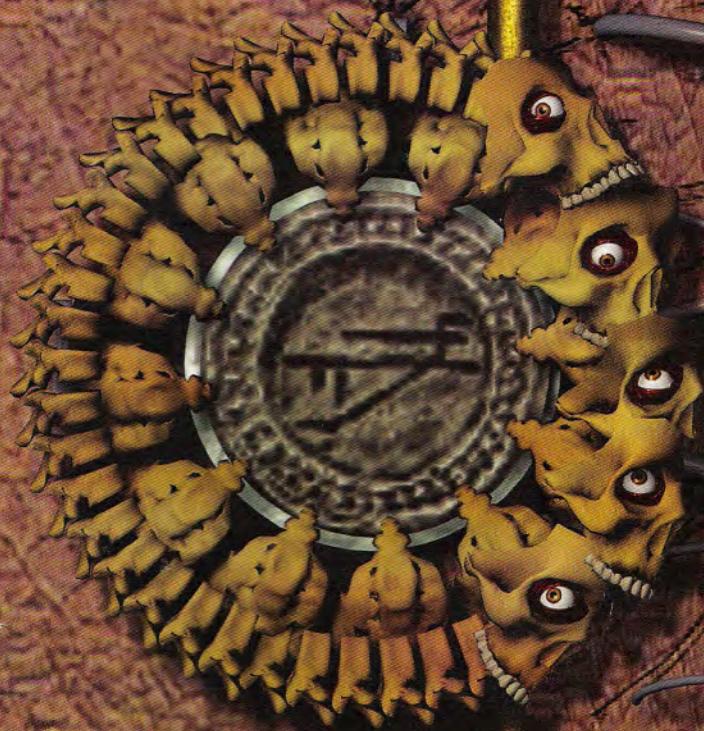


# ETERNAL DARKNESS

Sanity's Requiem™



INSTRUCTION BOOKLET

EmuMovies



NINTENDO  
GAMECUBE™



**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC 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 blackouts 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	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	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 Tendinitis, 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 - Electric Shock**

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

### **⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

### **CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.





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



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



**THIS GAME REQUIRES A  
MEMORY CARD FOR SAVING  
GAME PROGRESS, SETTINGS  
OR STATISTICS.**

#### NEED HELP PLAYING A GAME?

You can visit our web site at [www.nintendo.com](http://www.nintendo.com) for game play assistance.

For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529  
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-900-288-0707

1-900-451-4400

U.S. \$1.50 per minute

Canada \$2.00 per minute

MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

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

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).



MATURE (17+)

BLOOD AND GORE

VIOLENCE



© 2002 NINTENDO. ALL RIGHTS RESERVED. TM, ® AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO. DOLBY AND THE DOUBLE-D SYMBOL ARE TRADEMARKS OF DOLBY LABORATORIES. ALL RIGHTS, INCLUDING THE COPYRIGHTS OF GAME, SCENARIO, MUSIC AND PROGRAM, RESERVED BY NINTENDO.

# contents



The Darkness Comes	- 6
Character Profiles	- 8
Controller Layout	- 14
Getting Started	- 16
Playing the Game	- 17
Combat	- 18
Weapons	- 18
Sanity	- 19
Magick	- 20
Inventory	- 23
Cinematic	- 24
Map	- 24
Options	- 25
Warranty and Service Information	- 27



"O, oblivious, naïve Humanity... How ignorant we truly are—safe only in our blind view of the world. We are merely caretakers, for when the Ancients return, we shall be swept aside like driftwood on the tide of destruction..."

## An Ancient Evil

Long before humanity graced the universe, our planet belonged to another species—an ancient species bound by neither physics nor nature, purpose nor ethic. Through the passage of time, against the relentless advance of ice and the continental plates, and for other inscrutable reasons, these "Ancients" were driven deep into the recesses of our world. There, they lie imprisoned until the conditions are right for their return.

## Humanity's Betrayers

Hungry for dominance and the favor of the Ancients, secret organizations seek to restore the Ancients to their former station. For eons they have schemed and plotted in the darkness, attempting to bring these evil entities into our world through arcane magicks—blood rituals, worship, and sacrifice.

Of these sects, little is known: those who learn their secrets perish swiftly at their hands. Their scheming works to bring the Ancients' return—and humanity's extinction—ever closer.

