

GAME BOY ADVANCE™

AGB-BZ3P-EUR

MEGAMAN™ ZERO 3

CAPCOM®

INSTRUCTION BOOKLET
MODE D'EMPLOI
SPIELANLEITUNG

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Nintendo

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QUESTO SIGILLO È LA TUA GARANZIA CHE NINTENDO HA VALUTATO ED APPROVATO QUESTO PRODOTTO. RICHIEDILO SEMPRE ALL'ACQUISTO DI GIOCHI ED ACCESSORI PER ASSICURARE LA COMPLETA COMPATIBILITÀ CON IL TUO SISTEMA GAME BOY.

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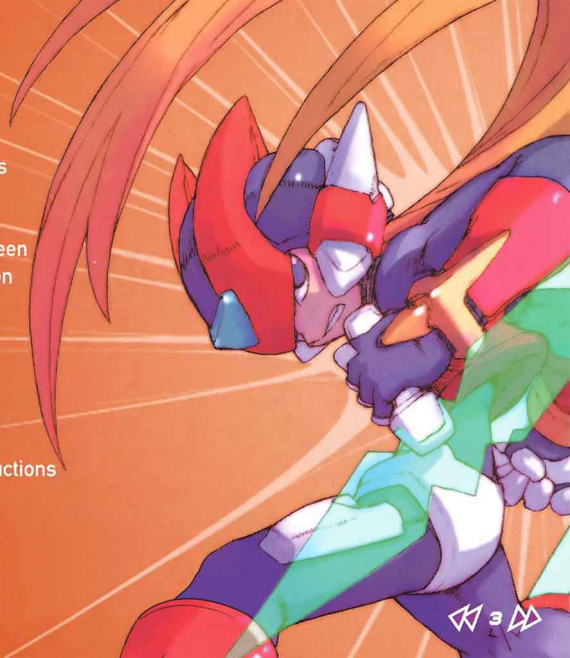
DENNA ETIKETT GARANTERAR ATT NINTENDO STÅR FÖR PRODUKTENS KVALITET. KONTROLLERA ATT ETIKETTEN FINNS PÅ SPEL OCH TILLBEHÖR DU KÖPER FÖR ATT FÖRSÄKRA DIG OM ATT DE ÄR KOMPATIBLA MED GAME BOY.

DETTE SEGL GARANTERER, AT NINTENDO HAR GODKENDT KVALITETEN AF DETTE PRODUKT. SE ALTID EFTER DETTE SEGL, NÅR DU KØBER SPIL OG TILBEHØR, SÅ DU ER SIKKER PÅ FULD KOMPATIBILITET MED DIT GAME BOY.

TÄMÄ TARRA VAKUUTTAA, ETTÄ NINTENDO ON HYVÄKSYNYT TÄMÄN TUOTTEEN LAADUN. TARKISTA AINA TÄMÄ TARRA ENNEN KUIN OSTAT PELEJÄ JA MUITA TARVIKKEITA, JOTTA SAAT VARMASTI GAME BOY YHTEENSOPIVIA TUOTTEITA.

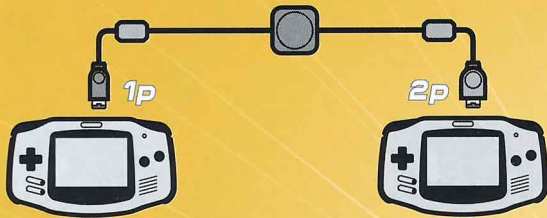
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MEGAMAN™ ZERO 3 MULTIPLAYER SETUP

The following is an explanation of how to connect two Game Boy Advance™ systems with the Game Boy Advance™ Game Link™ Cable.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY ADVANCE™ GAME LINK™ CABLE.

YOU NEED:

2 Game Boy Advance™ systems or Game Boy Advance SP™ Systems

1 Megaman™ Zero 3 Cartridge

1 Megaman™ Battle Network 4 Red Sun or Megaman™ Battle Network 4 Blue Moon

1 Game Boy Advance™ Game Link™ Cable

CONNECTING

1. After confirming that the power is turned off for both units, insert cartridge in each.
 2. Connect the Game Boy Advance™ Game Link™ Cable to each unit.
 3. Turn the Power Switch ON on both Game Boy Advance™ units.
 4. See page 15 for further instructions.
- Note: Player 1 will be the unit with the smaller of the two plugs on the Game Boy Advance™ Game Link™ Cable.

