- ① Speak to the receptionist at the Safari Game Counter. Select "Yes" to pay the entry fee and play.
- ② There are six areas in the Safari Zone, and different Pokémon will appear in different areas. Once you've entered the tall grass and a Pokémon appears, you will see the screen to the right. Throw a Ball and try to catch the Pokémon.



- | | |
|------|---|
| BALL | Throws a Safari Ball to try to catch a Pokémon. (It may fail.) |
| BAIT | Makes it less likely that the Pokémon will run away, but also makes it more difficult to catch the Pokémon. |
| MUD | Makes it easier to catch the Pokémon, but also makes it more likely that the Pokémon may run away. |
| RUN | Lets you give up on catching this Pokémon. |
- ③ When you've used up all 30 Safari Balls, the Safari Game is over. If you'd like to end the game early, select "Retire" from the menu or simply exit the Safari Zone.

■ Area Customizer

Rearrange Areas

Once you've passed the Safari Warden's first test, the story will progress, and eventually the Warden will present his second test. You'll be able to customize the Areas in the Safari Zone, and arrange them as you like. The Pokémon living in each Area are different, and different pairings can change the types of Pokémon that appear.



Object Arrangement

Once you've passed the Safari Warden's second test, the story will progress, and you'll be able to place objects as you please in the Safari Zone. The types of Pokémon that appear may vary depending on the type of object you place. As you progress through the story, different types of objects will become available.



While you are playing the Safari Game, press **A** to place an object in front of you. You can place up to 30 objects in one area.

* If you move the area using the Area Customizer while there are objects placed in it, all of the objects in the area will be removed.



Safari Zone Link * Only available in *Pokémon HeartGold* and *Pokémon SoulSilver* Versions.

Once Object Arrangement becomes available, you can connect to friends and trade Safari Zones. Once you've traded Safari Zones through the Safari Zone Link Reception Desk on the right, you can enter your friend's Safari Zone by speaking with the receptionist at the desk to the left.



* Safaris received by Safari Zone Link will disappear after 24 hours.



VARIOUS ITEMS

There are various kinds of items available to you in the game. These can be obtained by buying them at stores and finding them during your journey. A few of them are introduced here.

Items

Items can improve Pokémon stats or provide other beneficial effects.

EXP. SHARE Your Pokémon will receive Experience Points even if it didn't participate in the battle.

Medicine

These items heal Pokémon or cure Pokémon status problems.

POTION Restores Pokémon HP by 20.

Poké Balls

These are necessary if you wish to catch Pokémon. Using the different Poké Balls creatively, depending on the kinds of Pokémon you encounter, will increase your chance of catching them.

POKÉ BALL Catches wild Pokémon. (It may fail.)

TMs & HMs

Both Technical Machines and Hidden Machines allow your Pokémon to learn new Moves. A Technical Machine (TM) can be used only once, but a Hidden Machine (HM) can be used as often as you like. Different kinds of Pokémon will be able to learn different Moves.

Moves Can Be Used in the Field

There are Moves that can be used both in battle and in the field. They can even be used in the field when the Pokémon who has learned the Move has fainted. Note that HM Moves cannot be used in the field until you obtain certain Gym Badges.

FLASH Lights up dark caves.

Hidden Moves

CUT

Instantly cut down trees that block the road.

SURF

Move across water, such as the sea or rivers.

WHIRLPOOL

Pass through whirlpools on the water.

STRENGTH

Push heavy rocks.

WATERFALL

Climb up torrential waterfalls.

FLY

Return to a town you've previously visited.

ROCK SMASH

Smash rocks that block the road.

ROCK CLIMB

Scale rocky walls.

Berries

Berries can be given to Pokémon to hold or they can be planted in Berry Pots.

ORAN BERRY

A Pokémon holding this Berry will use it during a battle to restore some HP.

Mail

Give Mail to your Pokémon to hold. Pokémon holding Mail can be traded with friends to exchange letters.

AIR MAIL

Stationery that features a colorful design and letters.

Battle Items

Items that can be used to give you the advantage in battle.

X ATTACK

Raises the Attack stat of a Pokémon in battle.

Key Items

Important items for your adventure. These can be obtained during your journey.

BERRY POTS

An item that allows you to plant Berries and bring them with you.

VS. RECORDER

Record Link Battles with friends and battles in the Battle Frontier (see page 47). To watch recorded battles, start the Vs. Recorder in the Items Screen. Touch the button marked "TOUCH HERE!" on the Touch Screen. You can also send recorded battles to other Trainers (see page 46).

MIGRATE POKÉMON FROM THE GBA

You can migrate Pokémon caught in the Game Boy™ Advance Pokémon series: *Pokémon Ruby*, *Sapphire*, *Emerald*, *FireRed*, and *LeafGreen* versions (referred to collectively below as GBA Pokémon series), to *Pokémon HeartGold Version*. The migrated Pokémon will show up in the Pal Park, a facility that will appear after you have defeated the Champion. You will be able to catch them there.

*To migrate Pokémon, you'll need to have obtained the National Pokédex in *Pokémon HeartGold Version*. You can do this after defeating the Champion.

*Only the Nintendo DS and Nintendo DS Lite have the Dual Slot function.

How to Migrate Your GBA Pokémon (Nintendo DS and Nintendo DS Lite)

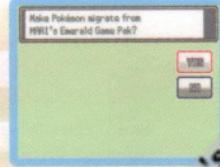
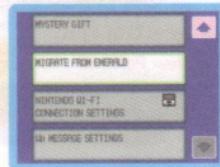
① Insert the *Pokémon HeartGold Version* Game Card into the Game Card slot on the back of the system and push until it clicks into place. Then insert a GBA Pokémon series Game Pak into the Game Pak slot of the Nintendo DS system and push until it clicks into place. Turn the power on.

② Touch the *Pokémon HeartGold Version* panel on the Nintendo DS Menu Screen to start the game. Select "MIGRATE FROM [VERSION NAME]" on the Main Menu.

*If you set the Nintendo DS system to Auto Mode, the game will automatically start after the Health and Safety Screen is displayed. For more information, please check the Instruction Booklet of your Nintendo DS system.