## A Light in the Darkness

Yet not all hope is lost. The fate of Humanity depends upon the actions of a chosen few. They are average people, unprepared for heroic deeds, but the responsibility is theirs nonetheless. Even as their lives are torn apart by unseen evils, they must show courage in the face not only of the enemy, but also of their own fears. These poor souls teeter on the brink of insanity, tortured by the horrors of the Ancients.

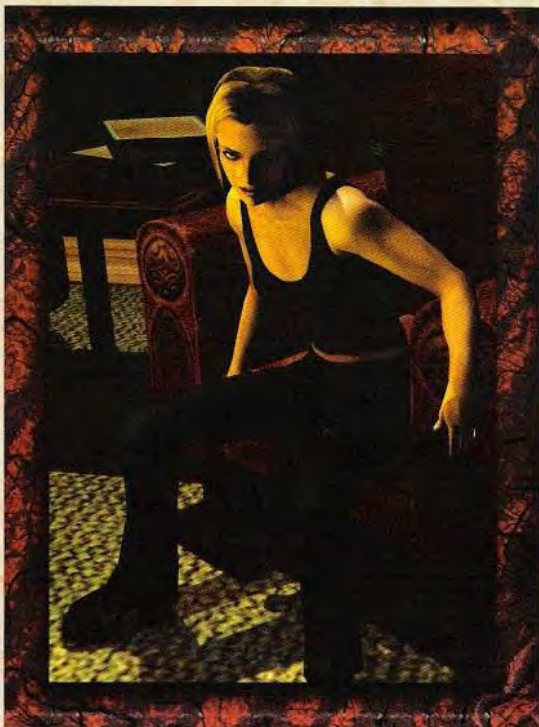
A secret war is being waged on the periphery of Humanity's perceptions—a war wreathed in shadows and deception.

## The Darkness Comes...





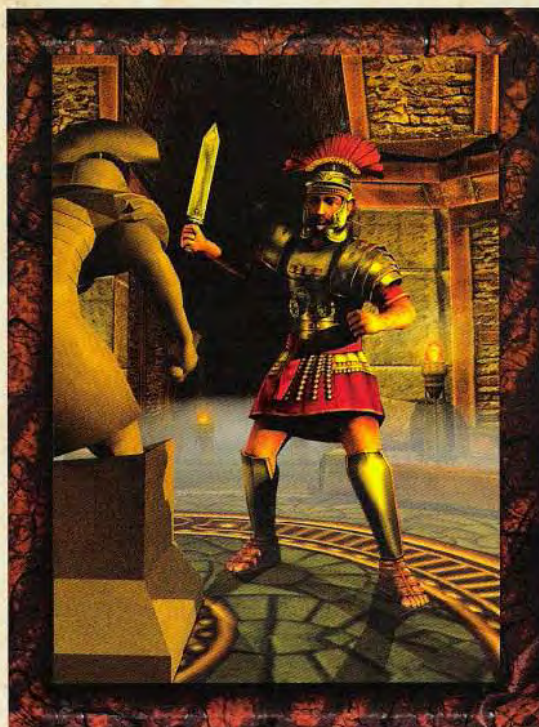
# Character Profiles



Alexandra Roivas

A.D. 2000 — Rhode Island, USA

Alexandra, a student at a Washington university, is a headstrong and independent woman. Imaginative and quite intelligent, Alexandra is completing her graduate degree in abstract mathematics and number theory. She is stubborn, and her obstinate attitude often gets her into trouble. She has returned to Rhode Island to tend to her deceased grandfather's estate and to find some answers about his gruesome death.



Pious Augustus

26 B.C. — Persia

Born into a family of wealthy patricians, Pious Augustus joined the army of the Roman Empire at an early age. Pious was a centurion and commander during the empire's campaigns in Persia. He is now in his late twenties—many of his peers have retired to lives in Roman politics, but he remains a loyal soldier of the empire. Although Pious has grown weary of constant fighting, he continues, driven by the belief that life has a greater purpose in store for him.

