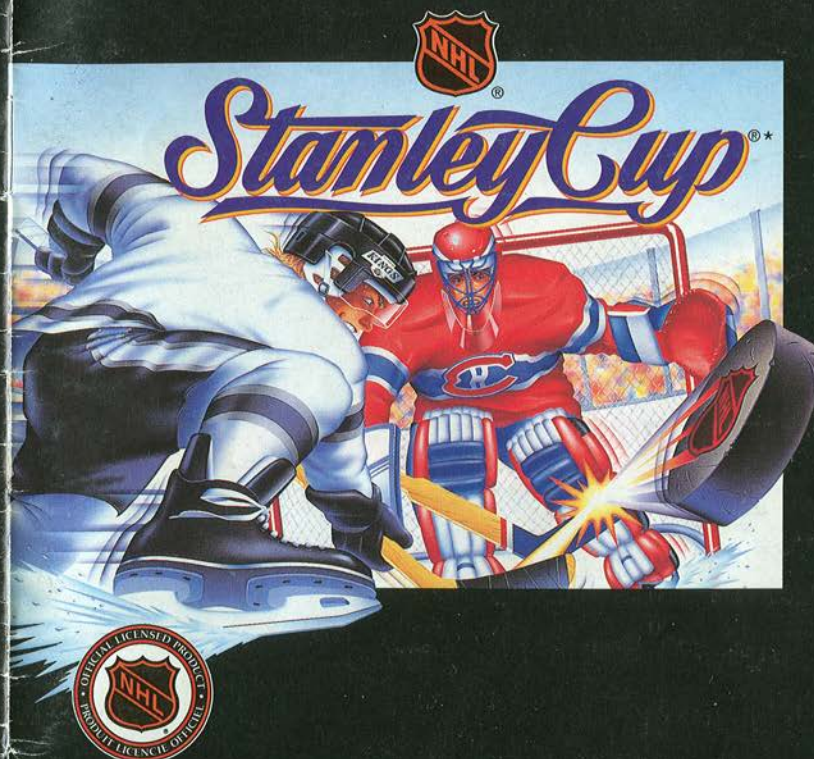


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INSTRUCTION BOOKLET

EmuMovies

Nintendo

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

PRINTED IN JAPAN

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

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**WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO HARDWARE SYSTEM, GAME PAK OR ACCESSORY.**



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Thank you for selecting the NHL Stanley Cup®\*Game Pak for your Super Nintendo Entertainment System®.

Please thoroughly read this instruction booklet to ensure maximum enjoyment of your new game. Then save this book for future reference.

*This Game Pak has a battery-backed memory to record your progress through the game. If the POWER switch is switched ON and OFF repeatedly, the accumulated contents of the memory may be deleted. Avoid turning the POWER switch OFF unnecessarily (before saving the game) or data may be lost. See page 16 & 19 for details on how to save data.*

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## Stanley Cup trivia

**A**

What team has won the Stanley Cup the most times?

**B**

What year was the Stanley Cup first awarded?

**C**

When was the National Hockey League established?