*The screen on the right shows when *Pokémon Emerald Version* is used.

③ Touch "YES" when you are asked if you would like to migrate Pokémon from [your name]'s [version name] Game Pak, and advance through the confirmation screens.



- 4 The Pokémons you are able to migrate will be displayed. Touch a Pokémon to select, and touch again to deselect.

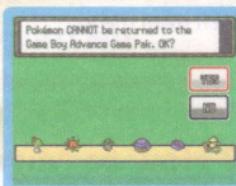


- 5 Once you touch "YES," the Pokémons will migrate to *Pokémon HeartGold Version*, as seen on the screen to the right. Touch "NO" to cancel if you decide not to migrate. After you choose "YES," restart the game and visit the Pal Park to see the Pokémons you've migrated. Throw your Park Balls to catch the six Pokémons.

*Pokémons that are holding Mail or have learned a hidden move can't migrate.

*The Pokémons migrated will disappear from their original GBA Pokémons series Game Pak. Please be careful—once migrated, Pokémons will never be able to go back to their original GBA Pokémons series Game Pak.

*New Pokémons cannot be migrated until you finish catching the six Pokémons already in the Pal Park.



GYM LEADERS AND BADGES

There is a Leader in every Pokémon Gym. If you are able to beat a Gym Leader, you'll receive an official Pokémon League Badge as evidence of your impressive victory. Wearing these Badges allows you to use HM Moves that previously could not be used in the field, even if your Pokémons had learned them.

The number of Badges you obtain determines what level of traded Pokémons will follow your orders.



Violet City
FALKNER / Zephyr Badge

This allows you to use Rock Smash, even when outside of battle. Pokémons up to Lv. 20 obey you.



Azalea Town
BUGSY / Hive Badge

This allows you to use Cut, even when outside of battle. Pokémons up to Lv. 30 obey you.



Goldenrod City
WHITNEY / Plain Badge

This allows you to use Strength, even when outside of battle.



Ecruteak City
MORTY / Fog Badge

This allows you to use Surf, even when outside of battle. Pokémons up to Lv. 50 obey you.



Cianwood City
CHUCK / Storm Badge

This allows you to use Fly, even when outside of battle.



Olivine City
JASMINE / Mineral Badge

Pokémons up to Lv. 70 obey you.



Mahogany Town
PRYCE / Glacier Badge

This allows you to use Whirlpool, even when outside of battle.



Blackthorn City
CLAIR / Rising Badge

This allows you to use Waterfall, even when outside of battle. All Pokémons obey you, regardless of level.



COMMUNICATION

You can connect to nearby Nintendo DS systems using Nintendo DS Wireless Communications. You can also connect to a person who lives far away by using Nintendo Wi-Fi Connection (Nintendo WFC). Please check the following pages for more information.

*While *Pokémon HeartGold* and *Pokémon SoulSilver* Versions can communicate with *Pokémon Diamond*, *Pearl*, and *Platinum* versions, there are some wireless features that are exclusive to *Pokémon HeartGold* and *SoulSilver* Versions (see page 48).

DS Wireless Communications

(Connect to Nearby Nintendo DS Systems)

On the second floor of a Pokécenter, you'll find the Union Room counter and Colosseum counter.



Pokémon Wireless Club Union Room

The Union Room is a room where people can gather to enjoy battles, trade Pokémon, and chat with each other. Once inside the Union Room, press **A** while facing someone to speak to that person. There are various features you can enjoy in the Union Room, including Chat.

*If you trade Pokémon, you will be given the option to add the player you trade with to your Pal Pad (see page 37).

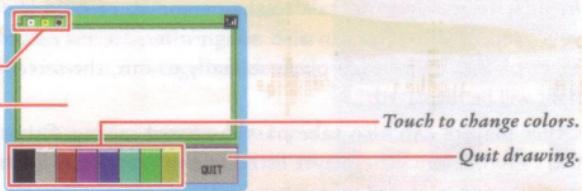
Greet

Show your Trainer Card to each other. Press **B** to end.



Draw (Up to 5 Players)

Draw a picture with up to four friends. The people participating will be displayed on the top screen.



Battle

For a Single Battle, choose two Pokémons that are Lv. 30 or under. After choosing your Pokémons, select "CONFIRM" to start the battle.

Trade

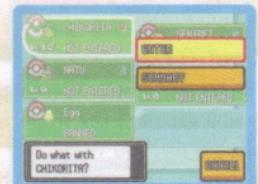
Trade Pokémons with your friends. Select the Pokémons you want to offer in trade and then touch "TRADE" to select. Confirm that you want to trade for the Pokémons that your friend is offering, and touch "YES," and the trade will proceed.

*Pokémons that evolve by being traded will evolve at this time.

*Pokémons in Ball Capsules cannot be traded.

Choose "Quit" after trading to return to the Union Room.

*Pokémons are saved once the trade has been completed.

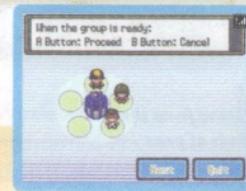


Give a Pokémon an item to hold before trading it!

You can give an item to your Pokémons to hold before trading. Certain Pokémons will evolve when they are traded holding certain items.

Mix Records (Up to 5 Players)

You can exchange various records of your own with up to four friends. To mix records, talk to the person you would like to mix your records with. You can also accept offers to mix records from other players. Once each player is ready to mix, the screen on the right will be displayed.



Other players can also take part in record mixing if they are in the Union Room. The player listed at the top of the list needs to press **A** after all players participating in record mixing have entered. After mixing is completed, all players return to the Union Room.

Spin Trade (Up to 5 Players) *Pokémon HeartGold, SoulSilver, and Platinum versions only.

Trade Pokémon Eggs with friends. You won't know whose Egg you'll get until the trade has finished. To do a Spin Trade, talk to the person you would like to trade with. Once each player is ready to trade, the screen on the right will be displayed. Other players can also take part in the Spin Trade if they are in the Union Room. The player at the top of the list needs to press **A** after all players participating in the Spin Trade have entered.



