

ONLY FOR



NINTENDO
GAMECUBE™

<http://www.replacementdocs.com>

MARIO SUPERSTAR BASEBALL™



EVERYONE
E
CONTENT RATED BY
ESRB

Nintendo

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC 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, 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 and Eyestrain

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

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

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- 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.



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 SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.



THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TVs.



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

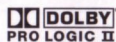
NEED HELP PLAYING A GAME?

Nintendo's game pages, at www.nintendo.com/games, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers on-line.

For more information about our on-line forums, visit www.nintendo.com/community.

If you don't have access to the website, 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.



Manufactured under license from Dolby Laboratories. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

THIS GAME IS PRESENTED IN DOLBY PRO LOGIC II. TO PLAY GAMES THAT CARRY THE DOLBY PRO LOGIC II LOGO IN SURROUND SOUND, YOU WILL NEED A DOLBY PRO LOGIC II, DOLBY PRO LOGIC OR DOLBY PRO LOGIC IIX RECEIVER. THESE RECEIVERS ARE SOLD SEPARATELY.

Nintendo

Copyrights of all Program reserved by NAMCO.
Copyrights of all Game, Characters, Scenario and Music, except
Copyrights owned by NAMCO, reserved by Nintendo.

© 2005 Nintendo. © 2005 NAMCO.
TM, ® AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO.
© 2005 NINTENDO. ALL RIGHTS RESERVED.

INSERTING CONTROLLERS INTO THE CONTROLLER SOCKETS

One to four players can play Mario Superstar Baseball. When only a single player plays the game, insert the Controller into Controller Socket 1. When playing with multiple players, you will need a Controller for each player.

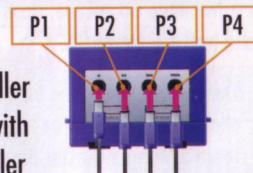


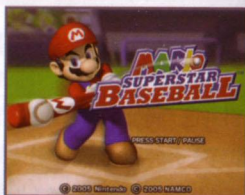
TABLE OF CONTENTS

- 6 Getting Started
- 7 Controls
 - Batting pg. 8
 - Fielding pg.10
- 12 Rules
- 16 Exhibition Game
- 18 Challenge
- 21 Toy Field
- 23 Minigames
- 24 Other Modes
 - Practice / Records / Options
- 25 Teammate Chemistry
- 28 Mode d'emploi en français

GETTING STARTED

Insert the Game Disc and a Memory Card into the Nintendo GameCube, close the Disc Cover, and turn the power ON.

When playing the game for the first time, follow the instructions on the screen and create a Mario Superstar Baseball game file on the Memory Card inserted in Slot A. (Do not use Slot B.)



Press START/PAUSE to move on to the next screen.

Continuing a Game

If the Memory Card has saved data, the data will automatically be read before the main menu appears.

Saving the Game

When you achieve a high enough score to make the rankings, it will automatically be saved on the Memory Card.

In Challenge mode, press START/PAUSE on the map screen and select Save from the menu. When you press **A** to confirm, the new data will overwrite the old data. (pg. 18)