**D**

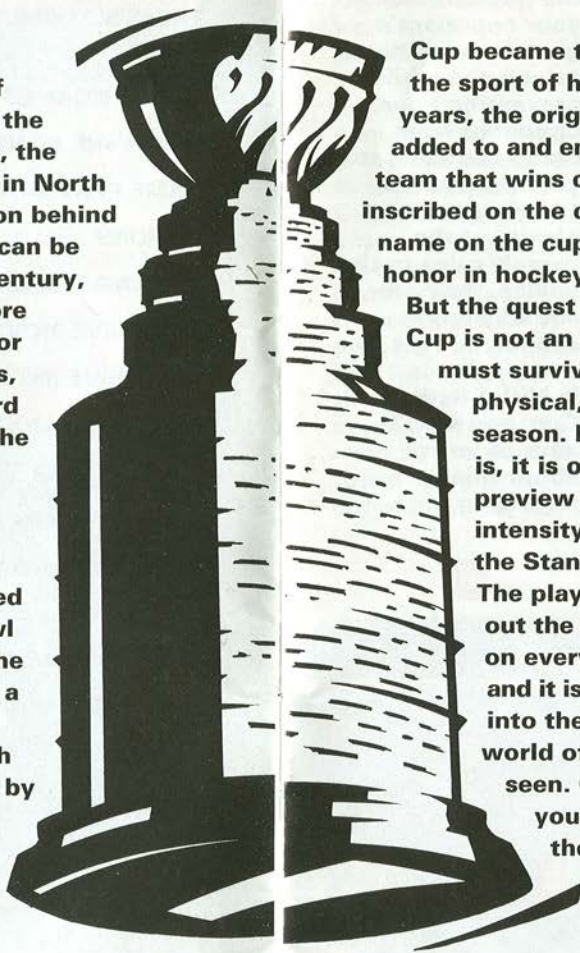
What team is the only one to win the Stanley Cup five years in a row?

**E**

What team was the first winner of the Stanley Cup?

# The quest for the Stanley Cup

Every year, the best teams in the sport of Hockey compete for the coveted Stanley Cup, the oldest sports trophy in North America. The tradition behind this prestigious cup can be traced back over a century, before the NHL, before goalies wore masks or players wore helmets, to the year 1892. Lord Stanley of Preston, the governor general of Canada from 1888-1893, was an avid booster of the sport of hockey. He donated the original rose bowl (which now graces the top of the trophy) as a prize to the best hockey team in North America, it was won by the Montreal AAA's and from that point on Lord Stanley's



Cup became the ultimate goal in the sport of hockey. Over the years, the original cup has been added to and enlarged so that each team that wins can have its name inscribed on the cup. Having one's name on the cup is the highest honor in hockey.

But the quest to win the Stanley Cup is not an easy one. Teams must survive a grueling,

physical, 84 game regular season. Long as this season is, it is only an extended preview for the even higher intensity play to come in the Stanley Cup play-offs.

The play-offs seem to bring out the best in every player on every team involved, and it is here that a glimpse into the true magic of the world of hockey can be seen. Can you create

your own legend on the way to claiming the Stanley Cup?

## Stanley Cup trivia

**F**

What was the first US based team to win the Stanley Cup?

**G**

What three teams that did not actually win the Stanley Cup nevertheless have their names engraved on it?

**H**

Who was the only player to play all six positions in a single Stanley Cup game?

### Trivia Answers:

A. Montreal Canadiens, 23 times., B. 1893. 1993 was the centennial year., C. 1917, D. The Montreal Canadiens from 1955-1960., E. The Montreal Amateur Athletic Association team.

F. The Seattle Metropolitans in 1917., G. The 1915 Ottawa Senators, the 1916 Portland Rosebuds and the 1917 Vancouver Millionaires., H. Frank "King" Clancy did it on March 31, 1923.

# Hockey: the goal of the game

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The object of the game of hockey is easy for anyone to understand: cause the puck to cross your opponent's goal as many times as you can while preventing your opponent from doing the same to you. Despite the seeming complexity of the game's rules to the novice, they are actually quite simple.

In NHL Stanley Cup, you won't have to worry about rules regarding

equipment, rink dimensions, etc. You will, however, encounter Icing, Off-sides and a variety of penalties.