During the Spin Trade, touch the Touch Screen to spin the Eggs around. After the Spin Trade is completed, all players return to the Union Room. The fun is in not knowing what kind of Pokémon Egg you've received until the Pokémons hatches!

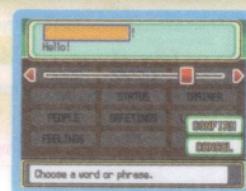


Bonus Area

If your Egg lands on a spotted area, you'll receive a Berry!

Chat (Everyone in the Union Room)

You can send messages to the people who are in the Union Room. Select "CHAT" from the Union Room menu. When you see the screen to the right, you can switch the sentence by moving the slider or pressing Left and Right on the **□**. Create a message by selecting a word for each text box.



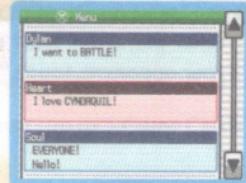
Words that can be entered in the text box are categorized by topic groups. Select a group by using the **+** and pressing **A**, and you'll find words related to that group. Select the word you like to create your message. Touch the Touch Screen to switch the list between the following two modes.

GROUP MODE Search for a word based on the topic groups.

ABC MODE Search for a word listed in alphabetical order.



When you send a message, it will be displayed on the Touch Screen of anyone who is in the Union Room. To view the message, touch "LOG" on the menu screen.



Leaving the Union Room

Step onto the yellow circle to exit the Union Room.



Pokémon Communication Club Colosseum (2 or 4 Players)

Two or four players can do battle here. First choose a type of battle, and then select a Cup. Different Cups set different rules for which Pokémon can participate in the battle. You can use any Pokémon if you select "NO RESTRICTIONS."

* You are given the option to register the player you battled in your Pal Pad after battling (see page 37).

Two-Player Battle

SINGLE BATTLE

Use one Pokémon each for the battle.

DOUBLE BATTLE

Use two Pokémon each for the battle.

MIX BATTLE

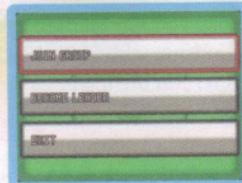
Choose three Pokémon. Each Trainer chooses one of the opponent's Pokémon, mixes them with his or her party, and then battles the other Trainer.

FLAT BATTLE

Pokémon above Lv. 50 temporarily become Lv. 50 for the battle.

* Flat Battles are only available in *Pokémon HeartGold* and *Pokémon SoulSilver* Versions.

- Decide who will "BECOME LEADER" after saving the game. The other player will need to select "JOIN GROUP." After selecting your opponent, touch "YES" to confirm.



- A battle will begin after each player steps on the correct spots located on the right and left sides of the room. When you play a Mix Battle, the battle will start after choosing a Pokémon to switch. To quit a battle, select "RUN." You can leave the Colosseum by using the exit at the bottom of the room.



Four-Player Battle

MULTI BATTLE

Four players will be split into two teams. Each player uses one Pokémon.

* You cannot enter the Colosseum without each player having three or more Pokémon in his or her party for Multi Battle.

Communication Error

In some cases, there is a chance an error (such as the one on the screen on the right) might occur during communication. If you are in the Union Room, press **A** to return to the Union Room, or **B** to go back to the title screen. At all other times, pressing **A** will return you to the last place you saved.

If a communication error has occurred, if you were in the Union Room, pressing the A Button will launch DS Wireless Communications to take you back to the Union Room. If not, you'll be returned to where you last saved. If you press the B Button, you will be taken to the title screen.

Establishing the Nintendo DS Wireless Link (Nintendo DS Wireless Play)

This section explains how to establish your Nintendo DS Wireless Link for Nintendo DS Wireless Play.

What You Will Need

- Nintendo DS/DSi system.....One per player (up to 5 systems)
- Pokémon HeartGold Version Game Card* or *Pokémon SoulSilver Version Game Card* or *Pokémon Diamond Version Game Card* or *Pokémon Pearl Version Game Card* or *Pokémon Platinum Version Game Card*.....One per player (up to 5 Game Cards)

Steps

- Make sure that all Nintendo DS systems are turned off, then insert a Game Card into each system.
- Turn all Nintendo DS systems on.
- The Nintendo DS Menu Screen will be displayed. Touch "*Pokémon HeartGold*," "*Pokémon SoulSilver*," "*Pokémon Diamond*," "*Pokémon Pearl*," or "*Pokémon Platinum*."
- Follow the instructions on page 29.

Nintendo Wi-Fi Connection Settings

Nintendo Wi-Fi Connection allows multiple owners to play together over the Internet—even when separated by long distances.

- To play Nintendo DS games over the Internet, you must first set up Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions.
- To complete Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL Internet account.
- If you do not have a wireless network device installed on your PC, see the separate Nintendo WFC instruction booklet for more information.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC-compatible games at selected Internet hotspots without additional setup.
- The Terms of Use Agreement that governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendo.com/games/wifi/ds.

*Please note that the nickname you use and the name of your maps will be seen by others when playing multiplayer games using Nintendo WFC.

*To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, email address, or home address when communicating with others or use such personal information in areas that will be seen by others.

For additional information on Nintendo WFC, setting up your Nintendo DS, or a list of available Internet hotspots, visit www.nintendo.com/games/wifi (USA, Canada, and Latin America) or call 1-800-895-1672 (USA/Canada only).

Nintendo Wi-Fi Connection

Using Nintendo Wi-Fi Connection (Nintendo WFC), *Pokémon HeartGold Version* will enable you to connect with a friend and play over the Internet.

- *When you use Nintendo WFC, your Trainer name and Pokémon nicknames will be shown to people all over the world. As players are free to choose their own names, we ask that you please refrain from using offensive language.
- *Nintendo WFC may discontinue service at any time without warning. We ask for your understanding.

