

GAME BOY ADVANCE™

AGB-AREP-EUR

MEGAMAN

BATTLE NETWORK



INSTRUCTION BOOKLET

CAPCOM

Ubi Soft

LICENSED BY

Nintendo

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CE SCEAU EST VOTRE ASSURANCE QUE NINTENDO A APPROUVÉ CE PRODUIT ET QU'IL EST CONFORME AUX NORMES D'EXCELLENCE EN MATIÈRE DE FABRICATION, DE FIABILITÉ ET SURTOUT, DE QUALITÉ. RECHERCHÉZ CE SCEAU LORSQUE VOUS ACHÉTEZ DES JEUX ET DES ACCESSOIRES POUR ASSURER UNE TOTALE COMPATIBILITÉ AVEC VOTRE SYSTÈME GAME BOY.

DIESES QUALITÄTSSIEGEL IST DIE GARANTIE DAFÜR, DASS SIE NINTENDO-QUALITÄT GEKAUFT HABEN. ACHTEN SIE DESHALB IMMER AUF DIESES SIEGEL, WENN SIE SPIELE ODER ZUBEHÖR KAUFEN, DAMIT SIE SICHER SIND, DASS ALLES EINWANDFREI ZU IHREM NINTENDO GAME BOY-SYSTEM PASST.

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.

ESTE SELLO ES TU SEGURO DE QUE NINTENDO HA APROBADO LA CALIDAD DE ESTE PRODUCTO. BUSCA SIEMPRE ESTE SELLO CUANDO COMPRES JUEGOS Y ACCESORIOS PARA ASEGURARTE UNA COMPLETA COMPATIBILIDAD CON TU GAME BOY SYSTEM.

DIT ZEGEL WAARBORGT U, DAT DIT PRODUKT DOOR NINTENDO IS GECONTROLEERD EN DAT HET QUA CONSTRUCTIE, BETROUWBAARHEID EN ENTERTAINMENTWAARDE VOLLEDIG AAN ONZE HOGE KWALITEITSEISEN VOLDOET. LET BIJ HET KOPEN VAN SPELLEN EN ACCESSOIRES ALTIJD OP DIT ZEGEL, ZODAT U VERZEKERD BENT VAN EEN GOED WERKEND GAME BOY-SYSTEEM.

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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CHAOS ONLINE !

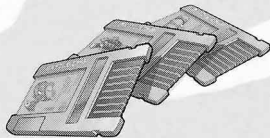
In 20xx ...

...the rapid advance of Internet technology has created the "network age." Everyone now carries a portable exploration device called "PET." This personal terminal is an advanced personal digital assistant. Using it, you can make phone calls, send and receive emails, keep a calendar, store data, shop online and check news from around the world. PET is so convenient and helpful that it has become essential for everyday life!

Every PET uses a personality simulation program called Net Navi (gator). By customising your PET's Navi program, you can give your Net Navi a unique personality – and even talk to it!



But as the network world expands, network crime is raging. Hacking and computer virus epidemics have become major issues. At the top of the criminal list is a mysterious organisation called "WWW" (World Three), a group of incorrigible computer hooligans.



To protect their PETs, people have begun installing Battle Chips –special chips encoded with battle programs. When you insert a Battle Chip, you can arm your PET to fight off viruses and hackers. This is called "virus busting" and has become so important that it is now taught in schools.

Lan is a fifth grade student. His Net Navi (and best friend) is Mega Man.EXE. Lan and Mega Man.EXE are both extremely skilled computer operators.

In the world of virus busting, Lan and Mega Man.EXE are about to meet their match ...

STARTING THE GAME

Press START in the Title Screen and the following options will appear. Use the Control Pad to select, and press START or the A Button to confirm.

New Game

Start a new game.

Continue

Resume a previously saved game. This option appears after you have saved a game. (See page 14 for details on saving.)

