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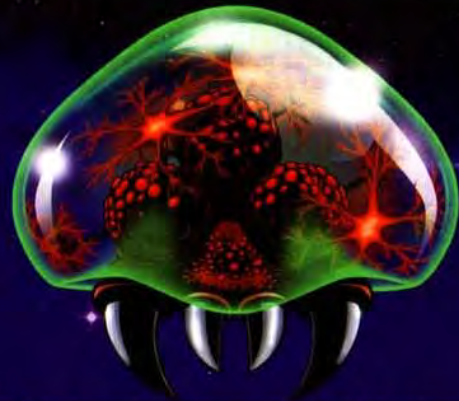
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GAME BOY ADVANCE



METROID
ZERO MISSION

INSTRUCTION BOOKLET

AGB-BMXE-USA

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

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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.



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



THIS GAME PAK INCLUDES A MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.

CONTENTS

6	Prologue	24	Power-up Items
8	Controls	28	Tanks
10	Actions and Abilities	29	Hatches
12	Getting Started	30	Special Blocks
14	Saving the Game	32	Enemies
15	Copying & Erasing Files	34	The Gallery
16	The Game Screen	35	Metroid Fusion Special Feature
18	The Map Screen	36	NES Metroid
20	Easy Sleep Mode	38	NES Metroid Controls
21	The Status Screen	39	Linking Your Systems
22	The Planet Zebes	41	Warranty & Service Information

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PROLOGUE

In the year 2003 of the Cosmic Calendar, representatives from the many different planets in the galaxy established a congress called the Galactic Federation, and an age of prosperity began. A successful exchange of cultures and civilization resulted, and thousands of interstellar spaceships shuttled back and forth between planets. Soon, however, Space Pirates began to attack the spaceships, threatening the galactic peace. The Galactic Police and Galactic Army struck against this aggression, but the pirates' attacks were powerful, and it was impossible to catch them all in the vast reaches of space. So, the Federal Bureau called together powerful bounty hunters to battle the pirates.



In the year 20X5 of the Cosmic Calendar, a terrible incident occurred. The Space Pirates attacked a deep-space research vessel and seized capsules containing samples of an unknown species that had been discovered on planet SR388. The Space Pirates' objective was to acquire this life-form: known simply as Metroids, these floating organisms were incredibly dangerous, as they could latch onto any other organism and drain its life-energy. Furthermore, it was possible to replicate Metroids in vast numbers by exposing them to beta rays. The hypothesis that the Metroids were responsible for one of the greatest mysteries in the entire galaxy—the extinction of planet SR388—was generally accepted as fact.



If the Space Pirates were able to breed the Metroids and use the creatures as biological weapons, the destruction of all galactic civilization would be near certain. After a desperate search, the Federation Police discovered the Space Pirates' base of operations on the fortified planet Zebes. They launched a full assault on the planet, but pirate resistance was strong, and the planet could not be taken. All the while, in a room hidden deep within the center of the pirate fortress, the preparations for multiplying the Metroids were progressing steadily.



As a last resort, the Federation Police decided on a risky strategy: to send a lone space hunter to penetrate the pirate base and destroy the mechanical life-form that controlled the fortress and its defenses—the Mother Brain. The space hunter chosen for this mission was Samus Aran. Considered the greatest of all the bounty hunters, Samus had successfully completed numerous missions that others had thought impossible. Despite her accomplishments, much of Samus's true identity remained wrapped in mystery.



Alone, Samus Aran successfully landed on the surface of Zebes, which was, in fact, the planet where Samus was raised as a child. Burying all memories of the planet, Samus agreed to carry out this mission and face the traps of the Mother Brain. But the question remained: could Samus Aran truly complete this task and return peace and order to the galaxy?

CONTROLS

Controlling Samus Aran

L Button

Aim Samus's weapon up at an angle.
+ ▽ Aim Samus's weapon down at an angle.