The Game Boy Advance™ Game Link™ Cable may malfunction if:

- It is not for the Game Boy Advance™ system.
- It is not connected correctly or has become disconnected.
- It is connected to the cable.
- More than two Game Boy Advance™ systems are connected.

MEGAMAN™ ZERO 3

The legendary red Reploid “Zero,” back from his century-long slumber, put an end to Copy X, ruler of Neo Arcadia, and helps Ciel and her friends escape from certain doom. Putting the partially-destroyed Resistance Base behind her and joining up with other Resistance forces going up against the regime, Ciel receives a mysterious Cyber Elf from the commander of the new Resistance Base, Elpizo, and devotes herself to finding a new alternate source of energy.

Meanwhile, having lost their great leader, Copy X, Neo Arcadia makes one of their Four Guardians, Harpuia, their leader for the time being, and continued on with their scheme. Contrary to Ciel’s aspirations for a peaceful resolution to the strife with Neo Arcadia, Elpizo, bent on handling things through force, initiates “Operation Righteous Strike,” a full-on attack on all of Neo Arcadia, only to be tragically defeated by Harupia’s retaliating forces. And as a result of this upset, Elpizo, now hungry for power, sets his sight on the Dark Elf, said to have triggered the Elf Wars, and starts down a path of destruction.

Having taken the Dark Elf from its resting place, sealed in the depths of Neo Arcadia, and putting it inside his body, Elpizo was sure he would then possess the ultimate power. But it turns out to be too much for him to control, and he is defeated at the hands of Zero. They were able to avoid a repeat of the tragedy that was the Elf Wars, but behind the relief was a shadowy figure who had been hoping and praying for the revival of the Dark Elf for a very long time.

And so...one day, long after the Dark Elf nightmare has passed, and the Neo Arcadia attacks have subsided, news that a giant spaceship has crashed down on a snowy plain makes its way to the Resistance. Learning that there is an energy reaction at the crash site as strong as the Dark Elf, Ciel, alongside Zero and her friends in the Resistance, sets off to investigate.

The background of the page is a purple gradient with faint white lines. On the left side, there is a large illustration of Zero, a red and blue robot with long orange hair, holding a green and white Reploid. The title "MEGAMAN ZERO 3" is in the top left, and "CHARACTER INTRODUCTIONS" is to its right.

MEGAMAN ZERO 3

CHARACTER INTRODUCTIONS

ZERO

The main character of this game. One of the Maverick Hunters that fought alongside X in the Maverick Wars. He was found by Ciel in his sealed slumber in the underground research facilities, and helps the persecuted Resistance fight against Neo Arcadia.

MEGAMAN ZERO 3

HARPUIA, LEVIATHAN, FEFNIR

Three of the Four Guardians that have been presiding over Neo Arcadia after the death of Copy X. Leviathan and Fefnir have forgotten their duties and spend all of their energies trying to defeat Zero.

WEIL

Expelled from Neo Arcadia 100 years ago, this scientist is well-versed the technology for making Reploids.

DARK ELF

Type of Cyber Elf said to have triggered the Elf Wars. It was sealed inside the body of the original X, but it was set free at the hands of Commander Elpizo.

MEGAMAN ZERO 3 CHARACTER INTRODUCTIONS



CIEL

This young female scientist, who used to research Reploids and Cyber Elves for Neo Arcadia, is currently working to develop a new alternate energy source in order to put an end to the struggle with Neo Arcadia.

CERVEAU

This engineer works on developing new weapons for Zero, and can help out by doing things like decipher encrypted Secret Discs.

THE REPLOID RESISTANCE

Working at the Resistance Base, these Reploids will provide Zero with information and even offer useful items to our hero.

CYBER ELF

X sacrificed his body in order to seal the Dark Elf away, working as a Cyber Elf. However, this body is destroyed by Commander Elpizo, releasing the Dark Elf.