SOFTWARE RESET

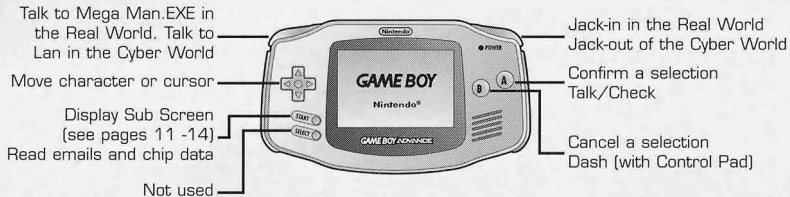
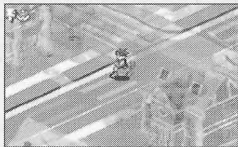
At any time during gameplay you can return to the Title Screen by pressing the **START, SELECT** and **A** and **B** Buttons simultaneously.



BASIC CONTROLS

FIELD SCREEN

The Field Screen is the main gameplay screen in both the Real World (where you control Lan) and the Cyber World (where you control Mega Man.EXE).



BATTLE SCREEN

Display Battle Setup Screen
(when Battle Gauge is full)

Move Mega Man.EXE

Pause

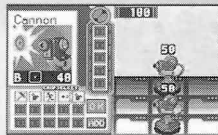
Not used



Display Battle Setup Screen
(when Battle Gauge is full)

Use Battle Chip

Shoot



BATTLE SETUP SCREEN

Not used

Move cursor

Put cursor on OK

Not used



Display Battle Chip
description

Confirm a selection

Cancel a selection



THE REAL WORLD

In your quest to hunt down computer criminals, you will move between the "Real World" and the "Cyber World". In the Real World, you control Lan using the following controls:

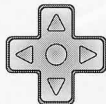
Talk/Check

Press the A Button when standing in front of a person in town to talk to him/her. A text conversation will begin. Continue pressing the A Button to read it all the way through. You can also see notes about an object by standing in front of it and pressing the A Button. If there is nothing to talk about or learn, nothing appears.

[Note: Sometimes during a conversation you must make a choice about what you'll talk about.]

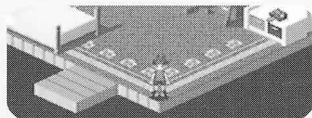
Dash

Hold down the B Button and press the Control Pad in the direction you want to dash.



Talk to Mega Man. EXE

Press the L Button to talk to Mega Man.EXE in the PET. When you don't know what to do next, check in with Mega Man.EXE. He may give you a clue.

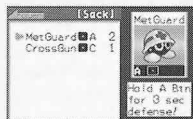


SUB SCREEN

Press START in the Field Screen to display the Sub Screen. This shows all the Battle Chips you have available. You can organise your Battle Chips by moving the ones you want to use from the Sack into the Folder.



Toggle between the Sack and the Folder by pressing the Control Pad ◀/▶. First choose a chip, then choose a chip to exchange with it. (Press the Control Pad ▲/▼ to see a description of each chip.)



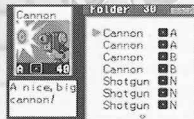
Press the A Button after each chip selection to make the trade.

USING THE FOLDER

When you're in battle, you will open the Battle Setup Screen and select Battle Chips from the Folder. The more you use the Folder, the better you'll get at arranging your chips strategically for success in battle.

REMEMBER:


1. You must always have 30 Battle Chips in the Folder.
2. You can have up to 10 chips of the same kind.
3. You can have up to 5 Navi Chips (for calling Net Navi).



SUB SCREEN OPTIONS

The Sub Screen also shows a list of helpful options. Highlight an option and press the A Button to select it.

Folder

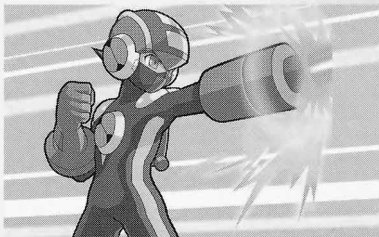
SORT –Press START to display a menu for sorting your chips. Press the Control Pad / to select a method, and press the A Button to sort.

PAGES –Press the L or R Button to turn the pages of the Folder.

Library

This is a list of Battle Chip data. Look through it (by pressing the L or R Button) to see all the chips you acquire.

Names will appear in place of “?” when you get new chips. To the left is a description of what each chip does. The more stars next to a chip name, the rarer it is. How many chips can you collect?