R Button

Ready Missiles
+ B Fire Missiles

A Button

Jump
◀▶ + A Spin Jump

B Button

Shoot (Fire beam weapons and Missiles.)
Charge Shot (Press and hold B. Release to fire.)
Bomb (Drop Bombs in Morph Ball form.)
Power Bomb (In Morph Ball form, press and hold R then press B.)

START

SELECT

Display Map
R Scroll from Map screen to Status screen.
L Scroll from Map screen to Easy Sleep screen.

Switch between Missiles and Super Missiles

SELECT + R + L
Exit Easy Sleep Mode
(See page 20 for details.)



+ Control Pad

◀▶ Move
Hold down to dash.
Power Grip
Grab ledges when jumping.

▽ Crouch
▽ Activate Morph Ball
◀▶ Activate Elevators

Non-Action Controls

△ Aim Samus's weapon straight up.
Deactivate Morph Ball.

+ Select
A Confirm
B Cancel
Return to previous screen

Special items are required to use the Speed Booster, Power Grip, Morph Ball, Missile, Charge Shot, Bomb, and Power Bomb actions. (See pages 24 – 27.)

ACTIONS AND ABILITIES

Listed here are some of Samus's actions and abilities. Mastering them is key to exploring the depths of Planet Zebes.

- Jump
- Spin Jump

Press the A Button to jump. Jump while running left or right to perform a spin jump.



Jump



Spin Jump

Hang from Ledges

- Power Grip

Face a ledge and jump toward it to grab and hang from the ledge. Some are harder to reach than others, but keep jumping!



Power Grip



Defeat Enemies with Spin Jump Attacks

- Screw Attack



After getting the Screw Attack, strike enemies while jumping to damage them.



Screw Attack

Navigate Narrow Passageways

- Morph Ball

After obtaining the Morph Ball capability, Samus will be able to travel through narrow passageways. Double-tap DOWN on the + Control Pad to change into Morph Ball form. To get through areas like those on the right, jump up and hang from the ledge, then press  or  and the A Button to change into Morph Ball form and roll through the passageway.



Samus must obtain special items to use the Morph Ball, Power Grip, and Screw Attack functions. (See page 26.)

GETTING STARTED

1. Insert your Metroid: Zero Mission Game Pak into your Game Boy Advance system and turn the power ON. When the title screen appears, press START.



2. Once the Samus Data screen appears, choose one of the three data files and press the A Button. Next, choose "Start Game" and press the A Button.



3. Finally, choose the difficulty level you want to play and press the A Button.



Continuing a Saved Game

To continue a game you've already begun, choose the save file you want to play on the Samus Data screen and press the A Button. The game will continue from the last Save Room in which you saved or from Samus's ship.



Game Options

On the Samus Data screen, use the + Control Pad to choose Options and press the A Button to change options for the sound and other game settings. Press the B Button to return to the Samus Data screen.

• Sound

You can play with stereo sound when playing with headphones. Choose the sound option, press the A Button, and use the + Control Pad to change the sound setting.



• Metroid Fusion Link

See page 35 for details on linking with Metroid Fusion.

SAVING THE GAME

Saving Game Data

When you save the game, you can turn it off and resume playing from where you last you saved—either in a Save Room or at Samus's spaceship. These are the only places the game can be saved, and it will only be saved if you choose to do so.

Enter a Save Room and stand on the Save Unit to access the option to save game data.

Use the + Control Pad to choose "Yes" and press the A Button to confirm. When "Save Complete" appears, your game has been successfully saved.



Save Unit



NOTE!

If you turn the power OFF while playing without saving the game, you will have to restart from the last place you saved. If you've never saved, you'll have to restart from the beginning.

COPYING & ERASING FILES

You can copy and erase data files on the Samus Data screen.

Copying Data Files

To copy a data file, choose the "Copy" option and press the A Button. Then just choose where you want the extra copy of the file to go, and press the A Button again to copy it there.



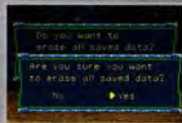
Erasing Data Files

To erase a data file, choose "Erase" on the Samus Data screen and press the A Button. Choose the file you want to erase and press the A Button. When prompted, choose "Yes" and press the A Button to confirm that you want to erase the data file. The file will then be erased.