MEGAMAN ZERO 3

MEGAMAN ZERO 3

STARTING THE GAME

NEW GAME

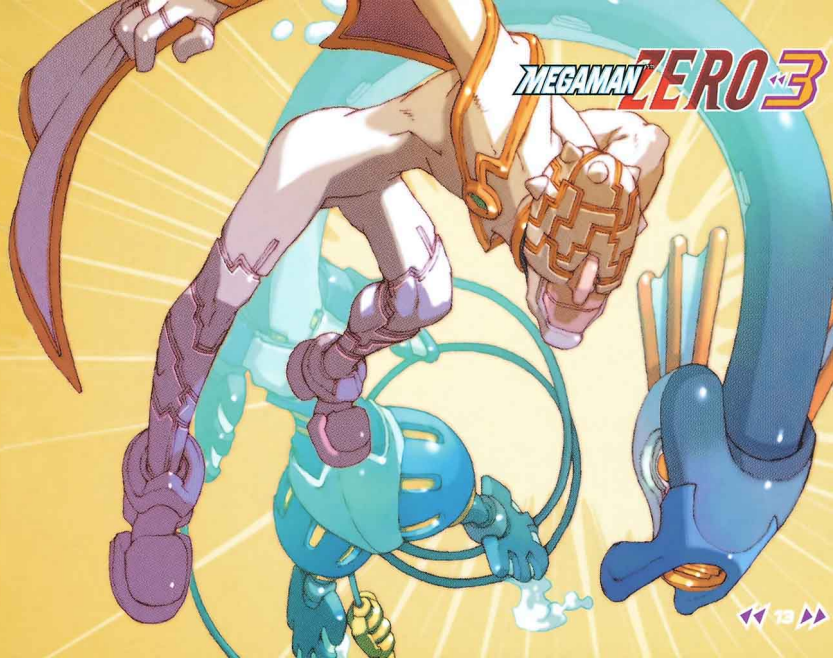
Press the START button on the Title Screen to bring up the main menu. Select "New Game" to begin a new game from the beginning, or "Load Game" to load a save and continue from there.

LOAD GAME

Select a file from among the save data and continue the game from that location.

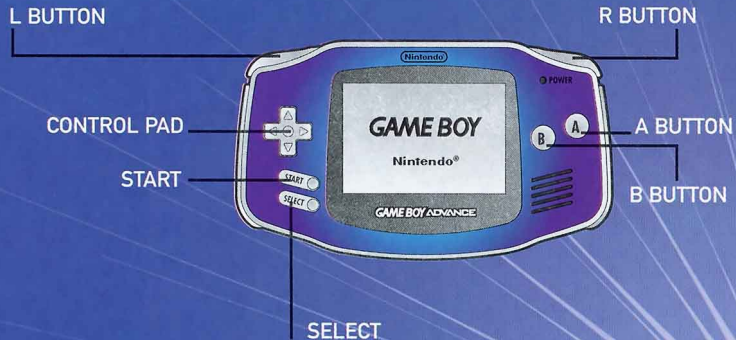
SELECT MISSION

Missions are assigned in the Command Room. Stand on the plate in the middle of the room and talk to the Operator to select your mission. Missions that can be redone freely once cleared will also be available by talking to the Operator here.



MEGAMAN ZERO 3

DEFAULT CONTROLS



Directional Buttons : Move Cursor In Menus

Left/Right : Move Zero

Up/Down : Go Up/Down Ladders

Up : Talk to Friends, Enter Door

A BUTTON : Selection In Menus, Jump

B BUTTON : Cancel in Menus, Attack

R BUTTON : Use Sub-Weapon (Hold R Button and Press B Button)

L BUTTON : Dash

START Button : Call Up Sub-Menu

SELECT Button : Not Used

NOTE : This is the default button configuration, and can be changed through the Options menu.

CONNECTIVITY WITH MEGAMAN™ BATTLE NETWORK 4

Connect a copy of Megaman™ Battle Network 4 Red Sun (sold separately) or Megaman™ Battle Network 4 Blue Moon™ (sold separately) to the Megaman™ Zero 3 cartridge with the Game Boy Advance™ Game Link™ cable, and then inspect the computer in Ciel's room to use the games together.

MEGAMAN ^{THE} ZERO 3

DEFAULT CONTROLS (CONT)

COOL MOVES

Attack

Press the B BUTTON to use the weapon you have equipped. Holding down the button for a short time and then releasing it will let you perform a "Charge Attack."

Jump

Jump with the A BUTTON, and hold it down longer to jump higher. Use the jump button in conjunction with the left and right directional keys to jump left and right.

Dash

Press the L BUTTON to perform a dash. You can also perform a dash by pressing either the left or right directional key twice quickly.

Wall Kick

When you are close to a wall, press the A button and the directional button that faces the wall to perform a wall kick.

Ladders

Use the up and down keys on the directional pad to go up and down ladders. You can also let go of the ladder and jump down by pressing the A BUTTON.

Press the L BUTTON during a jump or wall kick to travel even further.