MegaMan

Check on Mega Man.EXE 's status. The level indicates his strength. As you enhance Mega Man.EXE with power-up programs, the level will increase. You can use three types of power-up programs:

HP (Hit Points) – Automatically adds 20 to Mega Man.EXE 's maximum HP.

ARMOUR – Doubles Mega Man.EXE 's Heat Armour, Aqua Armour or Wood Armour defense.

[You can change armour in the Sub Screen.]

BUSTER UP – Enhances Mega Buster by increasing Attack (shot power), Rapid (shot speed) or Charge (charge shot).



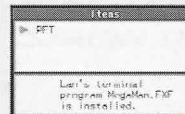
E-Mail

Check on Lan 's emails, identified by sender names and subjects. Emails marked **NEW** haven 't been read yet. Use the Control Pad to select an email

and press the A Button to read it. Turn pages by pressing the A Button. You can read through all the emails one after another.

Items

Check out the items you have. Select an item with the Control Pad to see its description.



Network

Using the optional Game Link ® cable, you can exchange Battle Chips or have a Net Battle with your friend. You can also save a network game. (See pages 20 – 22 for details.)



Save

Save your current game at this screen showing information about it. After saving, you can resume the game at a later time. To do that, select CONTINUE in the Title Screen (see page 7) the next time you start play.

Return

Return to the Sub Screen.

THE CYBER WORLD

You enter the Cyber World by jacking into the PC in Lan's room. In the Cyber World, you control Mega Man.EXE. In this world you must defeat viruses, find and battle bosses and solve problems. Read on to find out how ...



JACK-IN

When you "jack-in," you connect your PET to an electric device and send Mega Man.EXE into the Cyber World. To jack-in, stand in front of an electric device and press the R Button.

When a problem occurs in the Real World, it's probably caused by a computer virus. Jack-in and send Mega Man.EXE to defeat the virus. Explore the Real World to find various places besides Lan's room where you can jack-in. You may also get a special chip when you jack-in.



Hint: Helping others in the Cyber World will help you find other jack-in places.

CYBER WORLD ACTIONS

RUN – Hold down the B Button and press the Control Pad to move fast.

TALK/CHECK – Press the A Button to talk to a program or check an object in front of Mega Man.EXE. Make sure to check Mystery Data, which you'll sometimes find laying on the ground. You'll get a bonus reward!

TALK TO LAN – Press the L Button to talk to Lan in the Real World. When you're at a loss about what to do next, he may give you a hint.

JACK-OUT – Press the R Button to recall Mega Man.EXE from the Cyber World. Once you jack-out, you will control Lan in the Real World again.

Stay alert: Sometimes you cannot jack-out.

MORE ABOUT THE CYBER WORLD

The Cyber World is huge and very complicated. Here you'll find Net Traders who will sell you chips, power-up programs and personal home pages. You cannot enter all the areas at first, but as you proceed with the adventure more areas will open up.

Favourite

A number of devices are connected to the Cyber World. If you get their network address, you can go through the Cyber World to one of these devices.

Link

Some areas on the Cyber World are dead ends where you may get stuck. Find a Link to proceed (see the next section).



Net Battle

People in town may challenge you to a Net Battle. If you win, the loser may give you a Link. When you get a Link, go on the Cyber World and try it.

Talk to a Net Trader in the Cyber World to display the Shop Screen. Put the cursor on an item and press the R Button to see its description. If you want to buy it, and you have enough Zenny, press the A Button. Net Traders have only limited items and certain items may be sold out.

Hint: Look for shops in the Real World too.

BATTLE SETUP SCREEN

When Mega Man.EXE encounters a virus in the Cyber World, battle begins. You must defeat all the viruses in order to win the battle. You must also be victorious in all battles to win the game!

Shop

Shops have items for sale, but you'll need Zenny to buy them. You gain Zenny by winning battles and sometimes by checking Mystery Data.

SELECTING BATTLE CHIPS

To get ready for battle, first choose your Battle Chips in the Battle Setup Screen.

Five randomly-selected Battle Chips in your Folder are displayed in the Chip Select List. Select a chip with the Control Pad, and press the R Button to look at a description of it. Press the A Button to choose the chip to send to Mega Man.EXE.