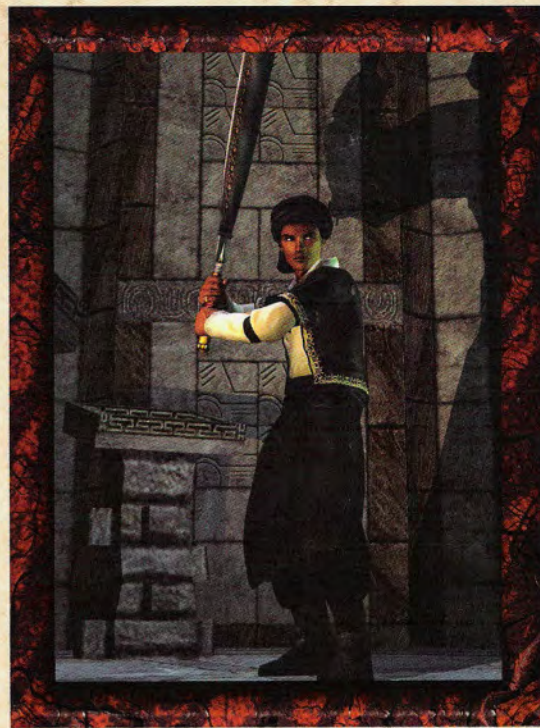




Ellia

A.D. 1150 – Angkor Thom Region, Cambodia

Ellia was born into servitude and raised as a dancer in the court of Suryavarman II, the king who reunited the Khmer empire after years of unrest. After finding and reading a strange book, she yearns for adventure. Her curiosity leads her into a temple, where she uncovers secrets she was never meant to find.

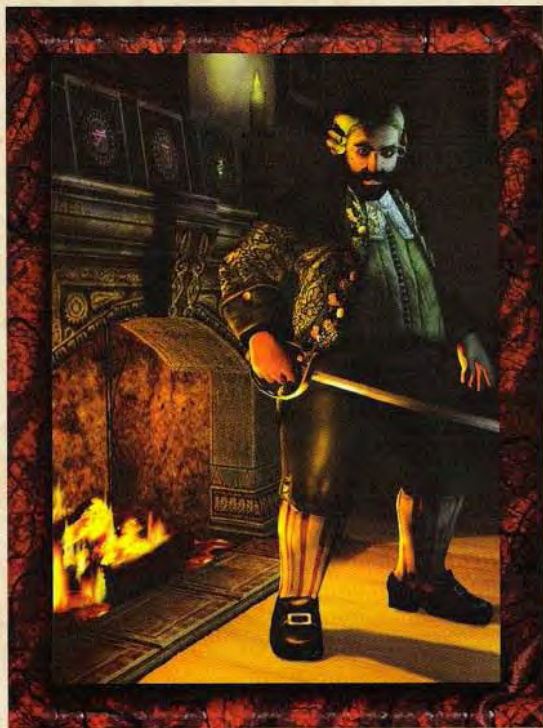


Karim

A.D. 565 – Persia

Karim is a brash young man of noble heritage trained in the arts of the sword. He spends his time seeking adventure and the hand of many a lady. His heart has been won by a mysterious woman named Chandra, and his life is thrust into a new perspective. He wishes to marry her, but Chandra has other ideas. She wants to make use of Karim's skill at swordcraft and adventure, and in return for her love, she asks him to locate a lost relic.





Dr. Maximillian Roivas

A.D. 1760 – Rhode Island, USA

Maximillian, a learned medical doctor, lectures at many universities within the United States. Although not a famous scholar, he is certainly respected by both his students and peers. Maximillian is a somewhat portly man in his mid-fifties. His wife passed on years ago, after fighting consumption for many years. His three children, themselves now adults, visit him from time to time. More often than not, though, he remains alone in the family estate, left to his own devices. His children fear for his sanity—they believe it is unhealthy for an old man to be left alone in such a large house. They may be right. . .



Dr. Edward Roivas

A.D. 1952 – Rhode Island, USA

Edward is in his early thirties, and he has always prided himself on his rational attitude. Continuing a long family tradition of scholarly pursuits, Edward Roivas is a practicing psychiatrist living in his family's ancestral home in Rhode Island. He has spent much time studying the works of Freud and Jung. Now, confronted by an irrational world, he finds himself privy to dark secrets his reasoning can barely comprehend.



# Controller Layout

Blue - Red - Green

## START / PAUSE

- Open/Close the menu screens

## Y Button Blue Recover

- Quick Spell #1 (see pg. 22)

## R Button

- Hold to lock onto an enemy
- Release slightly and click the button again to lock onto the next closest enemy

## L Button

- Run

## Z Button

- Hold to reload projectile weapons

NINTENDO  
GAMECUBE

## X Button

- Sneak

## Control Stick

- Move Character
- Control direction of attack when locked onto an enemy

## A Button

- Attack/Select

Recover

Red

Red  
Enchant

Green

Recover

Red Invisible

## + Control Pad

- Quick Spells #2-#4 (see pg. 22)
- Zoom in on an item (when using Check in the Inventory screen)

## B Button

- Context sensitive: A B Button icon will appear on-screen whenever you can perform an action with the B Button

## C Stick

- Rotate item (when using Check in the Inventory screen)

### NOTE

To turn the Rumble feature on your controller on/off, see page 16. The Rumble feature can lead you to discover unseen secrets, so think carefully before you turn it off.