MEGAMAN ^{THE} ZERO 3

Weapons and moves available to you will increase as you progress through the game. See Page 14 for details on using the different weapons.

Buster Gun

What it lacks in punch, it makes up for by allowing you to attack enemies from a distance. It is an older model of the hand-held weapon used by the Resistance, upgraded with the Z-Saber. Zero starts the game with this weapon, and it can be charged up for a Charge Attack.

Z-Saber

Zero inherited this beam-sword from Cyber Elf X during his slumber in the underground research facilities. Even though it is the most destructive of the four Sub-Weapons, it can only be used in hand-to-hand combat, making the timing of attacks crucial to success.

Recoil Rod

This was created by the engineer Cerveau. You can charge it up to send enemies flying, and even shoot directly below you or jump high in the air.

Shield Boomerang

This is your total defense solution against the enemy's energy bullets. Charge it up to throw it long distances like a boomerang. Talk to Cerveau in the Resistance Base to receive it.

MEGAMAN ZERO 3

VIEWING THE GAME SCREEN

1. Your current level.
2. Your remaining energy.
3. Icon showing the main weapon you currently have equipped.
4. Icon showing the sub-weapon you currently have equipped.
5. The boss character's remaining energy.



MEGAMAN ZERO 3

During play, press START to open the Sub-Menu Screen and select Options from the list. In Options mode you can change the button configuration and the Attack Mode.

BUTTON CONFIGURATION

Switch between configuration A, B, and a totally customizable third option, allowing you to move the buttons for the Main Weapon, Sub-Weapon, Jump and Dash across the A, B, L, and R buttons.

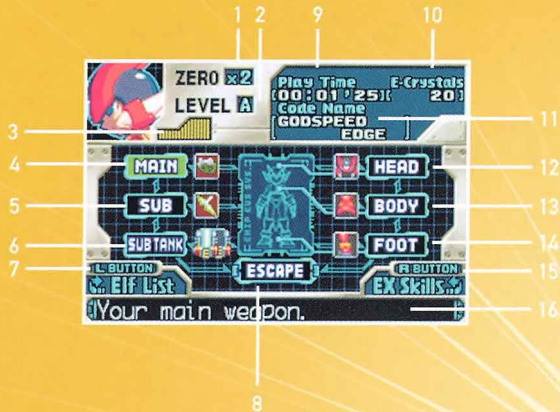
ATTACK MODE

Select the type of attack mode you wish to use for your sub-weapon from among A, B and C.

USING SUB-WEAPONS

- | | |
|--------|--|
| Type A | Press the Main Weapon button while holding the Sub-Weapon button. |
| Type B | Press only the Sub-Weapon button. |
| Type C | Use the Sub-Weapon button to toggle the Main Weapon button between Main and Sub. |