Information on a Battle Chip

- Battle Chip Name
- Chip Code
- Attribute (Fire, Water, Electricity, Wood or No Attribute)
- Attack Power (offensive chips only)

RULES FOR SELECTING BATTLE CHIPS

Usually, you can choose only 1 chip from the Chip Select List to use in the next battle.

But an exception to the rule allows you to choose more than one chip: When 2 or more chips have the same name or chip code, you can choose some or all of them to send to Mega Man.EXE for use in battle.



ADDING BATTLE CHIPS

If you put the cursor on ADD and press the A Button, Lan will send over additional Battle Chips. When you do this, you must fight the turn without Battle Chips, but you will get 5 more chips in the next Battle Setup Screen, so you can choose from 10 chips at that time. If you choose ADD once again, you can choose from 15 chips on your next turn. (You can choose ADD up to twice in a row.) If you choose a Battle Chip, you can choose from only 5 chips on your next turn.

SENDING CHIP DATA

After choosing a Battle Chip, move the cursor to OK (use the Control Pad or press the START button) and press the A Button. The Action Screen will appear.

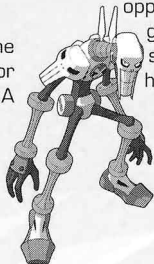


BATTLE SCREEN

After you choose a Battle Chip, the Battle Screen will appear. This is where you actually control Mega Man.EXE and fight the virus. Use the Battle Chip you have chosen to defeat the virus and win the battle!

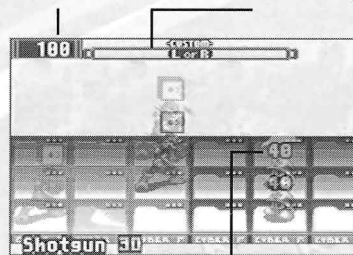
Area

Mega Man.EXE can move /// into any square in the red area. Viruses can move in the blue area. Normally Mega Man.EXE cannot get into the opponent's area, but you can get him into it if you use certain special chip attacks to expand his area.



Mega Man.EXE's
Hit Points

Battle Gauge



Next Chip and
Attack Power

Enemy Virus'
Hit Points

Mega Buster

Press the B Button to fire the Mega Buster. This weapon has unlimited bullets. The closer you are to an enemy, the more rapidly you fire!

Using a Battle Chip

Press the A Button to use the Battle Chip you've chosen. The chip is displayed on Mega Man.EXE's head, and its effect is displayed in the bottom left corner of the screen.

Battle Gauge

A Battle Gauge appears in the upper centre of the screen. This gauge builds up automatically. When it is full, you can display the Battle Setup Screen by pressing the L or R Button. After using all your Battle Chips, go to the Battle Setup Screen to choose more chips for your next attack.



RESULT SCREEN

When you drain the virus's hit points down to 0, Mega Man.EXE wins the battle. The Result Screen will appear, showing the Battle Time, Busting Level and data you acquired by winning the battle.

BUSTING LEVEL

Busting Level is an evaluation of your virus busting performance. The higher the level, the better data you can acquire. Usually you get Zenny, but sometimes you will receive data that the enemy was using.



To increase your Busting Level, defeat the enemies fast. There may be other secrets to increasing your Busting Level. Can you discover them?

GAME BOY ADVANCE™ GAME LINK™ CABLE GAMES

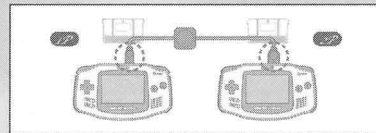


THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY ADVANCE™ GAME LINK™ CABLE.

CONNECTING THE GAME BOY ADVANCE™ GAME LINK™ CABLE

You need:

- 2 Game Boy Advance™ systems
- 2 MEGA MAN BATTLE NETWORK Game Paks
- 1 Game Boy Advance™ Game Link™ cable



1. Make sure the power of both Game Boy Advance™ systems is OFF. Insert a **MEGA MAN BATTLE NETWORK** Game Pak into each Game Boy Advance™ system.
2. Connect the Game Boy Advance™ Game Link™ cable to the external extension connector on both Game Boy Advance™ systems.

Important: The unit connected to the smaller plug is 1P.

