

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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- Pour une version française de ce manuel, veuillez aller sur le site www.nintendo.com/consumer/manuals/index.jsp ou appeler le 1-800-255-3700.
- Para obtener la versión de este manual en español, visite nuestro web site a www.nintendo.com/consumer/manuals/index.jsp o llame a 1-800-255-3700.

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1 Important Safety Information: Read The Following Warnings Before You Or Your Child Play Video Games

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

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

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms 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 during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Game Boy Advance SP contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and seek medical attention.

To avoid battery leakage:

- Do not expose battery to excessive physical shock or vibration.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of batteries in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.

Do not remove the rechargeable battery pack from the Game Boy Advance SP unless it needs to be replaced.

Do not use any battery other than the Game Boy Advance SP rechargeable battery pack. A replacement battery may be ordered through Nintendo's web site at www.nintendo.com or call customer service at 1-800-255-3700.

When recharging the battery pack, only use the Game Boy Advance SP AC Adapter included with this system.

When disposing of the battery pack, follow appropriate local guidelines and regulations. For information on battery disposal contact your local solid waste authority.

2 Introduction to the Game Boy Advance SP Video Game System

Thank you for purchasing the Nintendo® Game Boy® Advance SP video game system. The Game Boy Advance SP is a folding pocket size color video game system that features:

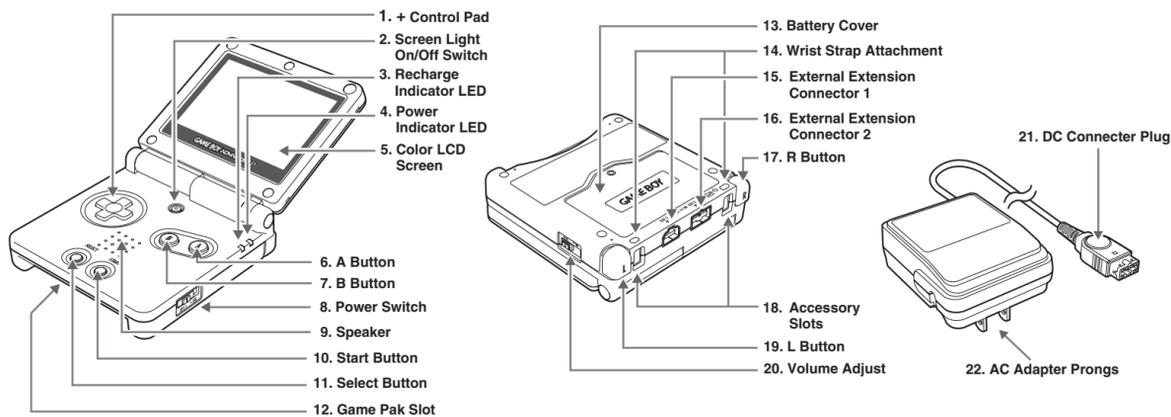
- 2.9" Thin-Film Transistor (TFT) color liquid crystal reflective display.
- Up to 32,000 simultaneous colors.
- 32-Bit ARM with embedded memory.
- Self-contained LCD screen light.
- Built-in rechargeable lithium ion battery pack. Provides about 18 hours of continuous game play (with the screen light off).

- Compact folding design.
- Compatibility with Game Boy, Game Boy Color and Game Boy Advance Game Paks.

NOTE: This is a latex-free product.

Please read both the following instructions and the separate Precautions Booklet before setup or use of the Game Boy Advance SP. If, after reading all the instructions, you still have questions, please visit our customer service area at www.nintendo.com or call 1-800-255-3700.