MEGAMAN ZERO 3 VIEWING THE SUB SCREEN



MEGAMAN ZERO 3

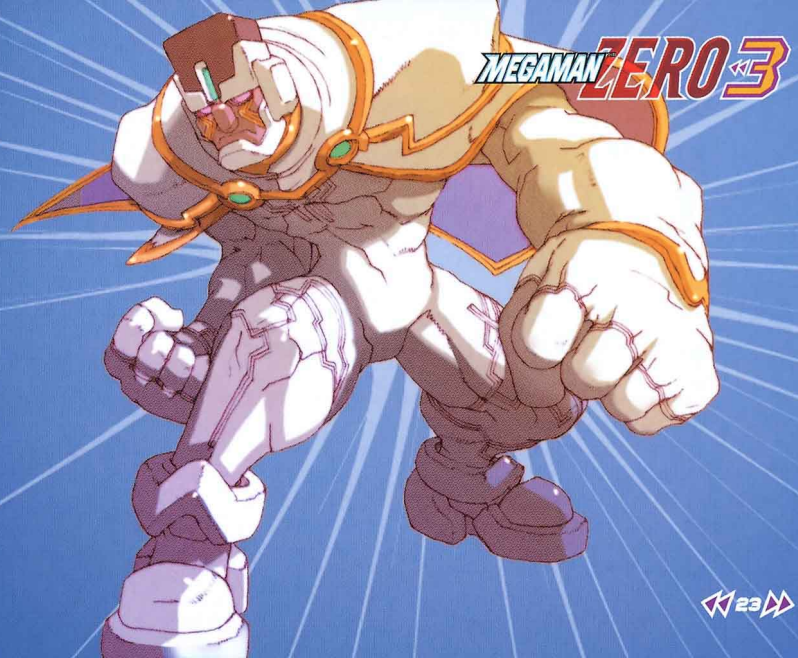
STATUS SCREEN SCREENSHOT + POINTS BELOW

1. Remaining lives.
2. Your Level - S, A, B, C, D, E, or F (first level)
3. Your Energy Level (use Cyber Elves to raise the max value)
4. Change Main Weapon
5. Change Sub-Weapon
6. Use energy from Sub-Tank
7. Use L BUTTON to switch to the Cyber Elf list screen
8. Escape Hatch allows you to escape out of stages you have previously cleared before
9. Your total play time
10. Number of Energy Crystals you currently have
11. Player's Code Name (Default is Warrior during the first mission)
12. Change Head Chip
13. Change Body Chip
14. Change Leg/Foot Chip
15. Use R BUTTON to switch to the EX SKILLS screen (allows you to change EX SKILLS)
16. Message window displays information for highlighted item

MEGAMAN ZERO 3 EX SKILLS

If your level is either S or A when you defeat the Boss, you can take away the Boss's EX Skill. You can then use the EX Skill as an attack of your own. Some EX Skills require you to equip Body Chips that correspond to the elemental attribute of the EX Skill in order to use them.

1. The EX Skill you can get from the Boss if your level is A or higher. You can toggle this on and off. EX Skills you haven't acquired yet are not displayed.
2. The name of the EX Skill you have highlighted with the cursor.
3. Switch to the Status Screen with the L BUTTON.
4. An explanation of the EX Skill you have highlighted with the cursor.
5. Switch to the Options Screen with the R BUTTON.



MEGAMAN ^{XL}ZERO 3 CYBER ELF

Cyber Elves are a type of program designed to support the player, and can be found inside Secret Discs. Analyzing them will tell you what kind of Cyber Elf they are. There are also certain Cyber Elves that must be nurtured so they mature before you can use them.

NURSE ELVES

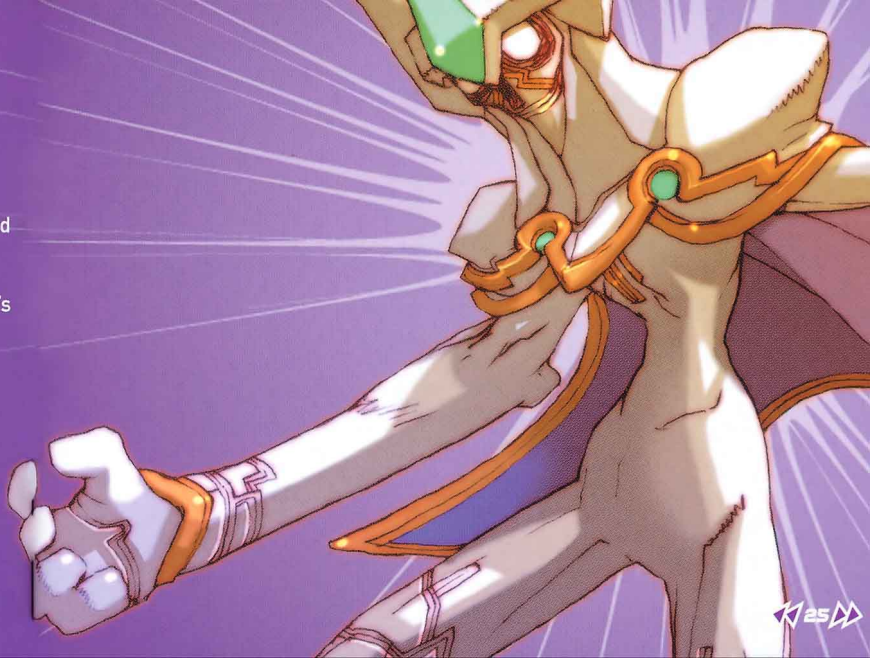
These elves back you up by helping keep you alive. Some will restore Zero's energy, and some will turn into Sub-Tanks for you.