# Getting Started

Put the Eternal Darkness: Sanity's Requiem Game Disc and a Memory Card into your Nintendo GameCube™, close the disc cover, and press POWER. Once the title screen appears, use either the **Control Stick** or the **+ Control Pad** to navigate the Main Menu.

## MAIN MENU

You can select any of the following options from the Main Menu screen by pressing the **A Button**. To return to the Main Menu from any of the submenus, press the **B Button**.



**NOTE** You will need a Memory Card to save a game in progress. Insert a Memory Card into Slot A or Slot B. Eternal Darkness: Sanity's Requiem requires 1 free file and 15 free blocks to save.

## START GAME

Select Start Game to begin Alexandra's adventure into the darkness.

## LOAD GAME

Select Load Game to load a saved game from a Memory Card. Select the Memory Card slot that contains your saved game data, then select the game file you want to load.

## OPTIONS

Select Options to change the following game settings:

- Save the current game options. Press the **A Button** to save.
- Turn subtitles on/off.
- Set the screen display size to standard or 16:9 ratio.
- Disable/enable Rumble feature.
- Adjust volume levels.
- Adjust brightness levels. Follow the on-screen instructions to set your television and game brightness levels.
- Set the audio mode to Mono, Stereo, or Stereo Surround.

To change any of the menu options, highlight the option you want to change and press the **A Button**.

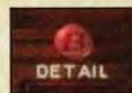
# Playing the Game

## EXPLORATION

You need to explore your surroundings carefully to progress through Eternal Darkness: Sanity's Requiem. Use the **Control Stick** to walk around, and search every room you come across. If there is something unusual or something that draws your attention, a **B Button** icon will appear in the top-right corner of the screen. Press the **B Button** to perform the action described there.



Use the **B Button** to Examine paintings...



to view a description of a scene...



to pick up items, and much more...

## IN-GAME MENUS

All of the menu screens are contained within the Tome of Eternal Darkness, an ancient book of arcane wisdom passed down for generations to those destined to help stop the plans of the Ancients. To access the menu screens during the game, press **START/PAUSE** at any time. Press the **L Button** or **R Button** to switch between different screens.



## COMBAT

There are two basic means of attacking your enemies.

Pressing the **A Button** by itself attacks with your currently equipped weapons or your fists if you're unarmed. If you're using a melee weapon, this attack will hit any nearby enemies, and attacking repeatedly will knock the enemies over, giving you a little breathing room. However, attacking in this manner is weaker overall than attacking a single enemy you've targeted with the **R Button**.

Press the **R Button** to lock onto a single enemy. Hold the **R Button** and move the **Control Stick** to target different spots on the enemy's body. For example, press the **Control Stick** up to target the enemy's head, and then press the **A Button** to attack.

Pressing the **Control Stick** left or right will target the left or right arms, and pressing down or leaving the **Control Stick** centered targets the enemy's torso.

Some enemies have weaknesses that you can exploit by targeting specific body parts. To target the next closest enemy, release the **R Button** slightly and click it again.

If you run out of ammo, you can press the **B Button** to reload your weapon. The Reload **B Button** icon only appears if your weapon runs out of ammo. If you want to reload before your weapon runs out of ammo, press and hold the **Z Button** at any time. You can also reload from the Inventory screen by selecting your ammunition, choosing Mix, and then selecting the weapon you want to reload.

## Weapons

Below is a brief overview of some of the weapons in the game.



### GLADIUS

Standard issue among Roman centurions and legionaries, this iron sword has a short, broad, double-edged blade best suited for hacking and chopping at the enemy.



### SHORT SWORD

A short sword with a wooden grip—light and durable.



Use the Control Stick while holding the R Button to change your hit location.



### SCRAMASAX

The scramasax possesses a heavy blade ideal for delivering deadly cutting and slashing attacks. It has no hand guard—this weapon was designed for offense, rather than defense.



### MACE

This mace features flanges along the head and a spike at the tip designed to focus force and power upon striking.