3 List of Components



1. **+ Control Pad** - Game play control.
2. **Screen Light On/Off Switch** - Turns the screen light ON or OFF.
3. **Recharge Indicator LED (POWER)** - Lights orange during the recharge process when using the Game Boy Advance SP AC Adapter. When the recharge process is complete, this LED turns OFF.
4. **Power Indicator LED (POWER)** - Indicates battery life. Green color will change to red when battery charge becomes low. When LED becomes red, save your game and recharge the battery to prevent game data loss.
5. **Color LCD Screen** - 2.9" Highly reflective Thin Film Transistor (TFT) LCD screen. **To protect the LCD from damage, always fold up the Game Boy Advance SP when not in use.**
6. **A Button** - Game play control.
7. **B Button** - Game play control.
8. **Power Switch (OFF - ON)** - Slide switch towards the screen to turn power ON. (Note: Always insert a Game Pak before turning power on.)
9. **Speaker** - For output of mono sound.
10. **Start** - Game Play control.
11. **Select** - Game play control.
12. **Game Pak Slot** - For loading a Game Pak.
13. **Battery Cover** - Remove cover to replace rechargeable battery pack.
14. **Wrist Strap Attachment** - For attachment of a wrist strap.
15. **External Extension Connector 1 (EXT. 1)** - Allows connection to other Game Boy systems or Game Boy or Game Boy Advance accessories. May require a cable. See Sections 8 and 9 for more information.
16. **External Extension Connector 2 (EXT. 2)** - Allows connection of Game Boy Advance SP AC Adapter (included) or Headphone Adapter (sold separately, visit our on-line store at www.nintendo.com or call 1-800-255 3700). See Sections 4 and 10 for more information.
17. **R Button** - Game play control.
18. **Accessory Slots** - Allows for attachment of Game Boy Advance accessories.
19. **L Button** - Game play control.
20. **Volume Adjust (VOLUME)** - Adjusts volume. Slide towards screen to increase volume.
21. **DC Connector Plug** - Connects to External Extension Connector 2 for recharging the battery pack or when using household current.
22. **AC Connector Prongs** - Retractable prongs for use in a standard 120-volt household electrical outlet.

4 Charging the Game Boy Advance SP Battery Pack

Do not use the Game Boy Advance SP AC Adapter during a lightning storm. There may be a risk of electric shock from lightning.

Before you use your Game Boy Advance SP for the first time, or after you have not used it for a long time, you must charge the rechargeable battery pack. **(For optimal battery pack life, do not let the battery pack remain completely discharged for long periods of time.)**

The rechargeable battery pack can be recharged approximately 500 times, but performance may decrease after repeated recharges, depending on usage conditions such as temperature. Battery life may also decrease over time. After 500 recharges, battery life may become only 70% of the battery life when new.

It takes approximately three hours to recharge the battery. (The actual recharge time varies depending on how much battery life you have left.) When the Power Indicator LED becomes red, save your game and recharge the battery to prevent game data loss. You can play games while recharging the battery, but the recharge time is longer when you do so.

IMPORTANT: The Game Boy Advance SP AC Adapter is only for use with the Game Boy Advance SP portable video game system. It is not compatible with the original Game Boy, Game Boy pocket, Game Boy Color or original Game Boy Advance.

When you are finished playing, always turn your system OFF, and unplug the AC Adapter (if you are using it) from both the wall socket and Game Boy Advance SP. Do not wrap the AC Adapter cord around the Game Boy Advance SP.

1. Insert the AC Adapter's DC Connector Plug into **External Extension Connector 2** on the Game Boy Advance SP (Illustration 1).

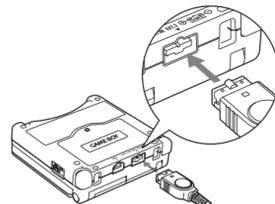


Illustration 1

IMPORTANT: Be sure the DC Connector Plug is facing in the correct direction before inserting into EXT 2 to avoid damaging the DC Connector Plug and/or the External Extension Connector.

2. Swing the prongs out of the AC Adapter (Illustration 2) and insert into a standard 120-volt AC wall outlet. **Be sure that the prongs are fully inserted into the outlet.**



Illustration 2

The Recharge Indicator LED will light up (Illustration 3). You can play games while charging, however it will take longer to recharge the battery. **The LED will turn OFF when the battery is fully charged.**

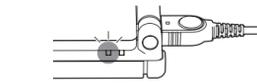


Illustration 3

3. When fully charged, remove the AC Adapter from the wall outlet and fold the prongs back into the housing. Remove the DC Connector Plug from External Extension Connector 2. **When disconnecting any plugs from the Game Boy Advance SP or wall outlet, carefully pull by the plug itself rather than by the cord.**

5 Using the Game Boy Advance SP Video Game System

1. Insert a Game Pak into the Game Pak Slot on the underside of the Game Boy Advance SP (Illustration 4).

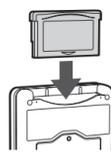


Illustration 4

CAUTION: Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Game Boy Advance SP.

2. Turn on the power by pushing the Power Switch towards the screen (Illustration 5).

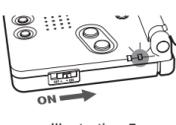


Illustration 5

NOTE: The LCD screen light will come on when you first turn the power on. To turn the light off, press the Screen Light Switch.