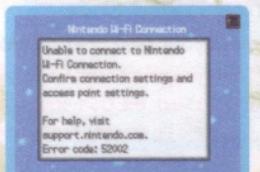
Setting Up Nintendo Wi-Fi Connection

- 1 You will need to establish a broadband Internet connection to use Nintendo WFC. From the Main Menu, select “NINTENDO WFC SETTINGS” to access Nintendo WFC configuration. Please see the Nintendo WFC instruction booklet, available at www.nintendo.com/consumer/manuals, if you need directions on setting up your Nintendo DS.
 - *If you change the combination of your Nintendo DS system and *Pokémon HeartGold Version*, you need to do the setup again to connect. The registration on the Pal Pad will be also deleted (see page 37).
- 2 Start and continue your game. Visit either the *Pokémon Wi-Fi Club* on B1F of a *Pokémon Center*, the facilities in the Global Terminal, or the Battle Tower to obtain your own Friend Code.
 - *Without a Friend Code, you cannot connect to Nintendo WFC.



When You Cannot Connect

If you are unable to connect to Nintendo Wi-Fi Connection, you will see an error code and message. If this happens, please see the Nintendo Wi-Fi Connection instruction booklet, available at www.nintendo.com/consumer/manuals.



Pokémon Center (B1F)

From the B1F in the Pokémon Center, you can use Nintendo WFC to play in various facilities. In the Wi-Fi Club you can battle or trade with friends whose Friend Codes you have registered in your Pal Pad (see page 38). Also, you can connect with Trainers around the world in the Wi-Fi Plaza (see page 40).

■ Pal Pad

You can register the player who you battled or traded with using DS Wireless Communications (see pages 29 and 33). You can also manually enter the Friend Codes of your friends. You can check the Pal Pad from the Key Items Pocket of the Bag.

* You cannot exchange Friend Codes after a Union Room battle.



Check Friend Roster

Check Friend Codes that you have registered. There are also details about your interactions with your friends. You can rewrite or delete the Friend Code names.

Register a Friend Code

You can register up to 32 Friend Codes. To register a Friend Code you have been given, enter the friend's name first, and then enter his or her 12-digit Friend Code.

* The Friend Code is designed as a safety precaution, allowing play only with people you personally know well.

Posting your Friend Code on a Message Board, or trading it with strangers, can result in receiving modified data or viewing offensive language. Please do not share your Friend Code with people that you do not know.

Your Friend Code

Check your own Friend Code.

* To receive your Friend Code, you must connect to Nintendo WFC.

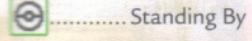
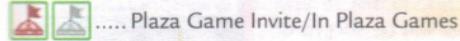
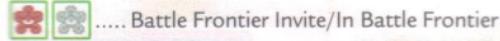
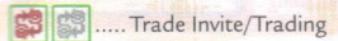
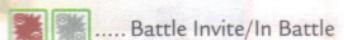
* If you switch the DS system you use, or erase your saved game and start over from the beginning, your Friend Code will be erased. Additionally, any Friend data you have registered in your Pal Pad will also be erased.

Pokémon Wi-Fi Club

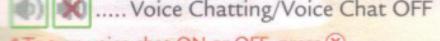
Speak with the receptionist at the center desk on the basement floor of any Pokémon Center. Once you have successfully connected to Nintendo WFC, you will see the Pokémon Wi-Fi Club screen. Your status will be displayed on the top screen and your friend's status will be displayed on the Touch Screen. From the Pokémon Wi-Fi Club, you can connect with others to battle, trade, visit the Battle Frontier, play minigames at the Wi-Fi Plaza, or use voice chat.

* Some events are only available in *Pokémon HeartGold*, *SoulSilver*, and *Platinum* versions (see page 48).

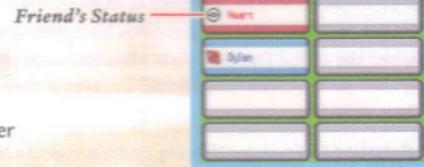
Your friend's status will appear as follows:



..... Has not yet met the game requirements. Please continue the adventure.

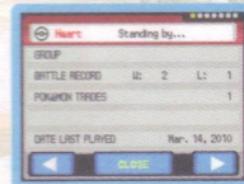


* To turn voice chat ON or OFF, press **X**.



If you touch a friend's name on the Touch Screen, his or her play records with you and your Battle Frontier (see page 47) results will be displayed.

* Battle Frontier results will only be displayed after you have visited the Battle Frontier yourself.



• Voice Chat (Chat with Friends Standing By)

When you select a friend who is on standby, "VOICE CHAT" will let you have a conversation with that player by pressing **A** and speaking into the microphone. Select it to start a voice chat session.

* If the volume is too loud, reduce the volume on the Nintendo DS system.

• Inviting Friends

When you want to find other people to interact with, go to the PC in the Pokémon Wi-Fi Club and press **A**. You can select the activity you'd like to invite others to participate in from the menu that appears.

* "Battle Frontier" will only appear as an option on the menu once you have visited the Battle Frontier. If you have not met this requirement, "Standing By" will be displayed for your friends, even if they are offering invitations to these activities.

• Apply (To Friends Offering an Invitation to Battle or Trade)

Friends may invite others to battle or trade. This will be shown on the top screen. If you would like to accept the invitation, approach that friend and press **A** to talk to him or her.

Exiting the Pokémon Wi-Fi Club

To exit the Pokémon Wi-Fi Club, leave the room.



■ Wi-Fi Plaza

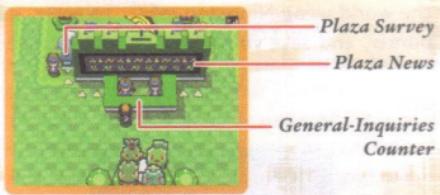
The Wi-Fi Plaza is a facility where you can chat and play Plaza Games, or play with Tap Toys. The Wi-Fi Plaza is a place that you can only play in for a set period of time each time you connect. When closing time approaches, a fireworks display is shown, and you can join a Parade.

Entering the Wi-Fi Plaza and Playing with Tap Toys

Talk to the receptionist at the far-left counter in the basement of any Pokémon Center. Upon entering the Wi-Fi Plaza, you will be loaned a Tap Toy. While you are there, your Tap Toy will be displayed on the Touch Screen. Touching the Tap Toy will produce a sound or light effect. You can trade Tap Toys with other Trainers and upgrade your Tap Toy by playing Plaza Games. If you wish to disconnect from the Wi-Fi Plaza before closing time, please exit through where you entered the Plaza.

