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Wii™

SUPER MARIO GALAXY



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INSTRUCTION BOOKLET MODE D'EMPLOI FOLLETO DE INSTRUCCIONES

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL 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	Eye or muscle twitching	Altered vision
Loss of awareness	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. Follow these instructions to avoid problems such as tendonitis, 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.
- 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.

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REV-E

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Prologue

Every hundred years, a huge comet flies by in the skies above the Mushroom Kingdom. One year, that comet filled the entire sky, and from it fell a stream of shooting stars. The Toads scooped up the Star Bits and brought them to the castle, where they were reborn as a great Power Star. It was a happy time in the Mushroom Kingdom. Then one night Mario received a letter...



The Toads brought the shooting stars to the castle, where they became a great Power Star.



Dear Mario,
I'll be waiting for you at the castle on the night of the Star Festival. There's something I'd like to give you.
From Peach

With invitation in hand, Mario headed off to the castle just as the Star Festival was getting into full swing. Surrounded by Toads gleefully trying to catch falling Star Bits, Mario was looking forward to the night's festivities.



But then, something happened...

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Polari

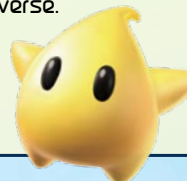
This elderly Luma is Rosalina's most trusted advisor. He knows all about the observatory, and if you speak to him, he will show you a map.

Rosalina

This Keeper of the Comet Observatory floats through the cosmos with curious star creatures, called Lumas. Her past is shrouded in mystery.

Lumas

Many different types of Lumas live throughout the cosmos. They love Star Bits, the glittering chunks of stars that are scattered throughout the universe.



SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.



Controls

This game is played with both the Wii Remote and the Nunchuk, so you will need to connect a Nunchuk to your Wii Remote. Please see pages 11-20 for detailed instructions on how to perform each action with these controls.

Hold the controllers like this.



Nunchuk

Control Stick

★ Move (P11)

C Button

★ Camera Reset (P18)
(Return to normal view)

Z Button
Crouch (P13)

★ Dive (P14)

* Remember, moves performed by shaking the Wii Remote can also be performed by shaking the Nunchuk.

Wii Remote

Pointer

Grab a Star Bit

★ Move the Star Pointer
Point at a Pull Star (P17)

+ Control Pad

★ Change camera view (P18)

HOME Button

★ Display HOME Menu

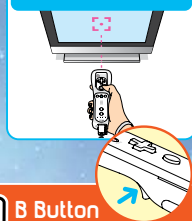
If you turn off the sound on your Wii Remote, it will come out of your TV instead.

* For more information, please see your Wii System Operations Manual.

-/+ Hold and Press
(- Button) / (+ Button)

★ Display Pause Menu

Point like this.



B Button

Shoot a Star Bit while aiming with the pointer

★ Cancel a command

A Button
Confirm

★ Jump (P12)
★ Speak / Read (P13)
★ Swim (P14)
★ Grab a Pull Star (P17)

Shake
Spin (P11)

★ Activate a object

Co-Star Mode

This game is normally played with one player, but if you have two Wii Remotes, you can play with two players. One player will control Mario while the other will collect Star Bits (P20), stop enemies in their tracks, and help out the other player. Player 2 can even make Mario jump by pointing at him. Player 2 needs only the Wii Remote.

P1's Pointer



P2's Pointer

Player 2's Controls

You can check controls for ★ on the file-selection screen (P8).

Collect Star Bits	Point at Star Bits to grab them.
Shoot Star Bits	Press B to shoot a Star Bit in the direction you are pointing.
Stop an Enemy	Point at an enemy and press A to stop their movements. * This does not work on some enemies.
Make Mario Jump	Point at Mario and press A to make him jump.
Make Mario Spin	Point at Mario in midair and press A to make Mario spin.
Powerful Jump	Point at Mario and press A at the same time as Player 1 to make Mario jump very high.

Starting the Game

Correctly insert the Super Mario Galaxy Game Disc into the disc slot on your Wii console. The power on the Wii will turn on.