3. The screen will display the Game Boy logo, and then change to the display for the game that you are playing. Be sure to read the Game Pak instruction booklet for the game you are playing.

- For best color under bright light conditions, turn the screen light OFF (longer battery life).
- For best color under low light conditions, turn the screen light ON (shorter battery life).

4. To remove the Game Pak after playing, first turn the power OFF by sliding the Power Switch towards the front, then slide the Game Pak out of the Game Pak Slot (Illustrations 6 and 7).

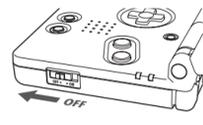


Illustration 6

5. When finished playing, fold the Game Boy Advance SP closed to protect the display screen. Note: The power does not automatically turn off when the system is folded closed.



Illustration 7

6 About Game Boy Game Paks

There are four types of Game Paks that will work with the Game Boy Advance SP:

Type 1. Original Game Boy Game Paks which work with both the Game Boy Advance and Game Boy Color (using 4 - 10 colors, see Section 7) and with the original Game Boy and Game Boy pocket systems (using 4 shades of gray).

Type 2. Dual mode Game Boy Game Paks which will work with both the Game Boy Advance and Game Boy Color (using up to 56 colors out of a palette of 32,000) and with the original Game Boy and Game Boy pocket systems (using 4 shades of gray).

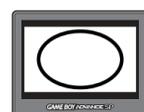
Type 3. Full color games (using up to 56 colors out of a palette of 32,000) that will work only on Game Boy Advance and Game Boy Advance SP.

Type 4. Special full color (32,000 colors maximum) wide screen games that will work only on the Game Boy Advance and the Game Boy Advance SP.

Game screen size for Type 1, 2 and 3 games.



Game screen size for Type 4 games only.



NOTE: You can switch the screen size for Type 1, 2 and 3 games from normal to wide screen mode by pressing the L and R buttons. (This may make some of the images distorted or hard to see.)

A few older Game Boy games may not function properly on the Game Boy Advance SP, causing display or sound problems.

7 Changing the Screen Color on Original Game Boy Game Paks

There are 12 different color palettes that can be selected when using the original Game Boy Game Paks (Type 1, Section 6 above).

- To change the color palette, first insert a Game Pak and turn on the power as described in Section 5 above.
- When the Game Boy logo appears, press the + Control Pad and button combination shown at right for the desired color palette.

NOTE: This will only work with the original Game Boy (monochrome) Games.

PRESS	COLOR	PRESS	COLOR
UP	BROWN	LEFT	BLUE
UP + A	RED	LEFT + A	DARK BLUE
UP + B	DARK BROWN	LEFT + B	GRAY
DOWN	PASTEL MIX	RIGHT	GREEN
DOWN + A	ORANGE	RIGHT + A	DARK GREEN
DOWN + B	YELLOW	RIGHT + B	REVERSE

8 Two-Player Game Play Using Original Game Boy and Game Boy Color Game Paks

(You must use a Game Boy Universal Game Link® Cable Set and Game Boy or Game Boy Color Game Pak)

Game Boy and Game Boy Color games (types 1, 2 and 3, see Section 6) that feature a two-player mode can be played using the Game Boy Universal Game Link Cable Set. (Sold separately. See your local Nintendo retailer, visit our on-line store at www.nintendo.com or call 1-800-255-3700.) This cable set includes a cable to connect your Game Boy Advance SP to any other Game Boy Advance, Game Boy Color, Game Boy pocket or Game Boy Printer (no longer available), plus an adapter to allow connection to the original Game Boy. (See illustrations 8 and 9.)

- Make sure that the power is OFF on all systems.
- Plug the Game Link cable into the **External Extension Connector 1 (EXT)** on the top of the Game Boy Advance SP. **Be sure the plug is fully inserted.** Plug the other end of the cable into the connector on another Game Boy system or printer and turn the power switches to ON.
- See the Game Pak instruction booklet for additional information.

NOTE: Because of differences between the Game Boy Advance and other Game Boy systems, a few two-player games may not work properly.

This cable setup is only for original Game Boy and Game Boy Color Game Paks. Do not use with Game Boy Advance Game Paks. Use of this cable with Game Boy Advance Game Paks may cause loss of game information during game play or when saving data. Please see Section 9 for Multi-player games using Game Boy Advance Game Paks. Be sure to remove this cable when not playing two-player games.

Illustration 8

Connecting the Game Boy Advance SP to another Game Boy Advance SP, Game Boy Advance, Game Boy Color, Game Boy pocket or Game Boy Printer.