Wi-Fi Plaza Facilities

The general-inquiries counter in the center of the Wi-Fi Plaza can give you information regarding any of the Wi-Fi Plaza features. You can see the location of any of the Pokémon Trainers currently in the Wi-Fi Plaza by checking the Visitor Profiles. The Plaza News will show you how much time is left at the Wi-Fi Plaza, how many people are connected, and the latest survey topic. You can stamp your Pokémon's footprints on the footprint panel. The Plaza Survey results will be displayed once the closing time of the Wi-Fi Plaza draws near.



Plaza Games

There are three Plaza Games, for two to four players. At the game's entrance, select "JOIN" to join the game and put out an invitation for other players. Once four players have joined (or if at least two players have joined within the time limit), the Plaza Game will start.



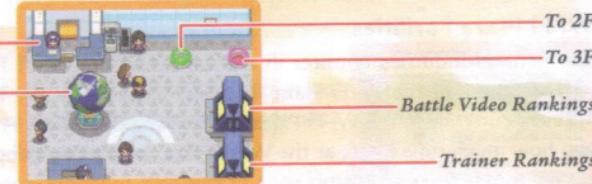
Global Terminal

You can view Trainer records and trade Pokémon with Trainers all over the world using Nintendo WFC and the Global Terminal located in Goldenrod City.

* Uploaded records may be erased without warning.

1st Floor

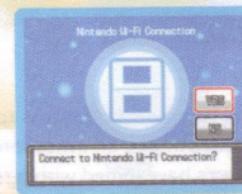
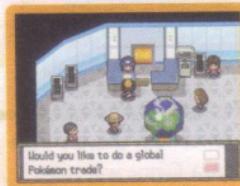
- Global Trade Station (page 41)
- Trainer Rankings (page 46)
- Battle Video Rankings (page 46)



■ Global Trade Station (GTS)

You can trade Pokémon with Trainers all over the world using Nintendo WFC. To enter, speak with the receptionist at the GTS Reception Counter, and save your game. When you see the screen shown on the lower right, select "YES."

* You do not need to register Friend Codes to use the GTS.



Deposit Pokémon

Deposit Pokémon you would like to offer for trade. The Pokémon will be traded if there is someone who accepts your conditions. Choose this option to start the GTS trading process.

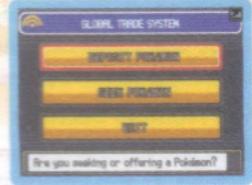
* Pokémon successfully traded through the GTS will not return.

- 1 Choose a Pokémon you would like to offer for trade from your party or a Box. Only one Pokémon can be deposited at a time.
- 2 Select a Pokémon you would like to receive for the Pokémon you have deposited. Once deposited, you are done for now. When someone accepts your conditions, your Pokémon will automatically be traded. "SUMMARY" is displayed in the menu when a trade has not been made for your deposited Pokémon. Choose "TAKE BACK" if you want to bring back the Pokémon.

* Only Pokémon that are already recorded in your Pokédex can be entered as conditions for a GTS trade.

* After you deposit a Pokémon, you do not have to be connected to Nintendo WFC to complete the trade.

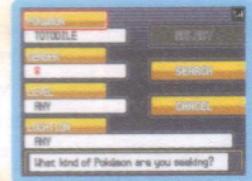
* There is a chance a Pokémon might disappear if you don't connect to the GTS for a long time. Be sure to check your deposited Pokémon's status once in a while. Pokémon that have disappeared will not return.



Seek Pokémon

You can search for Pokémon you want from the Pokédex registered by other people. Normally, only three Pokémon are found per search; however, the number of Pokémon you can look for increases for a couple of days after a successful trade, and also after you offer a Pokémon for trade. Enter the conditions of a Pokémon you want to seek. Enter the search criteria and select "SEARCH" to find a Pokémon that meets your conditions. If you find a Pokémon, touch the Trainer to check his or her conditions for trading Pokémon. These are displayed on the top screen. If you have a Pokémon in your party that can meet the conditions, you can trade it. If you do not want to trade, press **B** to cancel the trade.

* Only Pokémon that are already recorded in your Pokédex can be entered as conditions for a GTS search.

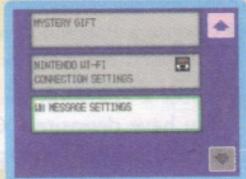


■ Wii Message Settings

If you select “Wii MESSAGE SETTINGS” and complete the setup, once your Pokémons have traded over the GTS you will receive a Wii message on your Wii™ console (see page 44).

■ Wii Number Settings

- First, add wfc-mail@nintendo.com to your Wii console’s Address Book by selecting “Register” ⇒ “Other.” Once the address has been entered, return to the Wii Menu Screen.



- From the Main Menu on the Nintendo DS, select “Wii MESSAGE SETTINGS” and you will be shown the “Register Wii Number” screen. Use the to read the instructions.



- Enter your Wii number, then enter it a second time to proceed to the confirmation screen.

Connect to Nintendo WFC to register your Wii number. At the screen to the right, select “YES.” A “Registration Code” will be sent to your Wii console. Check your Wii for the Registration Code.

*It may take some time for the Wii message to appear on your Wii Message Board.

*The Parental Control must be deactivated in order for the Registration Code to be sent to your Wii console.



■ Entering the Registration Code

You will receive a Wii message containing a 7-digit Registration Code. Enter the last 4 digits on the “Enter Registration Code” screen. If there are no errors, your Wii number will be registered.

Example: 012-**3456**—Enter these digits

■ Protecting Your Wii Number

Once your Wii number has been registered, you will be asked to set a 4-digit Wii number password to protect your Wii number. Enter any 4-digit number you like. Do not forget your password.

*If you give your Game Card to another person or discard it, make sure to delete your Wii number by going to the “Delete Wii Message Settings” screen.



■ Using Wii Messages

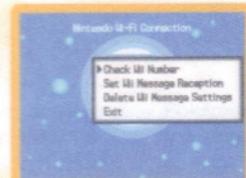
Some settings need to be changed on your Wii. In your Wii console’s Internet Settings, WiiConnect24™ must be set to ON. For more information, please see the Wii Settings and Data Management section of your Wii Operations Manual.