3. Turn on the units.

LINK PLAY

With 2 Game Boy Advance™ systems connected by a Game Boy Advance™ Game Link™ cable, 2 players can play **MEGA MAN BATTLE NETWORK** simultaneously. Press SELECT at the Title Screen, choose NETWORK, and select YES simultaneously on both Game Boy Advance™ systems.

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 Communication Cable.
- More than 2 Game Boy Advance™ systems are connected.



LINK PLAY FEATURES

Trade

You can exchange one Battle Chip in your Sack with your friend. After both players choose their chips, choose YES to make the trade. When one player wants to give a Battle Chip to the other (rather than trade), the receiver should choose NOTHING.

Net Battle (Test)

Battle against your friend. Both players choose NET BATTLE (TEST) to start. You'll be able to pick up objects in the battlefield — use them strategically.

Net Battle (Real)

The basic rules are the same as for Test, but the winner can take a Battle Chip from the loser after the match. The

higher your Busting Level is, the more likely you are to get a rare Battle Chip.



You can only choose this mode when both players have at least 1 Battle Chip in their Sack.

BEGINNERS TIPS

GET PET! – The game starts as Lan wakes up in his room. Don't forget to get his PET laying in a corner of the room.

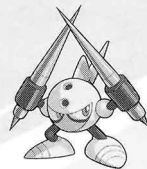
WHEN YOU GET A BATTLE CHIP – You cannot use it in battle until you put it in the Folder. Press START to display the Sub Screen, then choose FOLDER.

WATCH THE DEMO – Be sure to watch the instruction demo for selecting Battle Chips for battle. The process seems a bit complex, but if you go through the demo once or twice you'll see how easy it really is.

TALK TO MEGA MAN.EXE – If you're stumped, press the L Button and talk to Mega Man.EXE. Listen to what he says — he may give you a hint.

REST – After completing an event, take the time to rest in your bed. Maybe something new will happen by the next morning.

USE ONLINE SHOPPING – Enemies too strong? Maybe it's time to power-up Mega Man.EXE. Buy power-up programs from Net Traders when they appear and you can enhance Mega Man.EXE.



BATTLE CHIP SECRETS

GAME GOAL – The most important thing is to collect as many Battle Chips as possible and use them well.

ATTACK POWER – Attack Power is the amount of damage inflicted by a hit. Usually, the higher the Attack Power, the better for you — but that's not always the case. Attack range, number of hits and attributes are also important factors. Make sure you always have Battle Chips suited to your strategy in the Folder.

ATTRIBUTES – Five kinds of Attributes are available: Fire, Water, Electricity, Wood and No Attribute. Fire defeats Wood. Wood defeats Electricity. Electricity defeats Water. Water defeats Fire.



If you attack with an attribute that has the advantage, the damage you do is doubled. Each Battle Chip description shows its attribute, but you have no information on enemies' attributes. Try to guess an enemy's attribute by its appearance.

Hint: When Mega Man.EXE equips certain armour, he will gain an attribute.

CHIP CODE – The Chip Code is shown by an alphabet letter. In the Battle Setup Screen, you can choose more than one Battle Chip having the same Chip Code.

FOLDER TIPS – Try not to just put Battle Chips with high attack power into the Folder. If the Chip Codes are all different, you can choose very few Battle Chips at once.



For a more strategic selection, consider the balance of attack power and Chip Codes when organizing your Battle Chips.

PROGRAM ADVANCE – It's been said that Battle Chips sometimes transform into new ones with mysterious powers. This happens when they are chosen under special circumstances. This unexplained advantage is called Program Advance. See if you can solve its riddle.

Hint: Listen to people in town.

CHIP TRADER – Machines called Chip Traders appear in certain places. Turn in some Battle Chips to a Chip Trader and receive a new chip in return. Be ready for a surprise — you never know what kind you'll get.

Consumer Information and Precaution

READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING – BATTERY PRECAUTIONS

FAILURE TO FOLLOW THE FOLLOWING INSTRUCTIONS MAY CAUSE THE BATTERIES TO MAKE "POPPING" SOUNDS AND LEAK BATTERY ACID RESULTING IN PERSONAL INJURY AND DAMAGE TO YOUR GAME BOY ADVANCE OR ACCESSORY. IF BATTERY LEAKAGE OCCURS, THOROUGHLY WASH THE AFFECTED SKIN AND CLOTHES. KEEP BATTERY ACID AWAY FROM YOUR EYES AND MOUTH. CONTACT THE BATTERY MANUFACTURER FOR FURTHER INFORMATION.

