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
  - Altered vision
  - Eye or muscle twitching
  - Involuntary movements
  - Loss of awareness
  - Disorientation

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

**WARNING - Repetitive Motion Injuries 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 or 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 or arms or eyes 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 seek medical attention.
To avoid battery leakage:
- Do not expose battery to excessive physical shock, vibration or liquid.
- 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.

**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 while using the wireless feature within 9 inches of a pacemaker.
- If you have a pacemaker or other implanted medical device, do not operate the Nintendo DS while using the wireless feature without first consulting your physician 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 onboard aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.
“PLEASE COME TO THE CASTLE.
I’VE BAKED A CAKE FOR YOU.”

At the invitation of Princess Peach, Mario, accompanied by party crashers Luigi and Wario, enter the Mushroom Castle.

But when the three don’t come out of the castle for a long time, Yoshi decides to check up on them.

Upon entering the castle, Yoshi discovers that no one is there. According to Toad, Bowser has stolen the Power Stars guarding the castle and locked Princess Peach into the walls and paintings. Maybe Mario and his friends have been captured in the paintings, too!

Now it’s up to Yoshi to rescue Princess Peach, Mario, Luigi, and Wario from the castle’s paintings and walls!
STARTING THE GAME

Insert the Super Mario 64 DS Game Card into the Game Card slot and turn the power ON. Touch the Touch Screen to continue. When the main menu appears, touch the Super Mario 64 DS icon to load the game.

If the DS system has been set to Auto Mode, the game will load automatically. Please see page 20 of the Nintendo DS system instruction booklet for details.

Touch to select menu items

When the Title menu appears on the Touch Screen, touch the game mode you want to play. You can also choose the game mode by pressing and holding the

This manual describes the operating instructions for Standard Mode.

VS Battles (see page 32)
Mini-games (see page 30)
Adventure (see page 22)

Course Screen

Three files appear when you choose Adventure from the Title menu. Select the one you want to play to start the game. If you choose a saved file, you'll start where your last game left off. The progress you make in this game will overwrite your old file.

File Options

Scores
When you select a file, you can see the number of Stars and coins you've collected in each course.

Copy
Copy the contents of one save file to another. This allows you to play someone else's saved game without affecting the original game file.

Erase
Erase a file to start playing from the very beginning of the game. Be careful, though, because once you erase a file, you can't get it back.

To erase all saved data, press A, B, X, Y, L, and R simultaneously while the Nintendo logo appears on the top screen, before the Title Screen appears.
**BASIC CONTROLS**

You can play Adventure and VS games using three different controller modes (see page 8-13). Refer to pages 14-21 for instructions on moves.

**Standard Mode**

**PRESS Y WHILE MOVING WITH TO DASH!**

Perform all kinds of moves with different button combination (see pages 14-21).

- **L** Center Camera
- **R** Pound the Ground (press while jumping)
- **SELECT** Controller Modes
- **Crouch**
- **START** Pause
- **Zoom Camera**
- **X**
- **Rotate Camera**
- **Walk**
- **Dash**
- **Jump**
- **Swim**
- **Walk or Dash**
- **A** Talk to characters
- **B** Read signs
- **B** Attack
- **A** Pick up and throw objects

Using the Touch Screen to move is handy when you’re traveling on winding paths and narrow bridges.

See page 35 for information on how to select answers during a conversation.
Touch Mode

MOVE IN THE DIRECTION AND SPEED YOU WANT WITH ANALOG-STYLE CONTROL.

Perform moves with A, B, and D-pad. Use X and Y to rotate the camera. The wrist strap is ideal to use in Touch Mode.

- Center Camera
  You can also center the camera by pressing X and Y at the same time.

- Pound the Ground (press while jumping)
- Crouch
- Select Controller Modes
- Zoom Camera
- Rotate camera left
- Rotate camera right
- Turn
- Jump
- Swim
- Walk or Dash

Perform all kinds of moves with different button combinations (see pages 14-21).

- Talk to characters
- Read signs
- Attack
- Pick up and throw objects

See page 35 for information on how to select answers during a conversation.
Dual-Hand Mode

CONTROL THE TOUCH SCREEN WITH YOUR RIGHT OR LEFT HAND.

- Walk or Dash
- Scroll through conversation menus

Left-handed

Right-handed

- Camera Controls
  - Zoom with
  - Rotate with
- Controller Modes
- SELECT
- START
- Pause

- Jump
- Swim

- Center Camera
- Perform all kinds of moves with different button combinations (see pages 14-21).