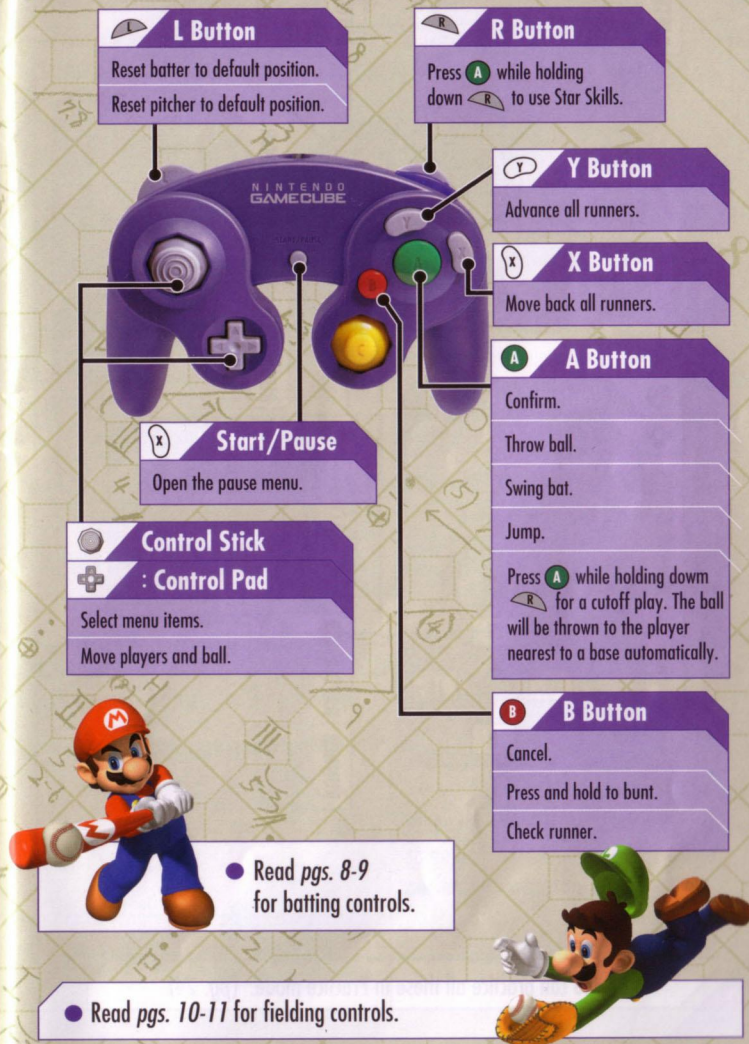


You need to have at least 1 file and 10 blocks of available space on the Memory Card in Slot A.

If you select Erase when selecting Challenge, the data will be erased. Once erased, you cannot recover it, so be careful.

CONTROLS

Read pgs. 8-11 for game-specific controls.



IN-GAME CONTROLS

When Batting

L Button
BATTER Reset batter to default position.

R Button
BATTER Press **A** while holding down **R** for a Star Swing.

Y Button
RUNNER Steal a base.
RUNNER Advance to next base.

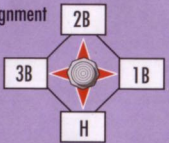
X Button
RUNNER Return to base. (Tap repeatedly to dash.)

Control Stick
Control Pad

BATTER Reset batter to the default position.
 Tilt while swinging to aim hit.

Choose a base when stealing a base.

RUNNER Base Assignment



A Button
BATTER Do a normal swing.
BATTER Press and hold, then release for a charge swing.

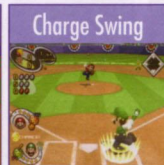
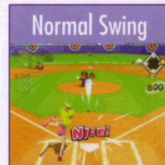
B Button
BATTER Press and hold to bunt.
RUNNER Tap repeatedly to dash.



BATTING

(Normal and Charge Swings)

Press **A** to perform a normal swing. Press and hold **A**, then release it for a powerful charge swing.



Spray Hits

Tilt **Control Stick** while swinging to spray hits sideways and vertically.



Star Swing

Press **A** while holding down **L** to hit a powered-up ball (but it'll use up a Team Star—see pg. 14). What kind of special ball your bat depends on your character.

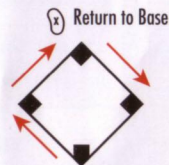


BASERUNNING

(Advance, Return to Base, Stop)



Press **Y** while advancing to stop.



Press **X** while returning to a base to stop.

Special Talents



When multiple fielders dash after the same ball, sometimes a character will perform a special, unique move.

● You can practice all these in Practice mode. (pg. 24)

IN-GAME CONTROLS

When Fielding

L Button
PITCHER Reset pitcher to the default position.

R Button
PITCHER Press **A** while holding down **R** to throw a Star Pitch.

A Button
PITCHER Pitch a normal ball.
 Press and hold, then release to throw a charge pitch.
FIELDERS Make a diving catch. **+ A**
 Jump.
+ (Choose a base) + A to throw.
 Press **A** while holding down **L** to throw to cutoff.

Control Stick : Control Pad
PITCHER Change pitcher's position on mound.
 After pitching, tilt and hold to make the ball break sideways.
 Move characters.
FIELDERS Choose a base.

B Button
PITCHER **+ (Choose a base) + B** to check a runner.
FIELDERS Tap repeatedly to dash.

● You can practice all these actions in Practice mode. (pg. 24)

PITCHING

(Normal and Charge Pitches)

Press **A** to throw a normal ball. Press and hold **A**, then release it to throw a fast and powerful charge pitch. Press **A** while tilting **L** down to throw a change-up.



Star Ball

Press **A** while holding down **R** to throw a Star Pitch (this uses up a Team Star—see pg. 14). What kind of a Star Pitch you throw depends on your character.

Breaking Ball

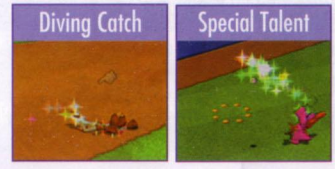
Tilt **L** sideways after pitching the ball to throw a breaking ball.