- When the screen on the right appears, read all of the information there and press (A).

* This screen will appear even if you turn on the Wii first and then insert the Game Disc.



- Point at the Disc Channel on the Wii Menu Screen and press (A).

Wii Menu Screen



- The Channel Preview Screen will appear. Select Start and press (A).

Channel Preview Screen



- The Wrist Strap Reminder Screen will appear. When you are ready, press (A).

Wrist Strap Reminder Screen



- A message will appear that says, "Would you like to create a Super Mario Galaxy save file?" Press (A) to create a file.

Title Screen



Playing from the Beginning and Creating a Save File

When playing for the first time, choose a planet where you want to create your save file. When you create a file, you will return to the file-selection screen. Creating a file requires 1 free block of space in your Wii system memory. You can also mark your save file with a Mii stored in your Wii system memory.

* For more information about creating Miis, please see your Wii Operations Manual.

File Selection Screen

Choose a save file (planet) to play and select "Play with this file" to continue from a previous save. Also, you can point at the ☆ and press (A) to display two-player controls (P5-6).

File Selection Menu

Copy	Copy a save file to another planet.
Icon	Change the icon associated with a save file.
Erase	Erase a saved file. Once you've erased a save file, it can't be recovered. Please be careful!

Back Button

Point at this and press (A) or (B) to return to the previous screen.



These numbers represent the number of Power Stars (P9) and Star Bits (P20) you've collected.

Check the controls for P2 here (P5-6).

About Saving

After completing a stage, you have the option to save your game progress. Once data is erased, it cannot be restored, so please be careful. When you restart the game, your lives will be reset.

* Please see your Wii System Operations Manual for more information about how to erase files from Wii system memory.





Traveling the Galaxies

You'll control Mario as he ventures from the Comet Observatory out into wild and alien galaxies to collect all of the scattered Power Stars.



Look for Power Stars

Mario will explore many galaxies. In most galaxies, you will need to do many things to find a Power Star. When you obtain the star at the end of a mission, you will open up the next mission in that galaxy, if there are any.



Power Star



Comet Observatory

This is the starting point for many of your adventures throughout the cosmos. You will move from domes (galaxy observatories) to the galaxies themselves, collecting information from Lumas as you go. When you collect the Grand Star in the last galaxy of one dome, the next dome will open.



Grand Star



Dome

Number of Star Bits

This is the total number of Star Bits you have collected on your journey through the galaxies.

Galaxy Selection Screen

Grab the Pull Star (P17) at the top of a dome to enter the galaxy-selection screen. Choose the galaxy you want to try, then select "Fly to this Galaxy." You will then advance to the mission-selection screen.



Undiscovered Galaxy

Collect the number of Power Stars shown to discover this galaxy.

View the System

Point at something other than a galaxy and press **A** to grab a point you can use to rotate the system for a better view.

Mission Selection Screen

Point at a mission and press **A** to fly to the galaxy. If you point at a mission you have already cleared, you can see your previous high score.



Mission You Have Already Completed

Mission You Have Not Yet Completed



Galaxy Screen

When your life meter reaches zero from getting hit by enemies, thorns, or other dangerous things, or if you fall into a black hole, the number of your remaining lives will go down by one. If you lose your life while you have zero remaining lives, the game will end and you will return to the title screen. Information other than your life meter will appear on-screen when you stand still.

Number of Power Stars Collected



Life Meter

This will go down by one each time you touch an enemy or hazard.

Remaining lives

Number of Coins Collected in the Current Galaxy

Number of Star Bits

This is the number of Star Bits you have collected in the current galaxy.

Pause Screen

Press and hold **○** or **+** to pause. On the pause screen, you can check how many coins you have collected or which galaxy you are currently in. To resume your game, select Back to go back to the action or Return to the Observatory to go back to the observatory.





Mario's Moves Basic

These are Mario's basic moves. Each one has its uses, depending on the situation, so try experimenting!

Move

Tilt a little to walk and a lot to run.