## Sanity

Sanity is a fragile thing! When you are located by creatures, a sanity loss occurs, causing a decrease in the level of your Sanity Meter. As your Sanity Meter drops, you may start to experience strange hallucinations, side effects of the madness that is slowly seizing your mind. The lower your Sanity Meter falls, the more your grasp on reality will slip. Eventually, it can take a toll on you physically, as well.

When you've defeated an enemy, you will have an opportunity to deliver a Finishing Blow to him. When you see the **B Button** icon on-screen, press the **B Button** to finish off your enemy. While a Finishing Blow isn't necessary to kill the enemy, it does restore some of your sanity.



Finish off enemies with a final blow.

### NOTE

Before delivering a Finishing Blow to an enemy, Maximillian Roivas can attempt to perform an autopsy on the creature. When the Attempt Autopsy **B Button** icon appears, press the **B Button** to perform the autopsy. If the autopsy is successful, the results will be logged in Maximillian's medical journal. Go to the Cinematic screen to view the autopsy data (see pg. 24). Once Maximillian has completed the autopsy, he can perform a Finishing Blow as normal.



# Magick

In order to access the Magick screen, each character must find the Tome of Eternal Darkness. You cannot cast magick without it.

Even with the Tome of Eternal Darkness to guide you, mastering the magickal arts is no easy task. To discover the most basic spell, you need four components: a Circle of Power, three Runes, three Codices and a Spell Scroll.

## CIRCLES OF POWER

Circles of Power form the foundation upon which magick is built. Each Circle of Power has a certain number of points onto which you can place Runes. The more points in the circle, the greater the power of the spell you are creating.



The strength of each Circle of Power is determined by the number of points it has.

## RUNES

Runes are the building blocks of magick. They describe the effect, target, and alignment of each spell.

## CODICES

When you first find a Rune, it is indecipherable. While you can still use that Rune to create a spell, you won't know what effect that Rune will have until you find a Codex to decipher the Rune's effect. Once you've found a Codex, though, that Rune (and its description) is permanently inscribed into your Runes list. Finding a Codex automatically deciphers the meaning of a Rune in your Runes list.



Until you find a Codex, its Rune will be indecipherable.

# SPELLCASTING

## SPELL SCROLLS

Spell Scrolls describe a magickal effect and the names of Runes necessary to create that effect. The Spell Scroll is added immediately to the Spell List in your Tome.



As you play, you will find many Spell Scrolls for different spells.



Every Spell Scroll you find will be displayed in the Spell List.

To cast a spell from the Magick Screen, select Spell List and choose the Spell Scroll from your list. Then select Cast to cast the spell. Next, you must select a Circle of Power and an Alignment Rune.



If you have identified all the components of a spell...



...the spell will be created automatically for you.



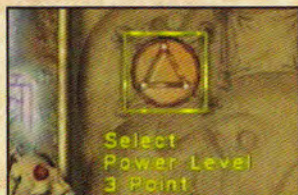
## SPELL CREATION

To build a spell from scratch, select New Spell from the Magick screen and then select a Circle of Power to set the spell's power level. Next, you must choose an Alignment Rune and any combination of other Runes to create the spell effect.

Not every combination will result in a spell, but if you experiment with different combinations, you might discover some very powerful magickal effects. If you discover a new spell, it will be inscribed into your Spell List, and you can cast it normally from that point.

## QUICK SPELLS

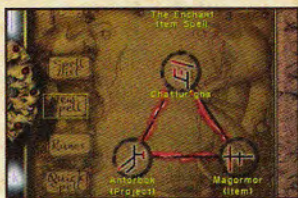
To cast spells quickly without returning to the Magick screen, you can assign spells to Quick-Spell buttons on the + Control Pad and the Y Button. Select a spell from your Spell List and then select Assign. Choose a Circle of Power and an Alignment Rune for the spell, and then assign it to a Quick-Spell button. You can even assign the same kind of spell, powered with different Alignment Runes, to different buttons, making it easy to alter your strategy against different foes.



First, select a power level for your spell.



Next, select an alignment and place your Runes.



Your spell will become charged if you create it correctly, even if you don't have all the other components for the spell.



Assign different spells to each Quick-Spell button and be ready for any situation!

**NOTE** If you move or are attacked while casting your spell, the spell will be canceled

## Inventory

This screen details your character's possessions and current health, sanity, and magick status. From this screen, you can equip various weapons and items, examine objects you've picked up in your quest, and select items you want to use. This screen also shows your current health, sanity, and magick levels.