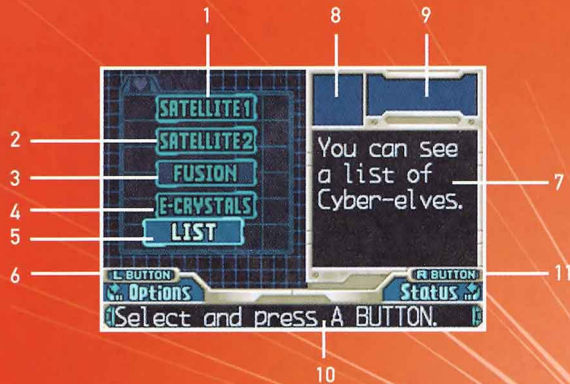
ANIMAL ELVES

These elves help improve your abilities. Some can help boost your agility, and some will provide backup support during battle.

HACKER ELVES

These elves are capable of rewriting Area and Mission data. Some are able to make all the enemies in an area disappear, and some can even boost your Level to A for a single level.





ELF DATA SCREEN

By choosing the Elf Data Screen, detailed data is shown as below.

- 1 Select this to equip and remove Elves in Satellite 1
- 2 Select this to equip and remove Elves in Satellite 2
- 3 Select this to fuse with Elves
- 4 Select this to raise and modify Elves
- 5 Select this to view the Elves you have acquired
- 6 Use the L BUTTON to switch to the Option Screen
- 7 Displays information about each highlighted item
- 8 The face of the selected Elf is displayed here
- 9 The Elf type is displayed here when an Elf or Tab is selected
- 10 Displays information about the item, or a message about the Elf
- 11 Use the R BUTTON to switch to the Status Screen

SATELLITE

This type of Elf follows and circles you, providing backup. What's more, you can use them as many times as you want, and you won't have to worry about having any points taken off at the Result Screen either. You can equip one Elf in each of the two Satellite slots, and can change Elves from the menu screen.

FUSION

Some of these Elves can actually enter your body and become one with you, or transform into Sub-Tanks, etc. These types of Elves will die after one use, and will result in a penalty taken off on the Result Screen. Among the Fusion Elves, some can be modified and turned into Satellite Elves. There is no limit to the number of Fusion Elves you can use, in general.

ENERGY CRYSTALS

Energy Crystals are essential for raising and modifying Elves, and each Elf requires a specific amount of Energy Crystals in order to raise or modify it.

LIST

View a list of all the Elves you've acquired through decoding Secret Discs.

ICON EXPLANATIONS

Cycle through the tabs with the left and right directional buttons. In order from the left they are Nurse, Animal and Hacker.

SATELLITE ELVES

The ones with an "A" in the bottom-right are ones that go to work automatically when you enter cyberspace. You can use them as-is, just like that. Currently in use as a Satellite. The number in the bottom-right tells you which Satellite it is, either 1 or 2.

FUSION ELVES

The ones with an "A" in the bottom-right are ones that go to work automatically when you enter cyberspace. You can use them as is, but they can also be modified for the opposite use, ie from Fusion to Satellite or from Satellite to Fusion. They can be used as-is, or modified and upgraded.

MEGAMAN ZERO 3 CYBER SPACE

At various points in the game you will find doors that lead to a world called Cyber Space. Stand in front of the door and press UP on the directional buttons to enter, and to come back to the real world, find the exit somewhere inside.

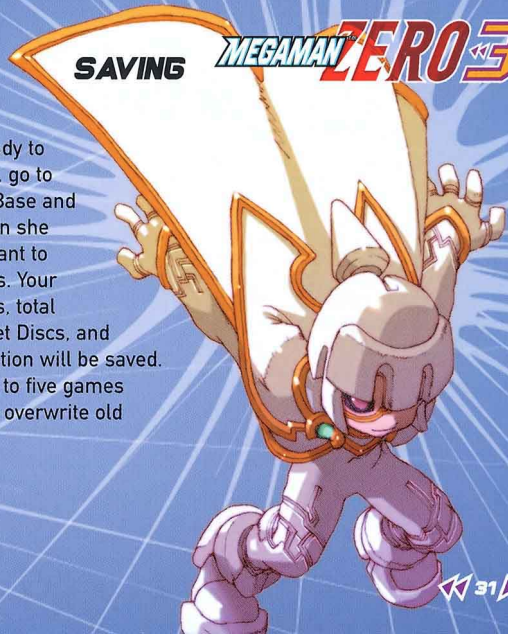
While in Cyber Space, the powers of certain Elves will automatically become effective, making you super-strong.



SAVING

MEGAMAN ZERO 3

When you're ready to save your game, go to the Resistance Base and talk to Ciel. When she asks, "Do you want to save?" select Yes. Your current progress, total number of Secret Discs, and button configuration will be saved. You can save up to five games before having to overwrite old save data.