Spin

Shake

As you progress in the game, you will learn how to spin. Shake the Wii Remote to spin and destroy obstacles or stun enemies. You may also need to spin to activate certain kinds of objects, so try spinning in different places to see what happens.



Destroy Obstacles



Stun Enemies



Use Objects

Spin Jump

Shake the Wii Remote in midair.

Spin in midair to perform a spin jump. Jumping and then spinning at the peak of your jump allows you to go higher than in a normal jump.



Defeat Enemies

You can defeat most enemies by stomping on them with a jump, stunning them with a spin, or shooting them with a Star Bit and then running into them. However, there are some enemies that you can't defeat in these ways. You may need to spin to return an enemy's attacks or use an item or mechanism to defeat some enemies.

Jump

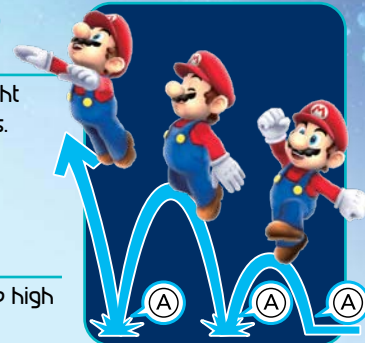
Press to jump

You can jump in many different ways, depending on how you combine the jump with other actions. Try and find the best jump for every situation.

Multiple Jumps / Triple Jump

Press right when you land.

After jumping while you run, press right as you land for three consecutive jumps. On your third jump, you may be able to pull off an especially high jump.



Backward Somersault

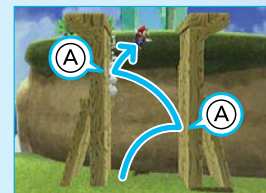
Hold down and press .

If you jump while crouching, you will leap high into the sky and slightly backward.

Wall Jump

Face a wall and press .

Face a wall and jump toward it, then continue to jump off the wall with good timing by pressing to kick off the wall. In areas where two walls face each other with a small gap, you can use this method to climb to the top.



Side Somersault

Tilt in the opposite direction while running and press .

While running, tilt in the opposite direction and press to perform a high jump with a turn.



Long Jump

Press and then while running.

Press and then while running to jump a long distance.



Ground Pound

Press while in midair.

Press while in midair to perform a ground pound. You can use a ground pound to break flooring with cracks in it or to activate a ground-pound switch (P18).





Speak/Read

Press



While standing in front of certain characters or signs, you can press **A** to speak or read.



Grab a Pole

Press



and jump near a pole to grab on.

Press **A** and jump near a pole to grab on. You can move around the pole by tilting up, down, left, or right on **○**. Press **A** to jump off.



Crouch

Press



Press and hold **Z** to crouch. You can also move around while crouched by tilting **○**.



Hold or Catch / Throw

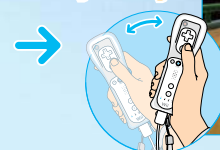
Shake

You can pick up shells and other objects by shaking the Wii Remote when standing near them. Shake the Wii Remote again to throw the object in the direction you are facing. You can also use this technique to catch some objects thrown by enemies.

Pick up a shell...



Throw it at your target!



Swim

Press



Use **○** to change your direction underwater and press **A** to swim. If you press and hold **A**, you can swim by kicking your feet. Shake the Wii Remote while swimming to swim faster. If you are holding a shell, you will swim even faster. Press and hold **A** at the surface of the water or shake the Wii Remote to jump out of the water.



Dive

Press **Z**

Press **Z** at the surface of the water to dive. While underwater, an air meter will appear. If this meter goes empty, you will quickly lose life, so please be careful. You can refill your air meter by surfacing or running into an air bubble.