Icing is the one constant rule that is always enforced in NHL Stanley Cup. For Icing to occur, the puck must cross the center red line from the player's own half of the ice and travel beyond the goal line of the opposing team. As soon as the puck is touched by a defending player

other than the goalie, a face-off at the end face-off circle of the offending team will be called. Icing, Off-sides and various other penalties are covered in more detail on page 20. Speed, finesse and power are integral elements of the sport of hockey. The puck can travel at up to 100 miles per hour. Players routinely receive bone-crunching body checks. Endurance is also a factor, as

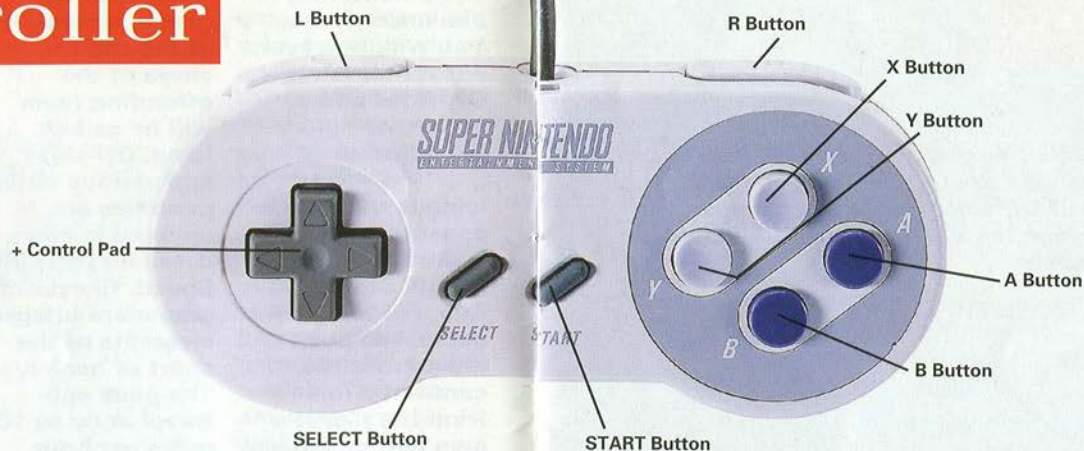
"Line Changes" rotate fresh players onto the ice without slowing down the tempo of the game at all. In NHL Stanley Cup, you can turn the Line Changes off and always play with your best players, or you can manually select when to switch lines as your players tire. Some of the other options you can change are described on page 11.

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- A Goal
- B Goal Crease
- C Goal Line
- D "Blue Line"
- E Center "Red Line"
- F Face-Off Circles
- G Face-Off spots
- H Neutral Zone

# Using the controller



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## Controller Functions offense

### + Control Pad

- Move your player
- Change to different menu selection

### SELECT Button

- Change menu selection
- Bring up current game stats

### START Button

- Advance to next menu
- Bring up Instant Replay Menu during game

### L Button

- Bring up line change menu

### R Button

- Bring up Goalie substitution menu

### X Button

- Return to previous menu
- Dump the puck

### Y Button

- Return to previous menu
- Slap Shot

### B Button

- Advance to next menu
- Wrist Shot

### A Button

- Advance to next menu
- Pass the puck

*For more details on the actions possible when you're on Offense, see page 13.*

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## Controller Functions defense

### + Control Pad

- Move your player
- Change to different menu selection

### SELECT Button

- Change menu selection
- Bring up current game stats

### START Button

- Advance to next menu
- Bring up Instant Replay Menu

### L Button

- Bring up line change menu

### R Button

- Bring up Goalie substitution menu

### X Button

- Hip Check

### Y Button

- Shoulder Check

### B Button

- Poke (Stick) Check

### A Button

- Switch to defender nearest to puck

*For more details on defensive moves, see page 14.*

# Game Play modes

There are three different game play modes in NHL Stanley Cup. To select a game play mode, use Up and Down on the + Control Pad and press A, B or START when the desired mode is highlighted. On all menus, the X and Y Buttons will take you back to the previous screen.

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## EXHIBITION

In EXHIBITION mode, you play a single game against the computer or a human player.



## SEASON PLAY

SEASON PLAY can only be played against the computer. In this mode, you must complete an entire 84 game season in an attempt to make it to the play-offs. The game will save your progress as you play through the season, including your win-loss-tie record, as well as the accumulated statistics for your players. For more details on season play, see page 16.