MEGAMAN **ZERO** 3 ITEMS

LIFE ENERGY

Collect this to restore Zero's energy. Small ones will restore 4 units, big ones 8, and certain ones will restore all of your health.. Collecting Life Energy when your energy is full and you have room left in your Sub-Tank will put the collected energy straight into the Sub-Tank. Find small and large ones after defeating enemies, and large and extra-large ones in certain locations on the map.

ENERGY CRYSTALS (EC)

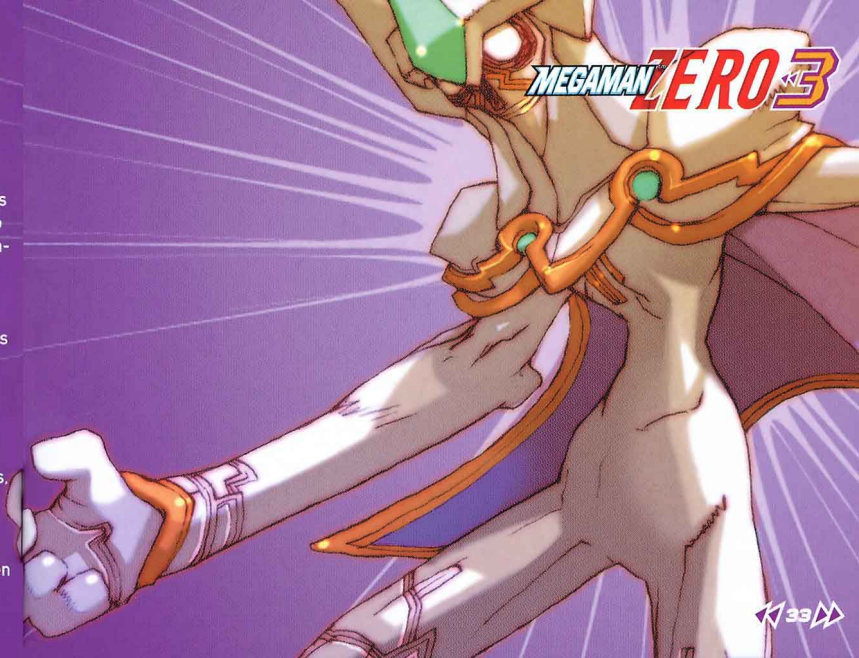
This substance is the energy that keeps Reploids running and is shown abbreviated as "EC." Use these to make your Cyber Elves grow and to modify them as well. Small ones are worth 4 and large worth 16. Both small and large can be obtained by defeating enemies, and you may also find large ones scattered throughout the game.

Z PANEL

Increases Zero's remaining lives by 1 (up to a maximum of 9). Get them from enemies, or find them in different locations in the game.

SUB-TANK

Allows you to store extra energy, and using one will restore Zero's life. They are hidden in different areas in the game (There are also Cyber Elves that act as Sub-Tanks)



MEGAMAN **ZERO** 3

These discs must be deciphered before the contents are known. Discs that can't be deciphered on the Result Screen can be read by talking to Cerveau. Find them by defeating enemies and searching the stages carefully. Secret Discs contain various items and data that will prove useful in your adventures. A list of Secret Discs can be viewed by talking to Cerveau.

1. Disc that hasn't been deciphered yet. Decipher it with the A BUTTON.
2. Disc that has already been deciphered. Chips and Elves that are deciphered are reflected within the game.
3. The number of the Disc currently selected.
4. Explanation of the contents of the Disc currently selected.

DISC CONTENTS

CHIPS

Basically the same as the chips that can be swiped from boss enemies. Chips include Head Chips and Foot Chips. Once deciphered these are added to the Status Screen in the Sub-Menu. (Chips can also be deciphered through the Result Screen as well)

FILES

These files contain data about the "Megaman Zero" world. Decipher them and you will be able to read their contents.

CYBER ELF

These elves provide support to the Player in different ways. (Cyber Elves can also be deciphered through the Result Screen as well)

CHARACTER FILES

View pictures and data on the characters that appear in "Megaman Zero 3."

ENERGY CRYSTALS

Decipher to unlock Energy Crystals.

MEGAMAN ZERO 3

BOSS CHARACTER INTRODUCTIONS

DEASTANTS MANTISK

"Satsujin Kitoushi" (Kill Blade Shaman)

Reploid developed for the sole purpose of execution, he cuts down his prey with his huge two-handed "Grim Reaper Sickel."