Bubble

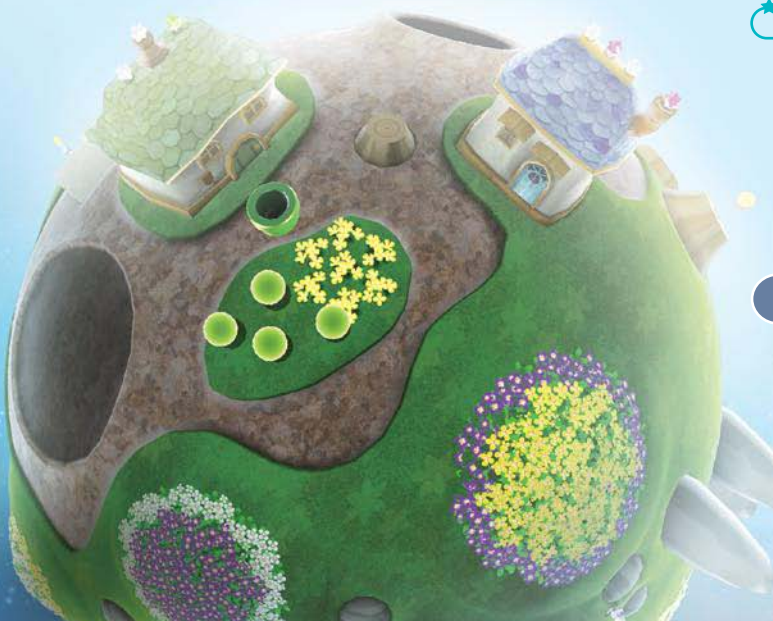
Air Meter



Skate

Shake

Shake the Wii Remote while standing on ice to skate. You can change your direction while skating with **○**. You will travel faster than running while skating, and you can pull off consecutive jumps while skating just like you can on land.





Mario's Special Moves

Power-Ups

Grabbing certain power-ups will transform you and give you new abilities. Here's how to use all of your new abilities!

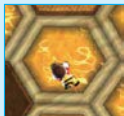


Bee Mario



Grab a Bee Mushroom

Press **A** to hover, and control your movement by tilting **C**. Your Flying Meter will continue to go down while you press **A**. If your Flying Meter reaches zero, you will begin to fall, so be careful. You can also stick to honeycomb walls and walk on clouds and flowers as Bee Mario.



Honeycomb Wall



Flying Meter

How to return to regular Mario Touch an enemy, take damage, or touch water.

Rainbow Mario



Grab a Rainbow Star

You're invincible! You can also instantly defeat any enemy you touch. After you run for a little while, your run speed will increase.



How to return to regular Mario Just wait until the Rainbow Star wears off.



Boo Mario



Grab a Boo Mushroom

Shake the Wii Remote to turn transparent. That way, you can pass through bars and certain types of walls. You can also press **A** repeatedly to float.

How to return to regular Mario Touch an enemy, take damage, or touch light.



Ice Mario



Grab an Ice Flower

Freeze water as you walk on its surface by creating tiles of ice.



How to return to regular Mario Just wait until the Ice Flower wears off.

Fire Mario



Grab a Fire Flower

Shake the Wii Remote to throw fireballs.



How to return to regular Mario Just wait until the Fire Flower wears off.



Spring Mario



Grab a Spring Mushroom

Bounce around with your springy body. Press **A** with good timing when you hit the ground to bounce especially high. You will also wall-jump automatically when you hit a wall.

How to return to regular Mario

Touch an enemy, take damage, touch water, or touch a Launch Star.



Objects

To make your way through the galaxies, you'll need to know how to use all kinds of object. Here's how to use them all.

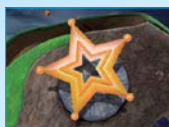


Launch Star

Shake

Launch Star

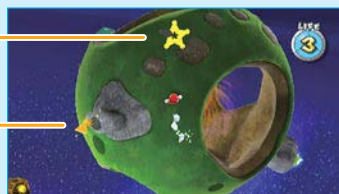
Shake the Wii Remote near a Launch Star to catapult yourself on a path through the sky to another planet. Sometimes you may need to gather Yellow Star Chips to reassemble a broken Launch Star before you can use it.