For more information about finding your Wii number, please see the Wii Message Board section of your Wii Operations Manual. When the Registration Code has been registered on your DS, the nickname color will change in your Wii console’s Address Book.

■ Checking Your Wii Number

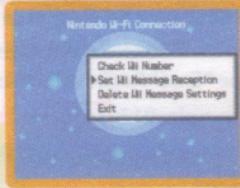
You can check the Wii number you’ve registered by going to the “Check Wii Number” screen. Once you’ve entered your password, your Wii number will be displayed.

*If you’ve forgotten your password, your Wii number cannot be viewed. If this happens, select “Delete Wii Message Settings” to erase the registered Wii number, and re-register the Wii number from the “Register Wii Number” screen.



Set Wii Message Reception

Select whether or not you would like to be contacted by Wii message once your trade has gone through the GTS. Selecting "YES" will set your Wii message to "Register." Selecting "NO" will set your Wii message to "Don't Register," so the next time you use the GTS you will not receive a Wii message.

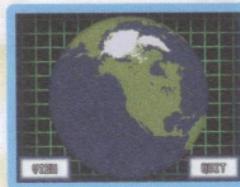


Delete Wii Message Settings

Selecting "YES" will erase your Wii number and the password.

■ Geonet

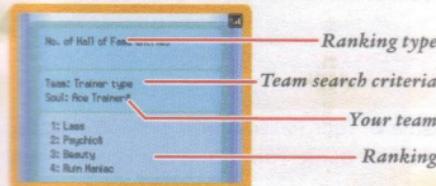
At Geonet in the Global Terminal, you can view a map of the locations of all the friends you have met around the world. Select "SEE LIST" to display the map. Move the cursor over a point and press \times or touch "VIEW" to view the location name. Select "REGISTER" to register your location on the map. Once you've completed registration, your location cannot be changed, and from that point on, the display will automatically go to the Map.



■ Trainer Rankings

You can view rankings of all the Trainers around the world, divided into teams and ranked by different categories. Your personal results will automatically be sent to your team. Face the rankings machine and press \textcircled{A} to connect to Nintendo WFC and start up the Vs. Recorder.

Viewing the Rankings



■ Battle Video

Send your own Battle Videos and view other Trainers' Battle Videos. Battle Videos will be assigned a 12-digit number. You can pass this number on to friends so that they can find your Battle Video.

■ Battle Video Rankings

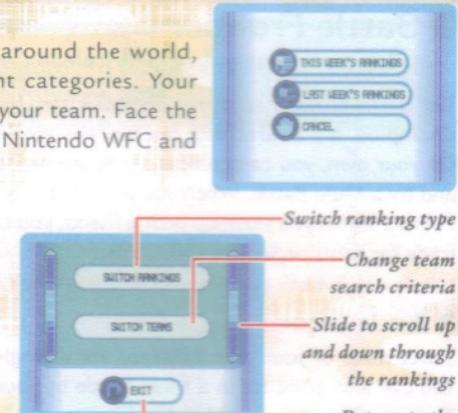
Battle Videos are ranked in order of popularity.

■ Box Data

Show off a PC Box full of Pokémons. Select your favorite wallpaper, arrange your Pokémons according to a favorite theme, and upload your data for all to see. You can also view other Trainers' Box Data.

■ Dress-Up Data

Display Pokémons Dress-Up Data photos taken in the Goldenrod Tunnel. You can also view other Trainers' Dress-Up Data photos.



Battle Frontier

(Play over Nintendo DS Wireless Communications/Nintendo WFC)

The Battle Frontier is only accessible after you have beaten the Elite Four and the Pokémons Champion. It's an area with five facilities for Pokémons battles, each with its own unique rules. On your own, you can compete in Single or Double Battles, or you can connect with a friend and try a Multi Battle. When you win a battle at the Battle Frontier, you are awarded BP (Battle Points). When you team up with a friend, you can earn even more BP than usual. Collect BP to trade for items or Scratch-Off Cards.

*To do a Multi Battle over Nintendo WFC, enter the Wi-Fi Club (see page 38) and select the Battle Frontier.

Battle Tower

Select three of your own Pokémons for a Single Battle or four Pokémons for a Double Battle. You can also compete in a Multi Battle by yourself at the Battle Tower. You can connect with Trainers all over the world to battle.

Wi-Fi Battle Room

In this facility, you can battle Trainers over Nintendo WFC. Beat all seven Trainers in the room to earn BP. If you continue to win, your rank will go up and you'll face tougher Trainers. Aim for the toughest Trainer!

- At the counter, select "CHALLENGE" and select the three Pokémons you'd like to enter.

*Eggs and select Pokémons cannot be entered.

- Connect to Nintendo WFC and select a Battle Room number, and then select "YES." Your room will be prepared, and the battle against the Trainers will begin.
- Once the battle is over, you will be asked if you would like to upload the results over Nintendo WFC. Select "YES" and your results will be uploaded and the data will be reflected in the other Trainers you fight. If you select "NO," your results will not be sent.

*You can also compete in Single and Double Battles from the center counter without connecting to Nintendo WFC.

You'll also enjoy exploring the Battle Hall, Battle Factory, Battle Castle, and Battle Arcade!

Compatibility List

Wireless Communication

		Pokémon HeartGold/ SoulSilver Versions	Pokémon Platinum Version	Pokémon Diamond/ Pearl Versions
Union Room <i>(see page 29)</i>	Spin Trade	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
	Other Trade	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Colosseum <i>(see page 33)</i>	Flat Battles	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
	Other Battles	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Battle Frontier <i>(see page 47)</i>	Battle Tower (Multi Battle)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	Other Facilities	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
Link Pokéathlon	<i>(see page 21)</i>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
Safari Zone Link	<i>(see page 23)</i>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>

Nintendo WFC

		Pokémon HeartGold/ SoulSilver Versions	Pokémon Platinum Version	Pokémon Diamond/ Pearl Versions
Wi-Fi Club <i>(see page 38)</i>	Battle Frontier/ Plaza Games	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
	Other Events	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Wi-Fi Plaza	<i>(see page 40)</i>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
Global Terminal <i>(see page 41)</i>	GTS	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	Other Services	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
Battle Frontier	<i>(see page 47)</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Wi-Fi Battle Room		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

*Cooking Poffins, Super Contests, and the Underground are not available in *Pokémon HeartGold* and *Pokémon SoulSilver* Versions.