Erasing All Saved Data

If you hold down the L and R Buttons when you turn the power ON, a screen will appear giving you the option to erase all saved data. To erase all data files and all game progress, choose "Yes" and press the A Button, then choose "Yes" and press the A Button again to confirm. Only then will all data and progress be erased.



THE GAME SCREEN

Missiles

This shows how many Missiles Samus is carrying. If this number is zero, Samus cannot fire Missiles.

Energy

This indicates how much energy Samus has remaining. If this number reaches zero, the game will end.

Energy Tanks

These dots show how many Energy Tanks Samus has. Each one contains 100 energy units.

Hatch

Security doors have been installed throughout the fortress to keep intruders out. They can be opened by firing at them with beam weapons, but some can only be opened by Missiles. (See page 29.)

Super Missiles



Samus Aran

Power Bombs

This displays how many Power Bombs Samus has in reserve. If this number is zero, Samus cannot use Power Bombs.

Map

This partial map shows the area immediately surrounding Samus's location. (See page 18 for Map screen information.)

Energy Capsule

Sometimes, defeated enemies will leave energy capsules behind. Gather these to replenish Samus's energy.

THE MAP SCREEN

Press START to pause the game and view the Map screen. Press START again to exit the Map screen and return to the game. Press the A Button on the Map Screen to view the World Map.

On the Map screen, areas Samus has explored will appear in blue. Areas in green are hidden rooms that are not recorded on standard area maps. There is a good possibility that these areas contain valuable secrets. Use whatever techniques you have at your disposal to seek these areas out.



Map Icons

S Save Rooms

You can save your game progress in these rooms. (See page 14.)

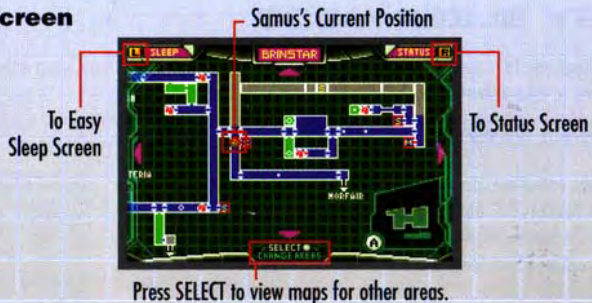
C Chozo Statues

Chozo Statues often hold items.

Change to Morph Ball form on a statue's palm to have all energy, Missiles, and Power Bombs filled to the maximum.



The Map Screen



Press SELECT to view maps for other areas.

E Elevators

Stand on elevator platforms and press Δ / ∇ to operate elevators.

M Map Rooms

In Map Rooms, Samus can access map data for entire sections of the Space Pirate fortress. (Map data for hidden green areas cannot be accessed.)

O Item Locations

F Former Locations of Items



Elevator Platform



EASY SLEEP MODE

Easy Sleep allows you to conserve battery life without turning the power off. Easy Sleep is useful for when you want to take a short break but aren't near a Save Room.

Activating Easy Sleep Mode

Access the Map screen and press the L Button to display the Easy Sleep screen. Choose "Yes" and press the A Button to activate Easy Sleep mode. The screen will then go dark, indicating the Game Boy Advance has entered Easy Sleep mode.



Exiting Easy Sleep Mode

Press and hold SELECT and the L and R Buttons to deactivate Easy Sleep mode.

If the power is turned OFF after Easy Sleep mode has been activated, the next time you play you will have to continue from the last Save Room you accessed. Be careful! If the Game Boy Advance is left in Easy Sleep mode for too long, the batteries may run out.

THE STATUS SCREEN

On the Map screen, press the R Button to view the Status screen and check Samus's status. View the abilities Samus can use on this screen.



THE PLANET ZEBES

The following is a brief introduction to the many layers of the fortress on Planet Zebes.

This is the core of Zebes. It is in this deepest level that the mechanical life-form Mother Brain can be found.

TOURIAN

This is the lair of the largest boss in the fortress—Kraid.