## BEST OF SEVEN SERIES

BEST OF SEVEN SERIES pits two human players against each other in a seven game series. Although this is meant to simulate the Stanley Cup play-offs, you can choose any team you want to play. The game will save both teams' accumulated statistics during the series. For more details on the BEST OF SEVEN play mode, see page 18.

Note that the two-player modes (2-player EXHIBITION and BEST OF SEVEN) can only be selected if you have two controllers plugged into your Super NES.

# Game Play options

The OPTIONS bar on the first menu allows you to adjust game play settings to your preference. To change the setting, use Up or Down on the + Control Pad to select the desired option and Left or Right on the + Control Pad to change the setting. Press A, B or START when the settings are the way you want them.

## PENALTIES

You can select to have no penalties called (ALL OFF), or to have line penalties only (OFFSIDES ON). Selecting ALL ON activates all penalties. As explained earlier, the refs will always call icing. See page 20 for a more complete explanation of penalties and other rules of hockey.



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## LINE CHANGES

Select line changes ON if you want to manually substitute players. If line changes are OFF, you will always play with your best players. See page 23 for more details about Line Changes.

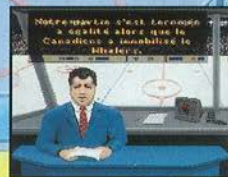


## PERIOD LENGTH

You can select a period length of 5, 10 or 20 minutes.

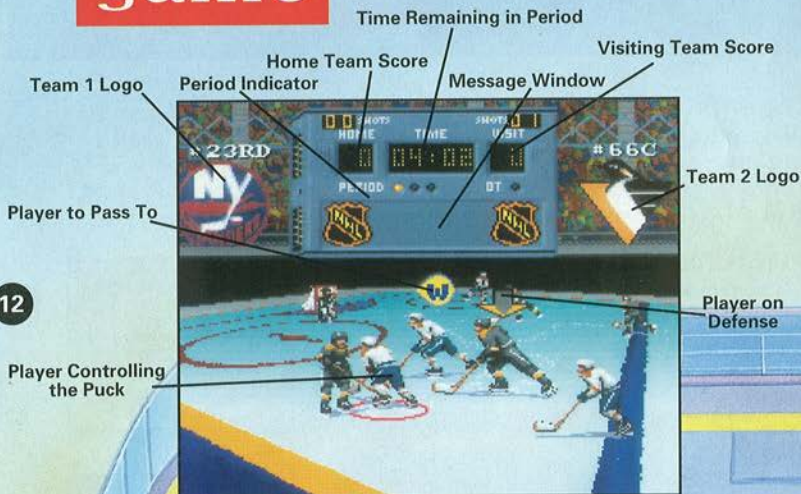
## LANGUAGE

You can select either the English or French language.



The battery-backed memory in the Game Pak will automatically save any changes you make to the options.

# Playing the game



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## SCREEN LAYOUT

The screen in NHL Stanley Cup constantly changes with the action of the game. The upper left and right corners usually show the logos of the two teams involved in the game. When penalties or line changes are called for, these logos are replaced by a referee, line change menu or penalty box. You'll also notice that there are several icons that indicate which player is controlling the puck and which player is ready to receive a pass. For more information about the icons, see page 13.



## INSTANT REPLAY

At any time during the game, you can press the START Button to pause the action. While the action is stopped, the Instant Replay Menu will appear on the scoreboard. With this menu, you can reverse the action to watch it again. You can also advance the film frame by frame if you want to see how you scored or to review that thunderous hit on your opponent.

# Offense moves

## SHOOTING (Y & B Button)

There are two ways to shoot the puck when you are on offense: a slap shot using the Y Button and a wrist shot using the B Button. Each player has a rating that determines his accuracy and power on each type of shot. A slap shot is typically more powerful and faster than a wrist shot, but is also less accurate and takes more time to get off. A wrist shot is quicker and more accurate but less powerful. Both of these types of shots are automatically aimed in the direction of the goal.