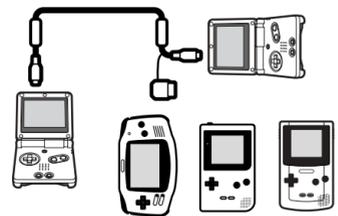
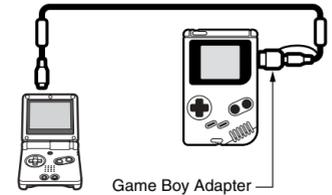


Illustration 9

Connecting the Game Boy Advance SP to the original Game Boy. Note: The Game Boy Adapter has been plugged into one end of the Game Link cable.



9 Multiplayer Game Play Using Game Boy Advance Game Paks

(You must use a Game Boy Advance Game Link cable and Game Boy Advance Game Paks)

Multiplayer game play on the Game Boy Advance SP is possible using the Game Boy Advance Game Link cable. (Sold separately. See your local Nintendo retailer, visit our on-line store at www.nintendo.com or call 1-800-255-3700.)

Game Boy Advance Game Link cable



You must be using Game Boy Advance Game Paks that feature multiplayer game play. Look for this icon on Game Paks that include this feature.

Multiplayer game play can be done one of two ways, depending on how the game was designed.

- Method 1.** Player 1 has a Game Boy Advance Game Pak in their Game Boy Advance and players 2, 3 and/or 4 can download the game information into their Game Boy Advance systems for multiplayer games.
- Method 2.** All players have the same Game Boy Advance Game Pak in each Game Boy Advance system.

IMPORTANT: Be sure to check the Game Pak packaging and read the Game Pak instruction booklet for the game you are playing to see if you need more than one copy of the Game Pak to play multiplayer games and to see how many players can play simultaneously.

Multiple Game Boy Advance Game Link cables can be connected together to allow a maximum of four players to play simultaneously using either the original Game Boy Advance or the Game Boy Advance SP (Illustration 10).

IMPORTANT: Multiplayer features and set-up methods will vary from Game to Game. Please read the Game Pak instruction booklet for the game you are playing for features and correct set-up information.

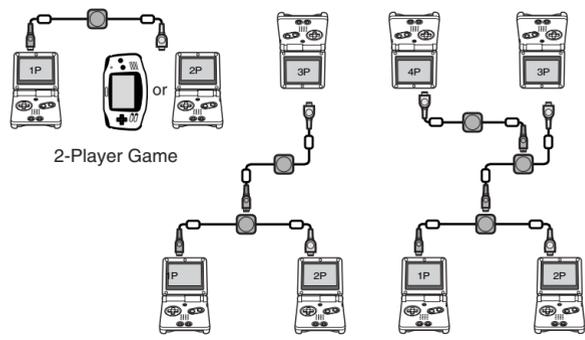


Illustration 10

10 Game Boy Advance SP Headphone Adapter

To use headphones with the Game Boy Advance SP, you must have a Headphone Adapter (sold separately, visit our on-line store at www.nintendo.com or call 1800-255-3700).

- Be sure the Volume Slider is adjusted to a low volume level. Insert the Headphone Adapter into the **EXT 2**, on the top of the Game Boy Advance SP (Illustration 11).
- Insert the headphone jack from the headphones into the connector on the end of the Headphone Adapter.

RADIO FREQUENCY INTERFERENCE: To meet FCC regulatory requirements, when using headphones please use Nintendo Stereo Headphones (sold separately, visit our on-line store at www.nintendo.com or call 1-800-255-3700). **These headphones are designed to minimize radio frequency interference that may be generated when using the Game Boy Advance with the e-Reader accessory.**

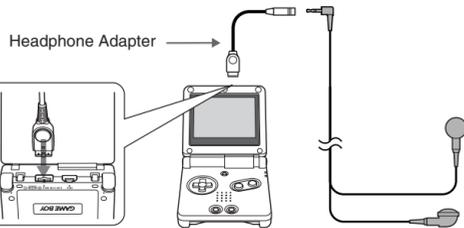


Illustration 11

11 Troubleshooting

(Before seeking assistance)

Problem	Solution
The screen stays blank even though the power is ON.	<ul style="list-style-type: none"> Make sure the battery pack is charged. The Power Indicator LED should be green. Turn the power OFF. Wait a few moments, then turn the power ON. Turn the power OFF. Remove Game Pak and reinsert it, then turn the power ON. If using a Game Link cable, check connections with the power OFF, then try again. If using a Game Link cable, check that all Game Paks are the same. (Review Sections 8 and 9.) If using the AC Adapter, make sure it is securely connected to both the Game Boy Advance SP and the wall outlet.
The screen appears faint.	<ul style="list-style-type: none"> Make sure the battery pack is charged. The Power Indicator LED should be green.
Horizontal lines appear when the power is ON.	<ul style="list-style-type: none"> Make sure the battery pack is charged. The Power Indicator LED should be green. Turn OFF the power, remove the Game Pak and reinsert it, making sure it is fully inserted into the Game Pak Slot. Turn the power ON.