- Talk to characters
- Read signs
- Attack
- Pick up and throw objects

- Crouch
- Pound the Ground (while jumping)

See page 35 for information on how to select answers during a conversation.
ESSENTIAL MOVES

These are the basic moves for each character. These button combinations are for Standard Mode.

**Key**

- Moves Yoshi can't perform:

  - Yoshi

- Moves you can perform by using the Touch Screen or Control Pad:

  - Touch Screen

**Jump**

- B

**Attack**

- A

- Punch (as Mario, Wario, or Luigi)

- Swallow (as Yoshi—see page 19)

**Pick Up Object**

- Approach object and press A

**Throw**

- Press A after picking up object

**Crouch**

- Press B while moving to slide.

**Swim**

- Hold to swim steadily

- Press repeatedly to gain speed

- Dive Down

- Turn Left

- Turn Right

- Swim Up

**Walk**

- +

**Dash**

- + Y

**Ground-Pound**

- B → R

**Triple Jump**

- »

**Backward Somersault**

- R → B

**Continuous Jump**

- B

- B

- + + B
Side Somersault

Dash, crouch, then jump!

Kick

A + A + A

Jump Kick

B + A

Crawl

R + +

Side Step

Step up to next to a wall; then press + in the direction you want to move along it.

Slide Kick

+ + R + A

Dash, crouch, then a Hack!

Slide Attack

Press A while dashing

Sweep Kick

R → A

Climb Trees

To grab on to a tree or pole, face it and press B.
- Climb up and down by pressing +
- Rotate around by pressing + or -

Climb Quickly

Press B while facing or grabbing an edge to pull yourself up quickly.

Handstand

Climb to the top of a tree or pole and press +.

Climb

While hanging off or facing an edge, press + in the direction you want to climb.

Wire Nets

Press and hold B to hold on.
While holding B, move around by pressing +.
CHARACTER-SPECIFIC MOVES

MARIO

Mario has a balanced set of moves. Though Luigi and Yoshi have better jumping skills, Mario makes up for them by being able to float.

**Wall Kick**
- **Power**: ★★★★
- **Speed**: ★★★★
- **Jump**: ★★★★

To perform a wall kick, jump toward the wall, and jump again as you hit it.

**Floating Power**
- **Power**: ★★★★
- **Speed**: ★★★★
- **Jump**: ★★★★

When Mario gets a Power Flower, he becomes a balloon and can float to high places. Float up by pressing □ repeatedly. Control his direction with ◀ or ▶.

**Wings**
- **Descend**: ▼
- **Turn left**: ◀
- **Turn right**: ◁
- **Ascend**: ▲

When Mario gets Wings, he can take to the skies. Take off by performing a triple jump.

YOSHI

**Swallowing**
- **Power**: ★★★★
- **Speed**: ★★★★
- **Jump**: ★★★★

Swallow enemies and certain objects.

**Flutter Kick**
- **Press and hold □**

**Fire Power**
- **When Yoshi gets a Power Flower, he can breathe fire by pressing □.**

**Eggs**
- **When Yoshi’s mouth is full, press □ to lay an egg or □ to spit out the swallowed object.**
Luigi's major strength is his agility. However, his lack of power makes heavy lifting difficult.

**Invisibility Power**

When Luigi gets a Power Flower, he becomes invisible for a short time. When he's invisible, Luigi can run right through enemies and many objects.

**Scuttle**

Hold B

**Backward Somersault**

Press A, then B to perform a backward somersault.

**Water Run**

Luigi can run on the water for a short time by running toward the water and jumping.

Though he's lacking in the speed and agility departments (not to mention smarts), when you need a little muscle, Wario's your man! His powerful moves can break objects and beat up enemies.

**Wario Whack**

Use this powerful move to break things the other characters can't.

**Metal Power**

When Wario gets a Power Flower, he'll turn into metal. For a while, he'll be invincible to enemy attacks and able to walk on the sea floor.

**Swing and Fling**

You can use these moves on opponents only in VS mode.

- **Swing enemy**
- **Throw enemy**
**ADVENTURE MODE**

Search the Castle for Stars and Keys

In order to open the doors, you need to collect the required number of stars. If the door has a keyhole, find the key that unlocks it.

Jump Into Paintings

Jump into a painting to enter a course. Keep your eyes peeled, though: you can find courses in the most unexpected places. When you jump into a painting as Yoshi, you can select which cap to wear using the Touch Screen (see page 27).

Retrieve the Power Stars!

You complete a level when you retrieve the hidden star. After retrieving a star, you’ll return to the castle’s main hall. Retrieve stars to open doors to new courses.

Repeat these three steps to progress through the game.