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## PASSING (A Button)

When your team is on offense, you can pass the puck to another player on your team using the A Button. Generally, this will be a player in your field of view. The player who is ready to receive your pass will have an icon floating over his head. The shape of this icon will indicate his position, and the puck-handler's number will be displayed in the scoreboard message window. Both of these cues will help you get the puck to the best player in any given situation.

In addition to knowing the player's position and number, you can also tell how safe it is to pass to him based on the icon's color. Green indicates a safe pass that will almost always reach the receiver. Yellow indicates a risky pass that might make it. Red means the player is being covered by a defender and will probably not receive the pass.

When your player has the puck, he will be in the spotlight, so to speak, and a circular icon will appear beneath him. Always watch for this circle to be sure that you have control of the puck.



## DUMPING THE PUCK (X Button)

Using the X Button, you can dump the puck in the direction you are facing. This is not a powerful shot; it is designed to send the puck down the ice to waste time off the clock.

# Defense moves

These are moves you can perform when you do not control the puck.



## SWITCH DEFENDER (A Button)

The A Button will automatically switch control to the defender closest to the puck. When you are on defense, or when neither team has control of the puck, an arrow in your uniform's colors will appear over the head of the player you are controlling. Press the A Button to switch control to the player closest to the puck. Note that if the player you are controlling is not on the screen, the arrow will show which way to press on the + Control Pad to make him skate into view.



## POKE CHECK (B Button)

The B Button makes your player use a poke or stick check in an attempt to steal the puck. If you try to poke check someone too aggressively, you might be called for Slashing or Tripping. Using your stick on someone who doesn't have the puck might also result in a penalty such as Interference.



## SHOULDER CHECK (Y Button)

This powerful check will knock down the player with the puck and is perfectly legal, as long as the player checked does in fact have the puck. If you use this check excessively, or on someone who does not have the puck, you run the risk of getting called for Roughing or Interference.

## HIP CHECK (X Button)

This check is also designed to send the guy with the puck flying into a cold seat on the ice. It too is legal, if used on the puck handler. Inappropriate use will result in a Roughing call.

# Exhibition mode

## EXHIBITION MODE

In EXHIBITION mode, you will play a single game against one opponent. You can play against the computer or another human opponent. After you have selected EXHIBITION mode and the number of players, you can select your team. Use the + Control Pad to select a division and press A, B or START to see the teams in that division. When the logo of the team you want to play is inside the brackets, press A, B or START to select that team. Player Two can simultaneously choose his or her team. Once you've selected your teams, the action begins!



## OPTIONS

After you choose EXHIBITION, you will see an option menu. On this menu, you can select the number of players and the difficulty. Note that you can only select a two player game type if you have two controllers plugged into your Super NES. Once you have the options set, press A, B or START.

## PLAY LEVEL

There are three difficulty levels: Junior, NHL and NHL Pro. Junior is the easiest and NHL Pro is the most intense. In the higher difficulty levels, the computer controlled players are much more intelligent and they react more quickly.

## SPORTSCASTER WRAP-UP

Between periods and at the end of each game, the sportscaster will appear and wrap up the action. He will summarize scoring and also note any special accomplishments during the game, such as hat tricks and shutouts.



# Season play

## SEASON PLAY

To truly test your hockey skill and determination, you must experience a full season of action. In SEASON mode, you can do just that. You will play a full 84 games with your goal being to make it to the Stanley Cup play-offs. As you play, the game will keep track of statistics accumulated for your players in the battery-backed memory. You select your team the same way you did in EXHIBITION mode, but only one player can play in SEASON mode, and your opponents are chosen according to the season schedule.