FIELDING

Special Actions

Press **A** to use a character's unique talent. Also press it to jump or make a diving catch.







Some characters use their special talents even if you don't press **A**.

RULES

This section explains the common rules that apply to both Exhibition Game (pg. 16) and Challenge (pg. 18) modes.

SELECT OPTIONS

Select game options. Tilt  up and down to select a menu item and tilt it sideways to change settings. Once you configure the settings, select **START GAME** and press . Press  or  to toggle Game Options and Control Options (pg. 15).

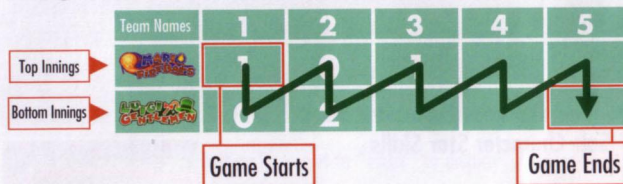


First Bat	Set which team bats first.
Star Skills	Turn Star Pitches and Swings on or off.
Innings	Set how many innings you'll play.
Mercy	End a game if the score differential is 10 runs at the end of an inning.

- Read pgs. 8-11 to learn about Star Pitches and Swings.
- When a game is tied after all innings have finished, you play extra innings. You play up to three extra innings regardless of how many innings you initially decided to play.
- You cannot set Game Options in Challenge mode.

PLAYING A BALL GAME


Two teams alternate batting and fielding in each inning—the two halves are called the top and bottom of an inning, respectively. When the team taking the field first is ahead in the final inning, the bottom half of the inning is eliminated.



THE GAME SCREEN

Current Inning and Score of Each Team

Bases

When the batter has good chemistry with the runners,  appears. (pg. 25)

Current Ball Count

B = Balls
S = Strikes
O = Outs



Next Batter

The current batter and the number of Team Stars. (pg. 14)



The opponent's pitcher and the number of Team Stars.

- Both Exhibition Game and Challenge modes use the same screen.

TEAM STARS

Team Stars are the points you use to perform each character's unique Star Pitch or Star Swing.



- Team captains and sub-characters use one Team Star when they use a special technique. When you choose another captain as a member, they'll use up two Team Stars.

Sub-Character Star Skills

When a sub-character uses a Star Skill, it's inferior to the one a captain uses.



STAR CHANCE

Sometimes the words **STAR CHANGE!** appear during a game. When this happens, if the batter gets to a base, the batting team gains a Team Star. If the batter makes an out, on the other hand, the fielding team gains a Team Star.





If you get the batter out...




If the batter reaches base safely...



PAUSE MENU

Press START/PAUSE during a game to bring up the pause menu. Tilt  up or down to choose a menu item and press .



Return to Game	Close the pause menu and resume the game.	
Scout Flags	View the status of your scout missions. (pg. 20)	
Check Stars	View the star missions each player has cleared. (pg. 19)	
Change Positions	Change fielding positions. (pg. 17)	
Control Options	[Batting] Set to "EASY" to display the batting cursor.	
	[Fielding] Set to "AUTO" to field automatically.	
	[Running] Set to "AUTO" to run bases automatically.	
	[Drop Spot] Turn it ON to display the spot where the ball will drop.	
Controls	View basic fielding and batting controls.	
Return to Main Menu	Interrupt the game and return to the main menu. * This mode is not available during Challenge mode.	
Give Up	Abandon a game in progress and return to the map screen. (You will lose the game.)	

- Only Challenge mode features Scout Flags, Check Stars, and Give Up options.

EXHIBITION GAME

Players: 1-2

Select characters and a ball park of your choice and play a baseball game. When playing alone, the CPU will be your opponent.

1 SELECT CAPTAIN

Tilt and press to select your team captain. When playing alone, select the CPU captain, too.



Character skills: The longer the gauge, the more skill the player has.

● Press to randomly select a captain.

2 SELECT MEMBERS

Pick your teammates and their positions with and . Choose Random to automatically select all members. When you're finished, select OK. When you're playing against the CPU, select the CPU level.

Character's skills: The longer the gauge, the more skill the player has.



The number of Team Stars (pg. 14) when the game starts. You'll have more Team Stars if you pick players who have good chemistry with the captain. The number goes down if you pick players who have bad chemistry with the captain.

Change color of some characters.

Deselect all members. Switch positions within the team.

View the profile of the player you picked.

3 SELECT ORDER

Use and to switch screens and make position and lineup changes. Once done, select OK.

Making Position and Lineup Changes

Use to select a player and press . Choose the position you want to move the player to and press to make those two players swap positions. Also, if you notice a



on a player in another position or forward or back in the rotation, it means the player is very compatible with this player (pg. 25).