ABOUT THE POKÉWALKER

The Pokéwalker accessory is a pedometer specifically for use with *Pokémon HeartGold* and *Pokémon SoulSilver* Versions. It can be used once you've reached a certain point in the story. You can send a Pokémon to the pedometer and walk around with it to form a friendship and earn Experience Points. Also, you will earn one "Watt" (W) for every 20 steps you take. These can be used for the Poké Radar and Dowsing Machine (see page 53). Any Pokémon and items that you find can be sent back to *Pokémon HeartGold* and *Pokémon SoulSilver* Versions.

Using the Pokéwalker for the First Time

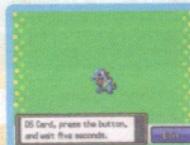
To register the Pokéwalker, first, confirm that you have a Pokémon in your PC Box.

1 Remove the tab from the Pokéwalker. For more information, please check the "Using the Pokéwalker Accessory" section in the Pokéwalker Operations Manual.

2 Select "CONNECT TO POKÉWALKER" from the *Pokémon HeartGold Version* Main Menu, then touch "Save, then go for a Stroll."

3 Select a Pokémon from your PC Box to send to the Pokéwalker, then select a Route to take.

4 Once you see the screen to the right, point the Pokéwalker at the DS system, press \textcircled{O} on the Pokéwalker, and wait five seconds. For more information about infrared transmission, see page 4.



5 If the infrared transmission is successful, the Pokéwalker will be registered, and the screen to the right will be shown. From then on, your steps will be counted.

*If your Pokéwalker has not been registered to your copy of *Pokémon HeartGold Version*, it will not be able to count your steps.

*If you don't have at least five open spaces in your PC Boxes, your Pokéwalker will not be able to connect to your copy of *Pokémon HeartGold Version*.

*Once your Pokéwalker is registered, your steps will be counted and Watts will accumulate even if there are no Pokémon in the Pokéwalker. However, you will not be able to use the Poké Radar function.

*For more information about found Pokémon, Watts, and items, please read through the Pokéwalker Operations Manual.



Important

To avoid damage to your Pokéwalker accessory, please do not wash it with your clothes. See the troubleshooting section of the Pokéwalker Operations Manual for more information.

After Walking

1 Select "CONNECT TO POKÉWALKER" from the *Pokémon HeartGold Version* Main Menu, then touch "Return from a Stroll" or "Receive a gift."

RETURN FROM
A STROLL

Returns the Pokémon you took with you on a Stroll to the PC Box. The Pokémon in the Pokéwalker can only be returned to the registered DS Game Card.

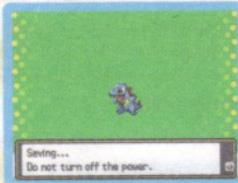
RECEIVE A
GIFT

The Pokémon out on a Stroll stays in the Pokéwalker, while all Pokémon found in the Pokéwalker, as well as Watts and items accumulated, are sent to the DS Game Card. These Pokémon, Watts, and items can be received by any DS Game Card, not just the registered Game Card.

- 2 Once you see the screen below, aim the DS system and Pokéwalker toward each other. From the Pokéwalker menu screen, select “CONNECT” and press **○** to start the infrared connection.



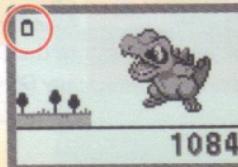
- 3 If the infrared connection is successful, then the screen at the right will be shown, and your game will be saved. (The option selected was “Return from a Stroll.”) You can send your saved Watts to the DS Game Card. Caught Pokémon will be sent to your PC Box, and found items will be placed in your Bag. If you select “Return from a Stroll,” you’ll be able to see a visual diary of your Pokémon’s Stroll one time. The Pokémon that went out on a Stroll will receive Experience Points and may even go up one level. (Your Pokémon will not evolve or learn a new move, however.) Once enough Watts have been collected on the DS Game Card, you may find new Routes for your Pokémon.



*If you select “Return from a Stroll” or “Receive a gift,” all Pokémon, Watts, and items collected in the Pokéwalker will be sent to the DS Game Card. You will not be able to select what to send.

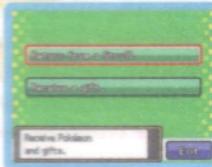
When the Pokéwalker’s Batteries Are Running Low...

When the batteries are running low, a will automatically be shown in the upper-left corner of the Pokéwalker. You should change the batteries promptly. Your Pokémon and items will not disappear even if the batteries are changed. For more information on changing the batteries, please consult the Pokéwalker Operations Manual.



If You Lose Your Pokéwalker...

If you’ve lost your Pokéwalker, you can force your Pokémon to return to your copy of *Pokémon HeartGold Version*. From the Main Menu in *Pokémon HeartGold Version*, select “CONNECT TO POKÉWALKER,” and when you see the screen to the right, you’ll need to hold two buttons while pressing a third. While you press and hold Up on the , also press and hold SELECT, and then also press .

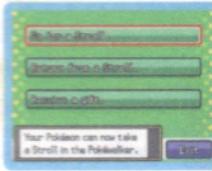


When you see “Caution!” displayed, select “Yes” to see the screen to the right. Touch the selection to return your Pokémon to the PC Box. That Pokémon’s status and Experience Points will be unchanged, and any Pokémon and items found in the Pokéwalker, as well as accumulated Watts, will not be sent to the DS Game Card. If you have performed these steps and then find your Pokéwalker, you will not be able to transfer any Pokémon from the Pokéwalker to your DS Game Card. When you find your Pokéwalker, you will need to reset it by registering it again.

*When you reset your Pokéwalker, the Pokémon out for a Stroll will return to your PC Box.