---

**DUAL SCREENS**

**Power Meter**

You suffer damage when an enemy touches you or when you fall from a high place. When the Power Meter goes down to zero, you lose a life and return to the castle’s main hall.

**Coins**

Coins replenish the Power Meter. Plus, something good happens when you collect a ton of them!

**Silver Stars and Red Coins**

This shows you how many Silver Stars and red coins you have collected in a course.

**Lives Remaining**

Your game is over when you lose all your lives.

**Cap**

This icon displays a cap’s location in a course. You need a cap to change into another character (see page 26).

**Rotate Camera**

These arrows allow you to rotate the camera sideways. The camera icon changes depending on the controller mode (see pages 8-13).

**Map**

The map displays the layout of the course and your location.

**Course Screen**

Each course has seven Power Stars hidden inside. When you collect a star, you’ll be able to open more doors in the castle.
Pause Menu

The pause menu appears when you press **START**. From the pause menu, you can change your controller modes as well as your backlight and sound options. You can also access the controller mode menu by pressing **SELECT**. Touch the menu item you want to access. If you are outside a course, you can also save your game from the pause menu.

**Outside a Course**
- **Continue**: Exit the pause menu and continue playing the game.

**Controller Modes**
Choose to play in the following controller modes:
- **Standard Mode**
- **Touch Mode**
- **Dual-Hand Mode**

**Options**
- **Quit**: Quit the current game and prompt the save menu. If you choose Save, you can save your game progress and then quit.
- **Touch**△ to see the number of ♦'s and coins that you've obtained in each course.

**Inside a Course**
- **Continue**: Exit the pause menu and continue playing the game.

**Exit Course**
- **Leave the course and return to the castle's main hall.**
- **The number of ♦'s and coins that you've collected in the course.**
- **Use the Touch Screen to navigate the pause menu.**

Saving Your Game

To save your game, leave the course and press **START**. Select Quit from the menu, then press Save on the next menu. You can also save after collecting a ♦. The date you save overwrites the file that you selected at the beginning of the game.

Turning the Power OFF

Turn the power OFF by pressing and holding **POWER**.

---

**CAMERA CONTROLS**

Close-range view is not available in VS mode.

The camera will usually remain positioned behind your character. When the character moves, the camera will automatically follow him slowly, but you can move the camera with the buttons or by touching the arrows on the Touch Screen.

**Move the camera with the buttons or by touching the arrows on the Touch Screen. This camera view is not available in VS mode.**

- **Look Down**
- **Look Left**
- **Look Right**
- **Look Up**

**Center the Camera**

Press ▼ to center the camera behind your character.

**Press ▼ to zoom the camera in and out. Touch + on the Touch Screen to rotate the camera sideways.**

**Touch + to rotate the camera to the right.**

**Touch + to zoom the camera in Touch Mode and Dual-Hand Mode.**

See pages 10–13 about how to control the camera in Touch Mode and Dual-Hand Mode.
CHANGING CAPS

By wearing a cap, Yoshi can turn into Mario, Luigi, or Wario. When he does, he can perform any of that character’s unique moves.

To get a cap, defeat the enemy wearing it.

Put the cap on to turn into another character. You’ll be able to perform that character’s specific moves (see pages 16-21).

If an enemy touches you, you’ll drop the cap and turn back into Yoshi.

But...

When you drop a cap, it will blink for a while before it disappears. If you get the cap back before it faces away, you will turn back into that character. When the cap disappears, look for it on the map.

Caps

Mario’s Cap

Luigi’s Cap

Wario’s Cap

CHANGING CHARACTERS

To change to another character, go to his switching room. You’ll have to rescue that character to unlock his room before you can switch places with him. If a course is too difficult for Yoshi, switch to another character and try again.

Entering a Course

As Yoshi

After you rescue Mario, Mario’s cap icon will appear on the Touch Screen when you start a level. Touch the cap icon to play as Mario.

As Another Character

After you rescue Luigi or Wario, you can enter a course as that character.

Entering a Course
**ITEMS**

**? Blocks**
If you step on the ? Blocks hidden somewhere in the castle, the ? Blocks become solid and you can punch them to reveal items like Power Flowers. When you get a Power Flower, you'll be able to do character-specific special moves.

**Blocks**
Depending on which character you play, you can push or break them.

- Crates
- Bricks
- Black Bricks
- Ice

**Star Coins**
One blue coin equals five yellow coins. One red coin equals two yellow ones. Coins refill your Power Meter and, if you collect enough of them, give you a pleasant surprise.