Change which hand the player favours.

View a profile of the chosen player.

4 SELECT A BALL PARK

Choose the field you'll play on.

5 GAME OPTIONS/CONTROL OPTIONS

Use and to switch screens and adjust Game Options (pg. 12) or Control Options (pg. 15). Once you're done making changes, select Start Game and press .

RESULTS

When a game ends, the game's final stats and the game's MVP will be announced. Also, if you choose Score, you can view offensive and defensive ratings.

CHALLENGE

Players: 1

Your objective is to gather together members for your team and then take on and defeat Bowser's team. Initially, you'll play with a set group of team members, but as you win games, you'll be able to move players in and out and build your own custom team.

SAVING

The first time you play, choose where you'd like your data saved to and press **A**. If saved data already exists, you'll be given the option to continue. Choose the data you want to continue playing with and press **A**.



- Choose Copy and use **Y** and **A** to copy your saved data. Choose Erase, and then confirm by choosing Yes to erase saved data you no longer need. Be careful, though: erased data can never be recovered.

SELECT LEVEL

Choose this option to adjust game difficulty.

- Initially, you can only choose the Mushroom level. Once you clear the Mushroom level, a new level will appear.



SELECT CAPTAIN

Choose the captain of your team. Once you select your team, it's time to play ball!



Team Name and Team Members

Currently-Selected Captain and Abilities

THE MAP SCREEN

The map shows the location of rival teams' home fields, the shop, and mini-games. Use **Y** to choose where you want to go.

Use **Y** to move to your destination and press **A** to confirm. If you run into Bowser Jr. as he is walking around the map, he'll force you to play a game against his team.

MAP MENU

Press START/PAUSE on the map screen to display the map menu.



Back	Choose this option to close the map menu and return to the game.
Check Stars	Choose this to confirm the conditions for clearing star missions. Use L and R to see which items you've earned.
Save	Choose this to save your progress in Challenge mode.
Main Menu	Choose this option to save your Challenge mode progress and return to the main menu.

STAR MISSIONS

Each character has certain requirements. Meet those requirements to improve that character's stats. Meet all the requirements and your character will reach Superstar status.



MINIGAMES

Press **A** when in front of the different characters on the map screen to play that character's minigame (pg. 23). You'll receive coins when you win a minigame, but if you lose, you'll lose coins.

SHOP

Use the coins you've collected to purchase items in the shop. The items all have different effects.



SCOUT MISSIONS

These are missions to scout out and recruit members of opposing teams. Before the match, take a look at the Select Batting Order screen to see the scout flags for that match. These are the characters that will join your team if you complete the scout missions and win the game.



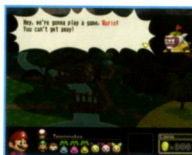
Check the Select Batting Order screen to see which characters have scout flags.

Mission objectives will be displayed during the game. Try to complete these objectives.

If you complete these missions, after the game those characters will join your team.

PLAYING BOWSER JR.

If you complete a scout mission and the rival team's captain joins your team, you won't be able to play against that captain's old team any longer. If you complete scout missions and defeat Bowser Jr.'s team, then you can get players on teams you can no longer play to join your team.



If you run into Bowser Jr. on the map, you'll be forced to play against him.

Games against Bowser Jr. last only one inning.



TOY FIELD



Players: 1 – 4

The player who earns the most coins wins this mode.

SELECT CHARACTER

Use **○** to select a character and press **A** to confirm. When playing against the CPU, you can also choose the skill level of the CPU players. Players 2 through 4 choose their characters after pressing **A** to enter the game.



Only certain characters can change colours.



Change Colours



Toggle Dominant Hand



Random

READY

Choose how many turns the game will last. Use **○** to set the number of turns and then select Start Game. Press **A** to confirm. To change the Toy Field rules, press **R**.

GAME RULES

DEFENSE

Earn coins for strikeouts and caught fly balls.

When a batter strikes out, the pitcher bats next.

If a defensive player gets the ball before it runs out of momentum, that player bats next.

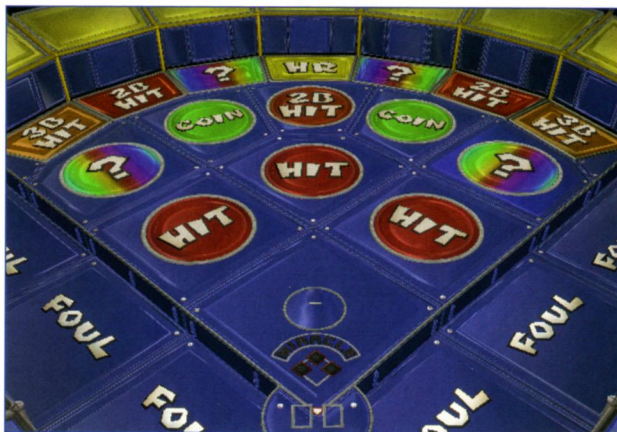
BATTER

The number of coins you earn depends on where the ball lands.