EASTERN CONFERENCE				
Team	W	L	T	PTS
North East	31	2	1	63
Penguins	23	16	15	61
Capitals	30	25	9	65
Sabres	22	28	15	59
Bruins	42	21	11	85
Hurley	28	29	19	71
Quebec	25	32	17	67
Senators	13	53	18	34
Atlantic				
Rangers	46	4	1	93
Canadiens	41	27	16	98
Lancers	35	32	17	87
Flames	34	37	13	81
Breids	32	39	13	77
Pardner	21	51	12	54
Lighting	17	51	16	50

## SKIPPING GAMES

If you would like to quickly advance through a season, or simply do not feel like playing against a particular opponent, you can choose to SKIP the game. Prior to each match, you will be given the chance to PLAY or SKIP. If you choose PLAY, you will go into the action. If you choose SKIP, the computer will generate the results of the game based on the ability of your team and the opponent.

## SAVING GAMES

After every game, the sportscaster will recap the highlights. You will then have a chance to save your game. You can Save & Continue, Save & Quit, or Quit & Don't Save. If you choose one of the Save options, you will see four Game Save slots. Choose one of these using the + Control Pad and press A, B or START to save. If you choose a slot that already has a game saved in it, you will erase the existing data, so be careful when you choose a slot. If all the slots are full, you will have to overwrite one of them. If you do not want to overwrite one of the slots, press the X or Y Button to go back to the previous menu.

## STATISTICS

After each game in the season, you can see either GAME STATS for the game you just played or SEASON STATS. GAME STATS will be generated even if you skipped the game.

## END OF SEASON

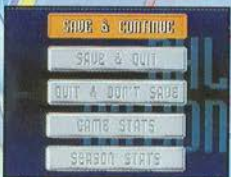
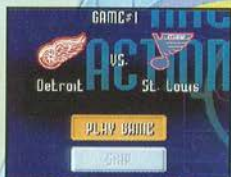
At the end of the season, the records of each team will be evaluated. During the season, your team gets two points for a win and no points for a loss. Both teams receive one point in a game that ends in a tie. In the NHL's new play-off scheme, the top eight teams with the most points in each conference go to the play-offs, with the top team playing the eighth team, the second best team playing the seventh team, and so on. If the top two teams are in the same division, the top team in the other division is awarded the second play-off seed. The computer will let you know if you made it into the play-offs and will display the play-off match-ups. You can use the + Control Pad to scroll the screen and see the entire playoff structure. If you did not make it to the play-offs, you'll have to try again next season.

## ENDING THE PLAY-OFFS

If you lose any of the best of seven series in the play-offs, your team will be eliminated. Note that you cannot skip any games in the play-offs; you'll have to earn the Stanley Cup. When you are in the play-offs, your season statistics will be erased and you will start accumulating playoff stats. This is so you can judge your player's performances during the high intensity of the play-offs. After you win the Stanley Cup finals, the cup will be yours for one year, until the challenge comes again next year!

Red Wings - New York			
Player	A	GO	PTS
15	1	0	2
16	0	0	0
17	0	0	0
18	0	0	0
19	0	0	0
20	0	0	0
21	0	0	0
22	0	0	0
23	0	0	0
24	0	0	0
25	0	0	0
26	0	0	0
27	0	0	0
28	0	0	0
29	0	0	0
30	0	0	0
31	0	0	0
32	0	0	0
33	0	0	0
34	0	0	0
35	0	0	0
36	0	0	0
37	0	0	0
38	0	0	0
39	0	0	0
40	0	0	0
41	0	0	0
42	0	0	0
43	0	0	0
44	0	0	0
45	0	0	0
46	0	0	0
47	0	0	0
48	0	0	0
49	0	0	0
50	0	0	0

Red Wings - Boston			
Player	A	GO	PTS
15	1	0	2
16	0	0	0
17	0	0	0
18	0	0	0
19	0	0	0
20	0	0	0
21	0	0	0
22	0	0	0
23	0	0	0
24	0	0	0
25	0	0	0
26	0	0	0
27	0	0	0
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36	0	0	0
37	0	0	0
38	0	0	0
39	0	0	0
40	0	0	0
41	0	0	0
42	0	0	0
43	0	0	0
44	0	0	0
45	0	0	0
46	0	0	0
47	0	0	0
48	0	0	0
49	0	0	0
50	0	0	0



# Best of seven

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## BEST OF SEVEN SERIES

The BEST OF SEVEN SERIES pits two teams against each other in a single best of seven series. This mode is for two players only and is meant to simulate one of the Stanley Cup play-off series. During the best of seven series, the game will save the accumulated stats of both players' teams.