1. For Game Boy Advance use only alkaline batteries. Do not use carbon zinc or any other non-alkaline batteries.
2. Do not mix used and new batteries (replace all batteries at the same time).
3. Do not put the batteries in backwards (positive [+] and negative [-] ends must face the proper direction). The supply terminals are not to be short-circuited.
4. Do not leave used batteries in the Game Boy Advance.
5. Do not mix battery types (do not mix alkaline and carbon zinc batteries or mix different brands of batteries). Use only batteries of the same or equivalent type as recommended.
6. Do not leave batteries in the Game Boy Advance or accessory for long periods of non-use.
7. Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy Advance, always slide the power switch OFF.
8. Do not dispose of batteries in a fire.
9. Do not use rechargeable type batteries such as nickel cadmium. Non rechargeable batteries are not to be recharged.
10. Do not use a battery if the plastic cover has been torn or compromised in anyway.
11. Do not insert or remove batteries while the power is ON.
12. GENERAL NOTE: Rechargeable batteries are to be removed before charging. Rechargeable batteries are only to be recharged under adult supervision.

WARNING – REPETITIVE STRAIN

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, 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 - SEIZURE

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, 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 IMMEDIATELY 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.

Information consommateurs France

Garantie

Ubi Soft a apporté à ce produit tout son savoir-faire en matière de loisirs interactifs pour vous garantir une entière satisfaction et de nombreuses heures de divertissement.

Si toutefois, dans les quatre-vingt-dix (90) jours suivant la date d'achat du produit, celui-ci s'avérait défectueux, dans des conditions normales d'utilisation, Ubi Soft s'engage à procéder à un échange aux conditions définies ci-après. Passé ce délai de quatre vingt dix (90) jours Ubi Soft accepte de vous échanger le produit défectueux moyennant une participation forfaitaire de 100 FF (ou 15,24 Euros) par produit.

Pour que le produit défectueux puisse être échangé, envoyez-le dans son emballage d'origine, accompagné de l'original de la preuve d'achat, d'une brève description du défaut rencontré, de vos coordonnées complètes et si la période de garantie de quatre-vingt-dix (90) jours est dépassée, d'un chèque ou d'un mandat postal de 100 FF (ou 15,24 Euros) par produit libellé à l'ordre d'Ubi Soft. Il est conseillé de procéder à cet envoi par lettre recommandée avec accusé de réception à l'adresse suivante :

TECHNICAL SUPPORT GUARANTEE

Ubi Soft guarantees this Game Boy Advance™ against any defect for a period of ninety (90) days from the date of purchase.

If a manufacturing defect appears during the guarantee period, Ubi Soft will repair or replace the defective cartridge free of charge. To take advantage of this guarantee, please return the cartridge to your local retailer with a proof of purchase.

If a disk is returned without proof of purchase or after the guarantee period has expired, Ubi Soft will choose either to repair or to replace it at customer expense. This guarantee is invalid if the disk has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

Ubi Soft Entertainment UK

CREDITS

MANUAL	Hanshaw Ink & Image	Ubi Soft Entertainment
MARKETING	Todd Thorson Sean Mylett Robert Johnson Nate Williams	Marketing all over Europe EMEA MARKETING Sebastien Puel Marie Grange
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PACKAGE DESIGN	Michi Morita Jamie Gibson	
TRANSLATION	Masayuki Fukumoto	
PUBLIC RELATIONS	Melinda Mongelluzzo Matt Atwood Carrie Root	Special thanks to Gary Blake and Metin Kilinci at Creative Advertising & Printing Ltd.
SPECIAL THANKS	Bill Gardner Robert Lindsey Customer Service	

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**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 cuple:
Game Boy Advance Game Pak è conforme a:
Game Boy Advance Game Pak oppfyller kraven enligh:
Game Boy Advance Game Pak oppfyller kravene til:
Game Boy Advance Game Pak täyttaa seuraavat vaatimukset:
Game Boy Advance Game Pak passer sammen med:**

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- EMC Directive (89/336/EEC)



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