KRAID

Brinstar is covered in rock formations and is home to an array of dangerous indigenous creatures.

BRINSTAR

STARSHIP

This is the location of Samus's spaceship. You can save your progress and replenish energy and Missiles here.



This is the surface of Planet Zebes.

This is a region of intense heat generated by subterranean magma.

NORFAIR

This is the area where Ridley, leader of the Space Pirates, can be found.

RIDLEY

POWER-UP ITEMS

There are many different items hidden in the fortress on Planet Zebes that will boost Samus's abilities. Shoot the item balls that the Chozo Statues hold to reveal these power-up items. There may be other items that can be gained in other ways, as well.



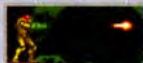
Item Ball

Beams



Short

This is Samus's standard beam weapon.



Long

Obtaining this power-up increases the range of Samus's beam weapon, including the Ice and Wave Beams. This power-up allows Samus to destroy enemies from a safe distance.



Charge

Obtaining this power-up allows Samus to charge beam energy into a single, powerful beam blast. Hold the B Button to charge and release it to fire.



Ice

This weapon allows Samus to freeze enemies temporarily. Samus can stand on frozen enemies.



Wave

This allows Samus to fire beams of energy waves that penetrate solid objects.

Bombs



Bombs

After acquiring this ability, Samus can set Bombs when in Morph Ball form. In addition to damaging enemies, they can destroy some blocks and walls. Samus has an unlimited supply of them. To use them, press the B Button while in Morph Ball form.



Power Bombs

This is the most powerful form of Bomb. Power Bomb explosions are massive, encompassing and damaging everything in view. Samus has a limited supply of these Bombs. To use them, hold the R Button while in Morph Ball form and press the B Button.

Special Abilities



Morph Ball

This ability allows Samus's suit to curl into ball form and navigate narrow passageways. (Press ∇ twice.)



Power Grip

This upgrade gives Samus the strength to grab onto and hang from ledges after jumping toward them.



Speed Booster

With this power-up, Samus is able to dash at supersonic speeds and crash through certain barriers and enemies. Press and hold $+$ in the direction you want to dash.

If there is not enough space to build up speed, Samus cannot dash.



Hi-Jump

This upgrade gives Samus the ability to jump higher and allows her to jump while in Morph Ball mode.



Screw Attack

Obtaining this power-up gives Samus the ability to damage enemies by jumping into them.

Missiles



Normal

This is the most basic form of Missile.



Super

This is a more powerful version of the normal Missile.

There are other power-up items that Samus can activate and use by fulfilling certain conditions.

Press SELECT to switch between normal Missiles and Super Missiles.

Suits



Varia Suit

This enhanced suit reduces the amount of damage taken from enemies. It also negates the effects of intense heat and acid.

TANKS

Hidden within the confines of the fortress on planet Zebes are several tanks that will greatly aid in Samus's mission.

Energy Tanks

These tanks increase and fully recharge Samus's energy reserves.



Missile Tanks

These tanks allow Samus to carry more Normal Missiles.



Super Missile Tanks

These tanks allow Samus to hold a larger number of the more powerful Super Missiles.



Power Bomb Tanks

These tanks increase the number of Power Bombs that Samus is able to carry.



HATCHES

Samus will need to use a variety of weapons to open the different hatches in the fortress on Planet Zebes.

Blue Hatches

These hatches can be opened with any of Samus's weapons.



Red Hatches

Only Missiles will open these hatches.



Green Hatches

Firing Super Missiles at these hatches will clear the way.



Yellow Hatches

Only Power Bombs can open these doorways.



Gray Hatches

Meeting certain requirements is the only way to open these hatches.



SPECIAL BLOCKS

Within the pirate fortress on Planet Zebes are special areas in the floors and walls that can be broken when Samus uses certain special abilities. Samus can reveal the properties of these floor and wall blocks by detonating bombs beside them.

Fake Blocks

Cracked blocks can be destroyed with bombs or beam attacks, but there are also some blocks with no apparent flaws that cover hidden areas or passageways. Use bombs on the floors and walls to look for these fake blocks.