Pieces of Broken Launch Star

Yellow Star Chip

Collect all of these to reassemble a broken Launch Star.



Pull Stars

Point at a Pull Star until you see appear, then press and hold **(A)** to draw yourself to that Pull Star. Press **(A)** to gently release yourself from a Pull Star's grasp, or press **(Z)** or spin to release yourself quickly. Sometimes you may need to gather Blue Star Chips to reassemble a broken Pull Star before you can use it.

Point and Press

(A)



Press **(A)** to grab a Pull Star!



Blue Star Chip



Pull Star



Pipe

Enter the Pipe

When you enter a pipe, it will warp you to another location.



Blocks / Switches

Jump, Spin, etc.



? Block

Jump and hit this from below to release coins or Star Bits.



Brick Block

Jump to hit this from below or spin into it to break it.



Block

You can't break this block.



Flipswitch Panel

Walk over this to change its color.



Lever Switch

Spin near this switch to change its position.



Ground Pound Switch

Get on top of the switch, then ground-pound over it to activate it.

★ Adjust the Camera ★

Depending on Mario's position in a given area, you may be able to change the camera angle. Press **+** to make the Camera Icon appear, then press **+** in the directions indicated in blue on the icon to move the camera. Press **(C)** to center the camera again. In some areas, you can also press up or down on **+** to toggle between a first-person view and a normal view. Use the Nunchuk to look around in first-person view.

* There may be some areas where you can't change the camera view.



Camera Icon



Sproutle Vine

Shake

Shake the Wii Remote near a vine growing from a Sproutle to swing up the vine. When you reach the end, you can jump far off of the end. Just keep shaking the Wii Remote until you've jumped off the vine.



Cannons

Point and Press

(A)

Jump inside the cannon and point at your desired target. Press **(A)** to shoot out of the cannon at your target.



Press **(A)** to fire the cannon.

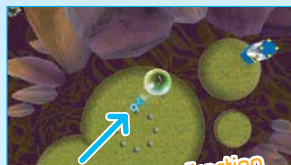
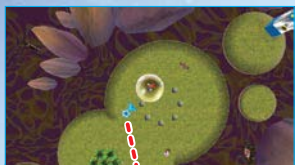




Bubbles

Point

Enter a bubble to float around in it. Just point at the bubble from the other side of the direction you want to go, then press **A** to blow air on the bubble and move it in the desired direction. Press **Z** when you want to leave the bubble. If you run into a hazard, your bubble will burst.



Place your pointer opposite the direction you want to go, then press **A** to blow air on your bubble and move it!

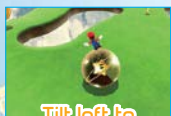


Rolling Ball

Tilt

Jump to get on top of the ball, then hold your Wii Remote with the top pointing up to move, tilt the Wii Remote in the direction you want to go, and press **A** to jump.

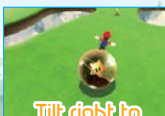
Tilt forward to move forward.



Tilt left to move left.



Tilt back to go backward.



Tilt right to move right.



Ray Surfing

Press **A** and tilt

Get on Ray and press **A** to move forward. Tilt the Wii Remote left to move left, and tilt it right to move right. Shake the Wii Remote to make Ray jump.



Twist to change directions.



Sling Pods

Point and Press

A

Touch the Sling Pod to get inside, then point at it. Press and hold **A** to grab the Sling Pod with **B** and pull it back. Release **A** to release the Sling Pod, which will throw you opposite the direction you pulled it in.



Press and hold **A** to grab and pull the Sling Pod, then release **A** to fly off in the opposite direction!



Items

Some items will help you right away. Some items need to be collected before they have an effect. Either way, you want them!

? Coin



Nobody knows what will happen when you grab this!

Coin



These shiny treasures restore one slice of your health meter. Collect 50 to earn an extra life.



Green Shell

Throw these to break open treasure chests or attack enemies. You can also hold on to one while swimming for a nice speed boost.



Red Shell

Throw one to send it at an enemy! Also, hold on to one while swimming for a big speed boost.