CHILLDRE INARABBITA

"Tousou no Shito"

("Frozen Funeral Death Rabbit")

Reploid specially designed for high-speed maneuvers. Able to spring about freely on ice.



BLAZIN FLIZARD

"Mandara Kasairyu"

("Mandala Fire Crush Dragon")

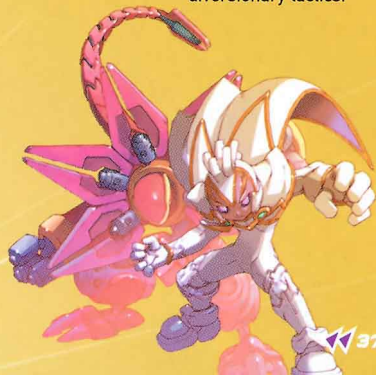
Formerly an administration Reploid at a geothermal plant, he was upgraded by Weil into a fighting machine. His collar is removable and can be used as a boomerang.

MEGAMAN ZERO 3

HELLBAT SILT

"Shinshi Doumei" (God Death Lamenting Eternal-Sleep)

With an armored cape around his body, this Reploid excels in confusion and diversionary tactics.



MEGAMAN ZERO 3 BOSS CHARACTER INTRODUCTIONS (CONT)

GLACHE LE CACTANK

"Choukyuh Hyouhaoh"

(Super Sphere Ice Dominator)

Shoots deadly ice spikes formed inside his giant body wrapped in double-layer anti-cold armor. His deadly arms have chains for joints, enabling him to swing them around.



TRETESTA KERBERION

"Koukoku no Shugo"

(Rabid Dog Protection)

Reploid outfitted with three independent thought circuits. Despite his giant body, he can toy with his opponents with a surprising agility.



CUBIT FOXTER

"Hyakunen no Kodoku"

("Hundred Thoughts Poisonous Fox")

Outfitted with 9 remote control options for attacking, this Reploid is capable of creating flaming mirages.

VOLTELLE BIBLIO

"Nouman Raijin"

("Skilled Eel Lightning God")

This Reploid employs an underwater streamlined body and attacks using his onboard power generator.



MEGAMAN **ZERO 3** RESULTS & CODENAMES

Upon beating a stage boss and finishing a mission, you will be taken to the Result Screen where your exploits during that mission will be rated. The higher your score, the more your level will increase. You will also be rewarded with a codename based on your actions during the mission.

MISSION

Score between 0 and 20 based on your level of completion of the mission.

CLEAR TIME

Score between 0 and 20 based on the standard time given for the stage.

Enemy Count

Score between 0 and 15 based on the standard amount of enemies for the stage.

DAMAGE

Score between 0 and 15 based on the amount of damage Zero took during the mission.

RETRIES

Score between 0 and 15 based on the amount of retries it took to complete the mission.

MEGAMAN **ZERO 3**

ELF (F)

Score between 0 and 15 based on the number of Elves (Fusion-type) used during the mission, with 0 used corresponding to 15 points, and one point subtracted for each Elf used.

TOTAL

Total of the above points.

AVERAGE

Average total of all missions cleared.

LEVEL

Calculated based on the average mission clear points.

CODENAME

Awarded based on the weapons used and actions taken during the mission.

EXIT

Highlight this with the cursor and press the A BUTTON to exit the Results Screen. You can also decipher Secret Discs by highlighting them with the cursor and pressing the A BUTTON.

EX Skills and Chips acquired during the mission are displayed below in the message window.

The PEGI age rating system:

Age Rating categories:

Les catégories
de tranche d'âge:



Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:

Description du contenu:



For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungssystem (PEGI) besuchen Sie bitte:

<http://www.pegi.info>

**Game Boy Advance Game Pak conforms to:
Game Boy Advance Game Pak geprüft nach:
Game Boy Advance Game Pak en accord avec:
Game Boy Advance Game Pak getest volgens:
Game Boy Advance Game Pak cumples:
Game Boy Advance Game Pak è conforme a:
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Game Boy Advance Game Pak oppfyller kravene til:
Game Boy Advance Game Pak täyttää seuraavat vaatimukset:
Game Boy Advance Game Pak passer sammen med:**

– TOY Directive (88/378/EEC) EN50088, EN71 Part 1, 2, 3

– EMC Directive (89/336/EEC)



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GEM EMBALLAGEN. SÄILYTÄ PAKKAUS.
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