## ENDING THE SERIES

After each game, the sportscaster will give you a wrap-up of the action and you will then have a chance to save your game. The battery-backed memory will save the record and accumulated stats. Choose a slot with the + Control Pad and press A, B or START to save. Be careful if you choose a slot that already has data saved in it, for the new data will overwrite that data and the existing data will be irrevocably lost.

# Restoring a saved game

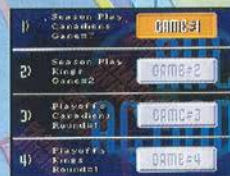
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## RESTORING A SAVED GAME

When you choose a game play mode that lets you save your progress (SEASON PLAY or BEST OF SEVEN SERIES), you will be given an option to start a new game or continue a saved season or series. Choose one of the save slots and press A, B or START to continue the game where you left off.

Before you begin a saved Season or Best of Seven series, you will see a report of your team's accumulated statistics.



# Hockey penalties

When ALL ON is selected for PENALTIES on the OPTION menu, the following penalties will be called. Most of them carry a two minute "Minor Penalty" although in certain instances a five minute "Major Penalty" might be called. For a minor penalty the offending player must sit in the penalty box for two minutes (or until a goal is scored), leaving his team short-handed by one man. Major Penalty offenders must serve the entire length of the penalty. The team with the manpower advantage is said to have a Power Play. The team that is short one player usually sends in its Penalty Killing line, which does its best to keep the other team from scoring during the Power Play, usually by using stalling tactics to waste time.

## DELAYED CALLING OF PENALTY

When a player of one team is penalized, but the other team has possession of the puck, play continues until the penalized player's team gets possession of the puck. During this time, the penalized player's team cannot score, so the other team may pull their Goalie (see page 23).



## TRIPPING

Tripping is called when a player uses his stick, knee, foot, hand, arm or elbow to cause another player to fall. Note that if a player in control of the puck, with no opposition between himself and the opposing goalie, is tripped, a penalty shot will be given to the non-offending side. If a player is tripped trying to score on an empty net, the goal will be automatically allowed.



## CROSS CHECKING

A penalty shall be called on a player who delivers a check with both hands on the stick with the stick not touching part of the ice.



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# Hockey penalties

## SLASHING

A slashing penalty will be called on a player who uses a slashing motion of his stick to impede the progress of a opposing player.



## ROUGHING

Any player who is guilty of unnecessary roughness will be served with a penalty. Be careful to avoid excessive use of the shoulder check.



## HOOKING

Hooking is called when a player interferes with the progress of an opposing player by "hooking" with his stick.



## INTERFERENCE

Interference will be called on any player who interferes with the progress of an opposing player who does not have control of the puck. Interference is also called on anyone who interferes with the movements of the goalie. A player shall not enter the goal crease unless the puck is in the crease.

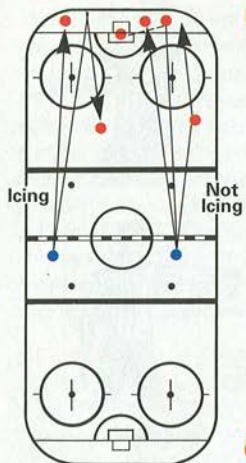


There are many other penalties in the game of hockey, but the ones above are arguably the most common.