1-Up Mushroom



Grab one of these to earn an extra life.

Life Mushroom



Grab one of these to temporarily increase your max health to six. But if your life falls to three or lower, your max health will revert to three.

★ Collect Star Bits ★

Grab 50 Star Bits to earn an extra life. You can shoot Star Bits you have collected by pointing at your target and pressing **B**. Use them to stun enemies or to feed Hungry Lumas (P21).



Hints

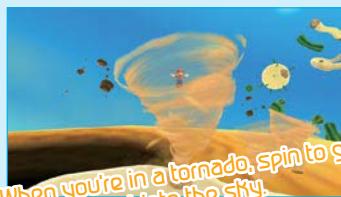
Be sure to follow these helpful galactic travel tips!

The Right Move at the Right Time

In many galaxies, there may be an area where you have to transform to advance. In others, you may need to use a move to activate a switch or find something hidden. Use the right one of Mario's moves in the right place!



Spin on bolts.



When you're in a tornado, spin to get a huge boost into the sky.

Trouble Defeating Enemies?

To defeat some enemies, you may need to use a special move or attack a certain weak spot. Watch the enemy's movements, think about their special characteristics, then launch an attack on their weak spot!



Attack with good timing!





Hit enemies with objects!



Look for the enemy's weaknesses!


Feed Hungry Lumas with Star Bits!

After speaking to Hungry Lumas, you can point at them to display  and feed them Star Bits by pressing . What happens when they finally get full of Star Bits?



Hungry Luma

Maps

When you have progressed far enough to open up the second dome in the observatory, speak to Polari (P4) to learn about maps. There is a Comet Observatory Map and a Universe Map. Select a galaxy on the Universe Map to see how many Power Stars you've found there. Toggle between the two maps by pressing .

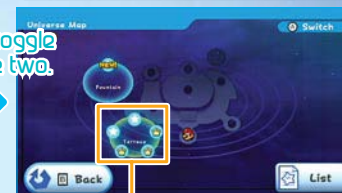
Comet Observatory Map



Dome




Current Position

Universe Map





Galaxy Status

This is a currently open dome.

-  A galaxy that still has Power Stars to collect.
-  A galaxy where you have collected all the Power Stars.
-  A newly discovered galaxy.

Send Your Star List to a Friend

Select  on your Map screen to access the Star List. From here you can see which Power Stars you've collected. Using Nintendo Wi-Fi Connection, you can send your list of stars to your message board or to friends to show them how well you're doing! A page at the bottom also shows all of your race times.

- 1 Select  on the Star List screen to take a picture of the page.



- 2 When you see the screen to the right, you can send the image to your Wii Message Board. When you send the image, mail will arrive and you can send the attached image to friends.



* Please see your Wii Operations Manual for more information on how to send messages.

VEUILLEZ LIRE ATTENTIVEMENT L'INTÉGRALITÉ DU MODE D'EMPLOI DE LA WII AVANT D'UTILISER VOTRE SYSTÈME, VOTRE DISQUE DE JEU, OU VOS ACCESSOIRES WII. CE MODE D'EMPLOI COMPREND D'IMPORTANTES INFORMATIONS SUR VOTRE SANTÉ ET VOTRE SÉCURITÉ.

INFORMATIONS IMPORTANTES CONCERNANT VOTRE SÉCURITÉ: VEUILLEZ LIRE LES PRÉCAUTIONS SUIVANTES AVANT QUE VOUS OU VOTRE ENFANT NE JOUIEZ À VOS JEUX VIDÉO.