Problem	Solution
Battery pack won't charge or Recharge Indicator LED doesn't come on.	<ul style="list-style-type: none"> Make sure the AC Adapter is securely connected to the Game Boy Advance SP and the wall outlet. Make sure the outlet is working properly.
No sound is heard from the speaker during game play.	<ul style="list-style-type: none"> Try adjusting the volume. Make sure that the Headphone Adapter is not inserted into the External Extension Connector 2. Some games may have no sound during parts of the game.
Multiplayer game modes don't work.	<ul style="list-style-type: none"> Turn the power OFF. Check all of the Game Link cable connections, then turn the power ON. Turn the power OFF. Remove all Game Paks and reinsert, then turn the power ON. Make sure Game Paks include the multiplayer feature and that Game Paks are the same game. Make sure you are using the correct Game Link cable. (Review Sections 8 and 9.)

If your Game Boy Advance SP still does not operate correctly after trying the above remedies, please visit the customer service area of our web site at www.nintendo.com or call 1-800-255-3700.

12 ESRB Video Game and PC Software Rating Information

For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772 or visit their web site at www.esrb.org.

ESRB RATING SYMBOLS & CONTENT DESCRIPTORS FOR VIDEO GAMES & PC SOFTWARE

<p>EARLY CHILDHOOD Content suitable for persons ages 3 and older.</p> <p>Animated Blood - Cartoon or pixelated depictions of blood. Blood - Depictions of blood. Blood and Gore - Depictions of blood or the mutilation of body parts. Comic Mischief - Scenes depicting slapstick or gross vulgar humor. Edutainment - Content of product provides user with specific skills development or reinforcement learning within an entertainment setting. Skill development is an integral part of product.</p>	<p>EVERYONE Content suitable for persons ages 6 and older.</p> <p>Gambling/Gaming - Betting-like behavior. Informational - Overall content of product contains data, facts, resource information, reference materials or instruction text. Mature Sexual Themes - Provocative material, possibly including partial nudity. Mild Language - Mild references to profanity, sexuality, violence, alcohol or drug use. Mild Lyrics - Mild references to profanity, sexuality, violence, alcohol or drug use in music.</p>	<p>TEEN Content suitable for persons ages 13 and older.</p> <p>Mild Violence - Mild scenes depicting characters in unsafe and/or violent situations. Nudity - Graphic or prolonged depictions of nudity. Partial Nudity - Brief and mild depictions of nudity. Some Adult Assistance May Be Needed - Applies only to games rated Early Childhood. Strong Language - Profanity and explicit references to sexuality, violence, alcohol or drug use. Strong Lyrics - Profanity and explicit references to sexuality, violence, alcohol or drug use in music.</p>	<p>MATURE Content suitable for persons ages 17 and older.</p> <p>Strong Sexual Content - Graphic depiction of sexual behavior, possibly including nudity. Suggestive Themes - Mild provocative references or materials. Use of Drugs - Use of drugs in a manner that condones or glorifies their use. Use of Tobacco and Alcohol - Use of tobacco and/or alcohol in a manner that condones or glorifies their use. Violence - Scenes involving aggressive conflict.</p>	<p>ADULTS ONLY Content suitable only for adults.</p>	<p>RATING PENDING Product has been submitted to the ESRB and is awaiting final rating.</p>
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13 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 CENTERSM. 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 & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo 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 our Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting assistance 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, and 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.

Rev. N

14 Consumer Assistance, Replacement Parts and Accessories

Note: This Nintendo product is not designed for use with any unauthorized accessories.

NEED HELP WITH
INSTALLATION
OR SERVICE?



NEED TO ORDER
PARTS OR
ACCESSORIES?

CUSTOMER SERVICE: WWW.NINTENDO.COM

or call 1-800-255-3700

MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
(Times subject to change)

TTY Consumer Service: 800-422-4281

NEED HELP PLAYING A GAME?

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

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

If you prefer to use your phone, recorded tips for some of our hottest games are available on our Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

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