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# Hockey penalties

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## ICING

Icing occurs when a team with equal or superior numerical strength shoots the puck from one side of the center red line to beyond the goal line of the opposing team. Icing is completed when a player from the defending team touches the puck after it has crossed the goal line. Note that if a team with fewer players on the ice shoots the puck from beyond the red line to the other side of the goal line, Icing is not called. Also, if a defending player or goalie touches the puck before it goes across the goal line, no Icing will be called. If Icing occurs, a face-off at the offending team's face-off circle shall take place. Icing is always called in NHL Stanley Cup.

## OFFSIDES

You can turn Offsides "ON" or "OFF" on the OPTIONS menu (see page 11). If OFFSIDES ON is selected, Offsides will be enforced, but other penalties will not. If ALL ON is selected, Offsides and all other penalties will be enforced. Offsides occurs when a player of the attacking team precedes the puck into the attacking zone. If a player passes the puck into the attacking zone towards a teammate, the referee will call a "slow whistle." If the puck is intercepted by a defender, play will continue with no offsides. If in fact the illegal pass is completed, offsides will be called. Therefore, when you see the "slow whistle" referee, you will know that offsides will be called if you collect the puck, so you can avoid the pass.



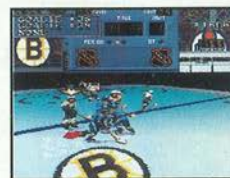
# Advanced play

## LINE CHANGES & SUBSTITUTING GOALIE

If you selected line Changes ON in the OPTIONS Menu, you can determine when new players are substituted in during a game. Before every face-off, you can look at the Line Change menu by pressing and holding the L button. You can then use the + Control Pad to select a new line. When the indicator is next to the line you want to use, release the L Button and the change will take place. The energy meters next to each line name show how tired the players are. Note that if you selected Line Changes OFF in the OPTIONS Menu, you will always play with your first line, which is made up of your best players.

Your goalie will automatically be pulled when a slow whistle is blown, but you can also choose to pull your goalie, or switch your back-up goalie, using the Goalie Substitution menu. You can bring up the Goalie Substitution Menu by pressing and holding the R Button. It functions the same as the Line Change menu.

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## STRATEGIES

1. If your team is down a player due to penalty, dump the puck (use the X Button) into the opponent's offensive zone and then chase it down. This will waste time on the clock. Icing will not be called because you have a manpower disadvantage.
2. Use checking carefully. The more you check, the more likely it is that the referee will see an illegal motion and penalize you accordingly.
3. You can fake a slap shot by pressing the B Button after you press the Y Button. You might be able to fake the goalie into a diving save then flip the puck into the net with a wrist shot.
4. You can use the + Control Pad to aim your Slap or Wrist Shot at a particular part of the net. Most goalies have one part of the net where their defensive coverage is weak. Learn the different goalies' weak points to score!



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**If your Game Pak ceases to operate and it is not a copy and your Nintendo Control Deck has no alteration or backup device attached to it, please call the Nintendo Consumer Assistance Hotline at 1-800-255-3700 (U.S. and Canada) or your local authorized Nintendo distributor for assistance.**

## WARRANTY AND SERVICE INFORMATION

### 3-MONTH LIMITED WARRANTY (For Hardware, Game Paks, & Accessories)

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, 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 will repair or replace the defective product or component part, at its option, free of charge.

### ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware Only)

Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

### WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problem with your product. Call the NINTENDO WORLD CLASS SERVICE® Consumer Assistance Hotline at: 1-800-255-3700 rather than going to your retailer. Hours of operation are 4 a.m. to Midnight, 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, you will be referred to the nearest AUTHORIZED NINTENDO WORLD CLASS SERVICE® Center or you will be offered express factory service through Nintendo. You also may refer to your yellow pages directory under the heading of Video Games - Service & Repair, for the nearest authorized service location. 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.

### 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 DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) 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 (3 MONTHS OR 6 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 manual.

This warranty is valid only in the United States.