- Yellow Coin
- Blue Coin
- Red Coin

**Helpful Items**

**Spinning Heart**
Pass through it to recover from damage. The faster you move through it, the more you'll recover.

**Koopa Shell**
Hop on a Koopa shell to ride around a course. You'll be invincible from enemies during your ride.

**1-UP Mushroom**
Collect it to increase your remaining lives by one. These mushrooms are often hidden somewhere in a course, but they also appear under other circumstances.

**Mushroom**
Eating a mushroom will make you huge for a little bit. Beating enemies is a breeze when you're huge.

**Wait, there's more!**

**! Blocks**
! Blocks contain yellow coins and Koopa shells.

**Cannons**
Cannons take you far fast! To blast off, just get inside the cannon, aim with the up arrow and press A.
MINI-GAMES

You have a wide variety of mini-games. All the mini-games are controlled by the Touch Screen. Press START or A while playing a mini-game to display its description on the top screen.

How do I get more mini-games?

Initially, you'll be able to play eight mini-games. You can unlock more mini-games in Adventure mode by catching rabbits.

- **Wanted**: Find the character that appears on the top screen. Tap the Touch Screen where he's hiding.
- **Loves me...?**: To pluck the flower, tap the petals on the Touch Screen. Find out how your crush feels about you.
- **Mario's Slices**: Guide Mario down the slides to the Star. Draw lines on the Touch Screen to create alternate routes for him.
- **Bounce and Pounce**: Help Mario defeat the Fly Guys by bouncing on top of them, but don't let him fall! Touch him to make him jump.
- **Memory Match**: Touch cards to find matching pairs. Clear the board to win coins.
- **Pair-a-Gone**: Touch two identical cards that are next to each other. Cards will disappear when you touch them.
- **Bob-omb Squad**: Use your slingshot to knock the parachuting Bob-ombs out of the sky.
- **Snowball Slam**: Rub the Touch Screen to roll the snowball down the path. Make it to your goal before time runs out to win.
**VS BATTLES**

You can battle other players in VS mode through Single-Card Play (DS Download Play).

### How to Play VS Battles

Up to four people can play VS at a time using one Super Mario 64 DS Game Card. The player with the Game Card is Player 1. Player 1 controls most of the menu selections.

**Player 1**
- Turn the power ON. When the Main Menu appears, touch Super Mario 64 DS.
- When the Title Screen appears, touch VS and wait for other players to enter.

**Players 2-4**
- Touch TO START when players are assembled and ready to battle.
- Touch a course to start the game.

**VS Battle Rules**

- **The player who collects the most ☆s wins.** If players have the same number of ☆s, the player with the most coins wins.
- **When you get a ☆, another ☆ appears**

---

**Battle up to three other players with just one Game Card!**

---

**LET THE BATTLE BEGIN! GET THE MOST ☆S TO WIN!**

---

It takes about 30 seconds to download game data. Depending on the environment, it may take longer.

---

**Pick up a cap to turn into someone else!**

**Attack opponents to grab ☆s from them!**

---

**They can attack each other.**

---

**Can attack each other.**
**ASK PRINCESS PEACH!**

**Q** Can I join a VS battle if it has already started?

**A** No, sorry. The only way to enter a VS battle is to start a new one.

**Q** Can VS battles use more than one Game Card?

**A** You can play VS battles even when there are multiple Game Cards. To do this, one player acts as Player 1 and the rest of the players touch DS Download Play on the Main Menu.

**Q** What should I do when I fall from a high place?

**A** If you ground-pound as you approach the ground, you’ll suffer less damage. The amount of damage you take depends on the height you fall from; be careful.

**Q** An enemy took my cap! How can I get it back?

**A** Oh, no! When you lose a cap to an enemy, it will keep it, even if you exit the course. But maybe another enemy has a cap you can take.

**Q** I want to play as Yoshi again...

**A** That’s not a question. Nevertheless, I’ll help you out of this predicament. You must have switched places with another character in his switching room. If you go back into his room, you can play as Yoshi again.

**Q** Someone in the castle asked me a question. How do I respond?

**A** You can choose your response by sliding the stylus over the Touch Screen. Or, if you are in Standard Mode, you can also choose what to say with the +

**TOUCH DRAW**

Draw and manipulate pictures on the Touch Screen with the stylus. You can’t save your work, so don’t get too attached to it.

- **Manipulate a Picture**
  - Stretch upward: L
  - Distort: R
  - Rotate left: X
  - Stretch sideways: A
  - Rotate right: B

- **Draw a Picture**
  - Use your stylus on the Touch Screen to draw a picture. The ink meter will show you how much ink you have left.

- **Ink Meter**

- **Return to Title Screen**

- **Manipulate the picture**
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