⚠ AVERTISSEMENT - Danger d'attaque

- Même si elles n'ont jamais connu de tels problèmes auparavant, certaines personnes (environ 1 sur 4 000) peuvent être victimes d'une attaque ou d'un évanouissement déclenché par des lumières ou motifs clignotants, et ceci peut se produire pendant qu'elles regardent la télévision ou s'amuse avec des jeux vidéo.
- Toute personne qui a été victime d'une telle attaque, d'une perte de conscience ou de symptômes reliés à l'épilepsie doit consulter un médecin avant de jouer à des jeux vidéo.
- Les parents doivent surveiller leurs enfants pendant que ces derniers jouent avec des jeux vidéo. Arrêtez de jouer et consultez un médecin, si vous ou votre enfant présentez les symptômes suivants:

Convulsions	Tics oculaires ou musculaires	Perte de conscience
Troubles de la vue	Mouvements involontaires	Désorientation

- Pour diminuer les possibilités d'une attaque pendant le jeu :
 1. Tenez-vous aussi loin que possible de l'écran.
 2. Jouez sur l'écran de télévision le plus petit disponible.
 3. Ne jouez pas si vous êtes fatigué ou avez besoin de sommeil.
 4. Jouez dans une pièce bien éclairée.
 5. Interrompez chaque heure de jeu par une pause de 10 à 15 minutes.

⚠ AVERTISSEMENT - Blessures dues aux mouvements répétitifs et tension oculaire

Les jeux vidéo peuvent irriter les muscles, les poignets, la peau ou les yeux. Veuillez suivre les instructions suivantes afin d'éviter des problèmes tels que la tendinite, le syndrome du tunnel carpien, l'irritation de la peau ou la tension oculaire :

- Évitez les périodes trop longues de jeu. Les parents devront s'assurer que leurs enfants jouent pendant des périodes adéquates.
- Même si vous ne croyez pas en avoir besoin, faites une pause de 10 à 15 minutes à chaque heure de jeu.
- Si vous éprouvez fatigue ou douleur au niveau des mains, des poignets, des bras ou des yeux, ou si vous ressentez des symptômes tels que fourmillements, engourdissements, brûlures ou courbatures, cessez de jouer et reposez-vous pendant plusieurs heures avant de jouer de nouveau.
- Si vous ressentez l'un des symptômes mentionnés ci-dessus ou toute autre gêne pendant que vous jouez ou après avoir joué, cessez de jouer et consultez un médecin.

⚠ ATTENTION - Nausée

Jouer à des jeux vidéo peut causer étourdissement et nausée. Si vous ou votre enfant vous sentez étourdi ou nauséeux pendant le jeu, cessez de jouer immédiatement et reposez-vous. Ne conduisez pas et n'entreprenez pas d'autres activités exigeantes avant de vous sentir mieux.

INFORMATIONS LÉGALES IMPORTANTES

Ce jeu Nintendo n'est pas conçu pour s'utiliser avec un appareil non-autorisé. L'utilisation d'un tel appareil invalidera votre garantie de produit Nintendo. Toute copie d'un jeu Nintendo est illégale et strictement interdite par les lois domestiques et internationales régissant la propriété intellectuelle. Les copies de "sauvegarde" ou d'"archivage" ne sont pas autorisées et ne sont pas nécessaires à la protection de vos logiciels. Tout contrevenant sera poursuivi.

REV-E

RENSEIGNEMENTS SUR L'ENTRETIEN ET LA GARANTIE

REV-P

Vous pourriez n'avoir besoin que de simples instructions pour corriger un problème. Vous pouvez visiter notre site Web à www.nintendo.com ou appeler notre Ligne sans frais d'assistance aux consommateurs, au 1 (800) 255-3700, plutôt que de retourner chez votre détaillant. Nos heures d'ouverture sont de 6 h 00 à 19 h 00, heure du Pacifique, du lundi au dimanche (heures sujettes à changement). Si le problème ne peut pas être résolu en consultant les renseignements sur les problèmes et leurs solutions en ligne, ni au téléphone, on vous offrira un service usine exprès chez Nintendo. Veuillez n'expédier aucun produit sans avoir appelé Nintendo au préalable.

GARANTIE SUR LES APPAREILS

Nintendo garantit à l'acheteur original que l'appareil ne connaîtra aucun défaut de matériaux ou de main-d'œuvre pour une période de douze (12) mois suivant sa date d'achat. Si un tel défaut couvert par la présente garantie se produit pendant cette période de douze (12) mois, Nintendo réparera ou remplacera sans frais le produit défectueux.