If the ball does not get picked up by the three defenders, or if four balls are pitched, the batter gets another turn.

Line up the right patterns on the slot machine and the batter can continue his turn.

FIELD



HIT	Batter earns 10 coins.
2B HIT	Batter earns 20 coins.
3B HIT	Batter earns 30 coins.
COIN	30 coins appear. The three defensive players try to collect the coins before they disappear, earning double the number of coins they collect. The batter gets all coins the defenders fail to collect.
HR	Batter earns 40 coins, while the defenders lose 20 coins each.
?	Effect varies depending on the patterns lined up on the slot machine.
RBI	Batter earns 30 coins for each RBI. Defensive players lose 10 coins each.

MINIGAMES

Players: 1-4


This mode lets you play the minigames available in Challenge mode anytime you like.

MINIGAME RULES

Bob-omb Derby

Use charge swings (pg. 9) to compete for home-run distance in this minigame. Any hit other than a home run is worth nothing. Points are earned based on the distance of the home run hit. Hitting consecutive home runs earns bonus points.

Wall Ball

Use charge pitches (pg. 11) to break walls in this minigame. Get the most coins by just breaking through the  wall. If your ball stops after breaking the Bowser wall, half of your coins will be stolen by another player.

Chain Chomp Sprint

Try to collect gems while Chain Chomp sleeps. If you move at all while Chain Chomp is awake, you'll lose some of the gems you've collected. Try to collect as many gems as you can within the time limit.

Piranha Panic

Use eggs to drive back the Piranha Plants, competing for points in the process. Earn points by hitting a Piranha Plant with an egg of a matching color. Hit it with an egg of a different color and it will shoot a fireball right back at you.

You can earn many points by hitting Piranha Plants with Bob-ombs. Or you can drop the Bob-omb and let it interfere with your opponents.

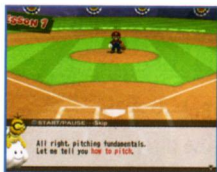
Barrel Batter

Hit balls into barrels to break them. When barrels of the same colour are adjacent, hitting one of those barrels will cause all of them to break. Doing so will build up your barrel gauge, which will cause a bonus barrel to appear once it is filled. If you break the bonus barrel with your next hit, all the barrels will be destroyed.



OTHER MODES

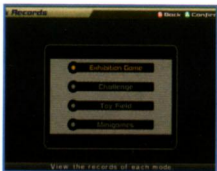
PRACTICE

This mode allows players to practice the basic controls of the game. Use  to select an area to practice and press  to confirm.





RECORDS

This is where all of the statistics from the Exhibition Game, Challenge, Toy Field, and Minigame modes are gathered and recorded. Use  to select the statistics you want to view and  to confirm.



OPTIONS

The options menu allows you adjust in-game settings. Use  to choose an option and  to confirm.



Music	Turn the background music on or off.
Sound	Set the sound to Mono, Stereo, or Surround.
Rumble	Turn the Controller's Rumble Feature on or off.

TEAMMATE CHEMISTRY

Each character has specific chemistry with other characters. Each character's abilities will change depending on the players the character is teamed with. Be sure to check chemistry between all of your team members before starting a match.

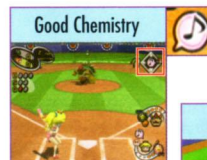
TEAM STARS AT THE START OF A MATCH

The number of Team Stars your team gets at the start of the match is based on the chemistry between your team captain and the players on the team. If you have a large number of compatible players on one team, you'll start with more stars. However, if your players have no chemistry, you'll start with fewer stars.




EFFECTS DURING GAMES

When a runner who has chemistry with the batter is on base, the batter's abilities increase. On defense, when a character throws to a compatible player, the ball flies faster. Conversely, when throwing to an incompatible player on defense, the ball speed decreases.



Changing the Batting Order

You can change your batting lineup on the Select Batting Order screen. Try to arrange your lineup so that you have characters with  hitting after each other at the front and back of the lineup.



Important Legal Information

Copying of any video game for any Nintendo system 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 video 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
 or call 1-800-255-3700
 (U.S. and Canada)

Warranty & Service Information

You may need only simple instructions to correct a problem with your product. Try our website at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 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 www.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, 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. 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.