### SANITY METER

This meter reflects your current sanity levels. Every time you encounter a monster, your sanity level drops. Whenever you execute a finishing move, you recover sanity. The lower your sanity level, the more tenuous your grasp on reality becomes.



### MAGICK METER

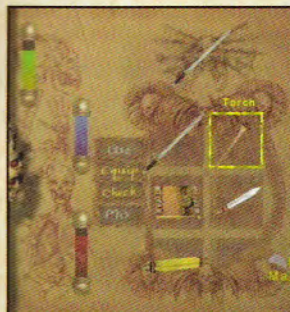
This meter reflects your current magickal energy levels. Casting magickal spells lowers this level. You regain magickal energy slowly as long as you are moving.



### HEALTH METER

This meter reflects your current life energy. It drains whenever you take damage. If the meter runs out, your character will die.

## Items



### USE

Select Use to perform a specific action with the items in your inventory.

### EQUIP

Select Equip to ready a weapon in your inventory.

### CHECK

Select Check to examine an item in your inventory (see pg. 24).

### MIX

Select Mix to combine two items in your inventory (see pg. 24).



You can rotate items you are checking by using the **C Stick**. Move the **+ Control Pad** forward and back to zoom in and out on the item you are viewing.

To Mix items, first select the item from your inventory using the **A Button**. Select Mix, then select the other item you want to mix. Use this to combine broken items or to load ammunition into a weapon.

## Cinematic

### CINEMA

Select this option to view any cinematic sequence you've already seen in the game. Select the sequence you want to watch from the list, and press the **A Button** to view the cinema.

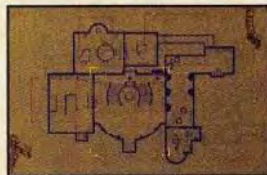
### AUTOPSY

Maximilian Roivas can perform autopsies on any enemies he vanquishes. Any information he gleans from the autopsy is entered here. After he has performed an autopsy, you can read his autopsy notes at any time by selecting this option. Select a creature from the list to view the autopsy notes for that creature, and press the **A Button** to view the autopsy. See page 19 for more information on performing autopsies.

## Map

Use the map to see areas you've already explored and to find paths you might have missed.

- Use the **Control Stick** or **+ Control Pad** to move around the map.
- Use **C Stick** to zoom in and out.
- Use the **Y Button** to move up a floor.
- Use the **Z Button** to reset the map to your current position.
- Use the **A Button** to center the map within the view.
- Use the **X Button** to move down a floor.



Select Map at any time to see a map of your surroundings.

## Options

### CONTROLLER

View the controller layout. You can also enable and disable the Rumble feature here.



### AUDIO

- Switch sound mode between Mono, Stereo, and Stereo Surround.
- Set volume levels.



### DISPLAY

Set the following display options:

- Brightness Adjustment: Set the screen's brightness level.
- Subtitles: Turn subtitles on/off.
- Widescreen: Switch between 16:9 or Standard aspect ratio.



### LOAD/SAVE

Select Load/Save to load a game from or save a game to the Memory Card.

#### Save

To save a game, select Save, then select the Memory Card slot to which you want to save your game and then select a game file to save your game to.



**NOTE** You cannot save your game if there are any enemies in the room.

#### Load

To load a game, select Load, then select the Memory Card slot that holds the saved games. Select the saved game file and press the **A Button** to load the game.



# Important:

REV. C

**WARNING:** 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.

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

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

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

For further information or assistance, please contact:  
Nintendo Consumer Service  
[www.nintendo.com](http://www.nintendo.com)  
or call 1-800-255-3700  
(U.S. and Canada)

# 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](http://www.nintendo.com) or call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone or with the troubleshooting information available on-line, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER<sup>SM</sup>. Please do not send any products to Nintendo without contacting us first.

## HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

## GAME PAK & ACCESSORY WARRANTY

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

## SERVICE AFTER EXPIRATION OF WARRANTY

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

## WARRANTY LIMITATIONS

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

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.



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



**CUSTOMER SERVICE  
WWW.NINTENDO.COM**

*or call 1-800-255-3700  
MON. - SAT., 6:00 a.m. to 9:00 p.m.;  
SUN., 6:00 a.m. to 7:00 p.m., Pacific Time  
(Times subject to change)*

Nintendo of America Inc.  
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.  
www.nintendo.com

PRINTED IN USA



45978A