Pit Blocks

These blocks will crumble as soon as you stand on them. Some may take longer to crumble than others.



Bomb Blocks

Only Bombs can destroy these special blocks.



Power Bomb Blocks

Only the blast of a Power Bomb can destroy these blocks.



Missile Blocks

These blocks are immune to all weapons except Samus's Missiles.



Super Missile Blocks

Super Missiles are the only weapons that can destroy these durable blocks.



Boost Blocks

Break through Boost Blocks by acquiring the Speed Booster and then charging through the blocks at supersonic speed. Reaching the necessary speed requires some distance, so you may have to start running from the next room over.



Screw Attack Blocks

Use the Screw Attack to break these blocks apart.



ENEMIES

Within the confines of the fortress on Planet Zebes are many enemies that will attempt to prevent Samus from completing her mission.

Zoomers

These fierce little creatures excrete a sticky liquid from their feet, allowing them to move up, down, and across floors, walls, and ceilings. There are two kinds of Zoomers: red ones and yellow ones. Red ones are much more powerful.



Rippers

For the most part, these organisms just fly slowly through the air in straight lines. They are impervious most attacks.



Skrees

These creatures hang from the ceiling and drop down to attack when Samus passes underneath. They then self-destruct, inflicting damage with shrapnel from their exoskeletons.



Kraid

The largest enemy in all of the mazes beneath the surface of Planet Zebes, Kraid fires spikes from his belly and claws from his fingertips for extremely powerful attacks.



Metroids

Metroids are the floating organisms discovered on planet SR388. These fearsome predators latch onto other organisms and leech the life energy out of their prey.



THE GALLERY

You will be able to see different images at the end of the game depending on how much of the game you have completed when you finally reach the end. Once you have seen these images at the end of the game, you can go back and look at them again in the gallery whenever you like.

Viewing the Gallery

After you reach the end of the game, the Gallery option will appear on the Options screen. You can then access it via the Samus Data screen. Use the + Control Pad to choose Gallery, then press the A Button. If there is more than one image available for viewing, you can press ◀▶ to scroll through the images. To return to the Options screen, just press the B Button.



METROID® FUSION SPECIAL FEATURE

If you link Metroid: Zero Mission to Metroid Fusion, an added bonus will appear on your Metroid: Zero Mission Game Pak. After loading data from Metroid Fusion, an option to view the Metroid Fusion gallery will appear on the Options screen. View these images just as you would the Metroid: Zero Mission images.



Loading Data from Metroid Fusion

Follow the instructions for linking your systems on page 39. On player one's Game Boy Advance, choose "METROID FUSION LINK" on the Options screen and press the A Button to begin loading Metroid Fusion data.



Note:
If the link fails, an error screen will appear. In this case, check all cable connections and try again from the beginning.



NES METROID

Once you reach the end of Metroid: Zero Mission, you will be able to play the original NES version of Metroid. Choose "Options" on the Samus Data screen to find the newly added "Original Metroid" option.

Getting Started

On the Options screen, choose "Original Metroid" and press the A Button. On the NES Metroid title screen, press START.

Next, press SELECT to choose the option to start the game, then press START to start the game from the beginning.

Continuing a Saved Game

Press SELECT to choose the option to continue a saved game and press START. Once the password entry screen appears, the password from the last point you saved at will be entered automatically, so just press START to continue playing.

Entering a New Password

To enter a different password, press the B Button to move the cursor and use \oplus and the A Button to enter letters.



Options Screen



NES Metroid Title Screen



Pause Menu Screen



Password Entry Screen

Saving Data

There are no Save Rooms in the NES version of Metroid. When the game ends, a password will appear on screen. To save that password, simply choose "Yes." Otherwise, choose "No." You will be asked if you want to continue the game, so choose "Yes" to continue or "No" to quit. When you quit, the game will return to the NES Metroid title screen.



Password Display Screen

Pausing and Quitting

To pause your game, press START. You can also bring up the Pause menu by pressing the L and R Buttons simultaneously.