How to Reset your Pokéwalker

From the Main Menu in *Pokémon HeartGold Version*, select “CONNECT TO POKÉWALKER.” When you see the screen to the right, hold Down on the and , then press . If you have deleted your saved game but not reset your Pokéwalker, select “CONNECT TO POKÉWALKER” from the *Pokémon HeartGold Version* Main Menu, and you’ll see “Save, then go for a Stroll” instead. Now hold Down on the and , then press .



Once you’ve read “Caution!” and selected “Yes,” you’ll see the screen to the right, and the Pokéwalker will connect to the DS system.

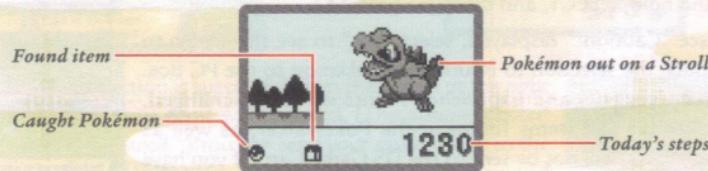
If the reset is successful, your Pokéwalker will display this screen:



How to Use the Pokéwalker

On the Pokéwalker main screen, you will see your Pokémon walk in time with your own walking rhythm, and it will react to many different things. If you don't press any buttons on the Pokéwalker for a while, the screen will go blank (sleep mode). While in sleep mode, your steps will continue to be counted, and you will continue to collect Watts.

* To cancel sleep mode, press and hold **O** for longer than 0.5 seconds.



About the Menu Screen

When you press **O** from the main screen, you'll see the menu. Your accumulated Watts are displayed in the lower right. Use **◀ ▶** to move the cursor, and **O** to select. If the cursor is all the way to the left and you press **◀**, or if the cursor is all the way to the right and you press **▶**, you'll return to the main screen.



Poké Radar Use the Poké Radar (see page 54).

Dowsing Use the Dowsing Machine (see page 55).

Connect Connect to the DS Game Card or another Pokéwalker.

Trainer Card Information such as the current time and Route name will be displayed. If you press **▶**, yesterday's steps, how many days you've used the Pokéwalker, and the total accumulated steps will be shown. Pressing **▶** again will allow you to confirm the previous day's steps up to a week prior. From the Trainer Card screen, pressing **◀** will return you to the menu.



Pokémon & Items

..... You can view the Pokémon out on a Stroll, caught Pokémon, found items, and items obtained through infrared connection here. When the cursor is in the upper left, pressing **◀** will return you to the menu screen.



Settings

..... Use **◀ ▶** to select "Sound" or "Shade" and **O** to confirm. If the cursor is on "Sound," press **◀** to return to the menu.

Sound—Select the volume from three different settings.

Shade—Adjust the contrast of the screen.

Poké Radar

This costs ten Watts per use. One of the four tufts of grass will display a **!**. Use the **◀ ▶** to move to highlight that tuft of grass, and press **O** to select. If your cursor is in the upper-left corner and you press **◀**, it will move to the lower-right corner. If it's in the lower right corner and you press **▶**, it will move to the upper-left corner. If you don't select the correct tuft of grass before the **!** disappears, the Poké Radar will fail. Once you have selected the correct tuft several times, a Pokémon will appear for a battle.

When the Pokémon appears, press **O** to move to the battle screen. Select one button from the three to choose your actions in the battle.



Enemy Pokémon's HP

*Whenever either Pokémon's HP reaches 0, the battle is over. You will not be able to catch the Pokémon.



Your Pokémon's HP

ATTACK

Press **◀**. Your opponent Pokémon will take damage.

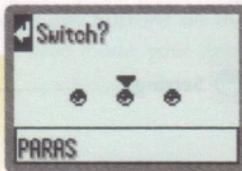
EVADE

Press **▶**. If your opponent Pokémon attacks, your Pokémon will not take damage, but the opponent Pokémon will take damage instead. Your opponent Pokémon may also run away.

CATCH

Press **O**. Catch your opponent Pokémon in a Poké Ball. (This may fail.) The lower your opponent Pokémon's HP, the more likely you are to succeed.

You can only hold up to three caught Pokémons on the Pokéwalker. When you catch a fourth Pokémon, you'll see the screen to the right asking you if you'd like to switch it with one of the Pokémons in "POKÉMON & ITEMS." Use **◀ ▶** to move the cursor, and select the Pokémon you'd like to switch from "POKÉMON & ITEMS" by pressing **O**. If you do not want to switch, press **◀** when the cursor is all the way to the left to return to the menu screen.

**Dowsing**

This costs three Watts per use. You search for an item hidden among six tufts of grass. Use **◀ ▶** to move the cursor and **O** to select. If the item is not in the tuft of grass you selected, a hint will be displayed. You have two chances to find the item. If you don't find it on the second try, then the Dowsing Machine will fail.



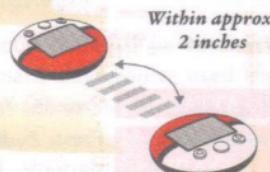
You can hold up to three items you've found in "POKÉMON & ITEMS." When you find a fourth item, you will be prompted to switch an item in your Pokémons & Items in the same way as with the Poké Radar.

Connecting Pokéwalkers via Infrared Connection

You can also connect to your friend's Pokéwalker. When you do, your Pokémons out on a Stroll and your friend's Pokémons can play together. Both you and your friend will receive an item. When you connect, you'll see your Pokémons' visual diary.

- 1 Place the Pokéwalkers no more than approximately 2 inches apart, facing each other.
- 2 Select "CONNECT" from the menu screen and press **O**.

*You can only connect to the same Pokéwalker once per day.

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Tsunekazu Ishihara

WARRANTY & SERVICE INFORMATION

You may need only simple instructions to correct a problem with your product. Try our website at support.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 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. 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 will repair or replace 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 will repair or replace the defective product, free of charge.*

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at support.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing.*

*In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

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

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This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

**NEED HELP WITH INSTALLATION,
MAINTENANCE OR SERVICE?**

**NINTENDO CUSTOMER SERVICE
SUPPORT.NINTENDO.COM**

or call 1-800-255-3700

*MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
(Times subject to change)*

The Pokémon Company

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