GARANTIE SUR LES JEUX ET ACCESSOIRES

Nintendo garantit à l'acheteur original que le produit (jeu ou accessoire) ne connaîtra aucun défaut de matériaux ou de main-d'œuvre pour une période de trois (3) mois suivant sa date d'achat. Si un tel défaut couvert par la présente garantie se produit pendant cette période de trois (3) mois, Nintendo réparera ou remplacera sans frais le produit défectueux.

ENTRETIEN APRÈS ÉCHÉANCE DE LA GARANTIE

Veillez visiter notre site Web, www.nintendo.com ou appeler la Ligne d'assistance aux consommateurs au 1 (800) 255-3700 pour trouver des renseignements sur les problèmes et solutions, sur les options de réparation ou de remplacement et les prix. Dans certains cas, il peut s'avérer nécessaire d'expédier le produit, PORT PAYÉ ET ASSURÉ CONTRE DOMMAGES ET PERTE, chez Nintendo. Veuillez n'expédier aucun produit sans appeler Nintendo au préalable.

LIMITES DE LA GARANTIE

LA PRÉSENTE GARANTIE SERA NULLE SI LE PRODUIT : (a) A ÉTÉ UTILISÉ AVEC D'AUTRES PRODUITS QUI NE SONT NI VENDUS, NI BREVETÉS PAR NINTENDO (Y COMPRIS, SANS S'Y LIMITER, LES MÉCANISMES D'AMÉLIORATION ET DE COPIE DES JEUX, LES ADAPTEURS ET LES MÉCANISMES D'APPROVISIONNEMENT EN ÉLECTRICITÉ); (b) A ÉTÉ UTILISÉ À DES FINS COMMERCIALES (Y COMPRIS LA LOCATION); (c) S'IL A ÉTÉ MODIFIÉ OU ALTÉRÉ; (d) EST ENDOMMAGÉ À CAUSE DE NÉGLIGENCE, ACCIDENT, UTILISATION ABUSIVE OU DE TOUTES AUTRES CAUSES QUI NE SERAIENT PAS RELIÉES À DES VICES DE MATÉRIAUX OU DE MAIN-D'ŒUVRE; OU (e) SI SON NUMÉRO DE SÉRIE A ÉTÉ MODIFIÉ, EFFACÉ OU RENDU ILLISIBLE.

TOUTES LES GARANTIES SOUS-ENTENDUES, Y COMPRIS LES **GARANTIES DE VALEUR MARCHANDE** ET D'UNE CONDITION PROPRE À SON UTILISATION DANS UN BUT PRÉCIS SONT, PAR LES PRÉSENTES, LIMITÉES AUX PÉRIODES DE GARANTIE DÉCRITES CI-DESSUS (12 MOIS OU 3 MOIS SELON LE CAS). NINTENDO NE SERA EN AUCUN CAS TENUE RESPONSABLE DE DOMMAGES ACCIDENTELS OU INDIRECTS RÉSULTANT D'UNE INFRACTION À TOUTE STIPULATION EXPLICITE OU IMPLICITE DES GARANTIES. CERTAINS ÉTATS OU PROVINCES NE PERMETTENT PAS LA LIMITATION DE LA DURÉE D'UNE GARANTIE SOUS-ENTENDUE, NI L'EXCLUSION DES DOMMAGES ACCIDENTELS OU INDIRECTS. DANS CES CAS, LES LIMITES ET EXCLUSIONS CI-DESSUS MENTIONNÉES NE S'APPLIQUENT PAS.

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L'adresse de Nintendo est : Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

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Este juego se presenta con sonido Dolby Pro Logic II. Para poder disfrutar del sonido envolvente en los juegos que llevan el logotipo de Dolby Pro Logic II, necesitarás un receptor Dolby Pro Logic II, Dolby Pro Logic o Dolby Pro Logic IIx. Dichos receptores se venden por separado.