Pause Screen Options

Continue: Continue playing.

Quit: Quit NES Metroid and return to the Metroid: Zero Mission title screen. Your progress will not be saved if you choose "Quit" on the NES Metroid pause screen.

Reset: Reset the game and return to the NES Metroid title screen.

Sleep: Activate Easy Sleep mode (see pg. 20).

NES METROID CONTROLS



A Button

Jump

Jump height depends on how long you hold down the button.

B Button

Shoot

Fire beams and Missiles.

Set Bombs

Press to set bombs in Morph Ball form.

SELECT

Switch between beam and Missile weapons.

START

Start or pause the game.

+ Control Pad

◀▶ Move left or right.

△ Aim arm cannon up.

△ Deactivate Morph Ball form.

▽ Activate Morph Ball form.

R + L + SELECT

Deactivate Easy Sleep mode.

You must acquire special items in order to use Bombs, Missiles, and the Morph Ball.

LINKING YOUR SYSTEMS

Here is an explanation of how to connect the Game Boy Advance system and the Game Boy Player.

• Things You'll Need

- Game Boy Advance systems, Game Boy Advance SP systems, or Nintendo GameCube systems (requires a Controller and the Game Boy Player) . . . 2
- Metroid: Zero Mission Game Paks 1
- Metroid: Fusion Game Paks 1
- Game Boy Advance Game Link cables 1

• Connection

1. Make sure that both systems are turned OFF. Insert a Metroid: Zero Mission Game Pak into the host system and a Metroid: Fusion Game Pak into the second system.
2. Insert the small plug into the host system and the larger plug into the second system.
3. Turn the host system ON. On the second system, hold START and SELECT when turning the power ON.
4. See pg. 35 for further instructions.

NOTE: You cannot link two Metroid: Zero Mission or two Metroid: Fusion Game Paks together.

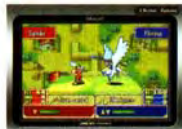
• Cautions for Transmission

You may experience malfunctions or be unable to transmit in any of the following situations:

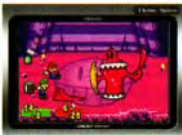
- When you are using a cable other than the Game Boy Advance Game Link cable.
- When the Game Boy Advance Game Link cable is not connected properly.
- When the Game Boy Advance Game Link cable is unplugged during a transmission.
- When another Game Boy Advance Game Link cable is connected to the main Game Link cable.
- When three or more systems are connected.

**GAME BOY
PLAYER**

GAME BOY PLAYER



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Mario & Luigi: Superstar Soccer ©2003 Nintendo.
Developed by ALPNA DREAM



Super Mario Advance 4: Super Mario Bros. 3.
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The Legend of Zelda A Link to the Past Four Swords: ©2003 Nintendo

Game Boy Hits the Big Screen!

Now you can play Metroid®: Zero Mission and all your favorite Game Boy games on your television. The Game Boy Player easily snaps onto the bottom of your Nintendo GameCube and lets you play the entire Game Boy library of over 1,000 games. The Game Boy Player is even compatible with the Nintendo e-Reader and the Game Boy Advance Game Link cable, allowing you to scan your favorite e-Reader cards or link to other Game Boy Advance systems for multiplayer fun with your friends!

You can easily switch between the Game Boy Player and Nintendo GameCube, which boasts its own library of megahits, including Super Mario Sunshine™, The Legend of Zelda®: The Wind Waker™, Mario Kart®: Double Dash!!™ and hundreds more. Gaming has never been better, and it's Nintendo GameCube and the Game Boy Player that make it all possible!
(All Products Sold Separately.)



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 or call 1-800-255-3700
 (U.S. and Canada)

WARRANTY AND SERVICE INFORMATION

You may need only simple instructions to correct a problem with your product. Try our web site 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 on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

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

GAME PAK & ACCESSORY WARRANTY

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

SERVICE AFTER EXPIRATION OF WARRANTY

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

WARRANTY LIMITATIONS

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

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

This warranty gives you specific legal rights. 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.