IM-MIN-USA

Nintendo

Pokémon USA, Inc.

Pokémon mini™

INSTRUCTION BOOKLET



Shock Sensor

Rumble Feature

Clock Function

Backup Memory

Infrared (IR) Comunication Feature

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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Thank you for purchasing Pokémon mini. Please carefully read this instruction booklet before using this game unit or Game Paks. This booklet contains important safety information. Save this instruction booklet for future reference.

Features of Pokémon mini

- Ultra-compact portable game unit.
- Uses special Pokémon mini Game Paks.
- Communicates with other Pokémon mini units from 2 to 40 inches away using an Infrared (IR) Communication Port.
- Play for approximately 60 continuous hours on just one AAA-sized alkaline battery.
- Built-in rumble feature adds to the realism of game play.
- Built-in shock sensor adds a new dimension to game control.

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Precaution Information

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

SEIZURE WARNING

⚠ Warning

Some people (about 1 in 4000) may have seizures or blackouts 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 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.

REPETITIVE STRAIN WARNING

⚠ Warning

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.

Recommended for ages 6 and over.

BATTERY LEAKAGE

⚠ Warning

Leakage of battery acid can cause personal injury as well as damage to your Pokémon mini. 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 use rechargeable batteries such as nickel cadmium (nicad), or nickel metal hydride (nimh).
Do not leave a used battery in the Pokémon mini. When the battery is running low, a Replace Battery indicator will appear on the screen when a Game Pak is inserted and the power turned on. When you see this indicator, replace the used battery with a new battery as soon as possible.
Do not leave the battery in the Pokémon mini for long periods of non-use.
Do not leave the power switch ON after the battery has lost its charge. When you finish using the Pokémon mini, always turn the power switch OFF.
Do not recharge the battery.
Do not put the battery in backwards. Make sure that the positive (+) and negative (-) end is facing in the correct direction. Insert the negative end first. When removing the battery, remove the positive end first.
Do not dispose of the battery in a fire.

HARDWARE PRECAUTIONS / MAINTENANCE

1. Do not disassemble or try to repair the Pokémon mini or components. Doing so voids your warranty.
2. Always turn the power switch of the Pokémon mini OFF before loading or removing a Game Pak. Insert the Game Pak completely without forcing either the Game Pak or the Pokémon mini.
3. Do not store the Pokémon mini in a humid place, on the floor or in any location where it may collect dirt, dust, lint, etc.
4. Do not drop, hit or otherwise abuse the Pokémon mini or Game Paks.
5. Do not expose the Pokémon mini or Game Paks to extreme heat or cold. The liquid crystal display (LCD) may become slower or may not work when the temperature is low. The LCD will deteriorate at a high temperature. Take care not to expose the Pokémon mini to direct sunlight for extended periods of time.
6. The LCD may be damaged by sharp objects or pressure. Take great care to protect the display from scratches or stains.
7. Do not spill liquids on the Pokémon mini or Game Paks. To clean, use a soft slightly damp cloth. Allow the component to dry completely before using again. (Use water only.)
8. Do not rapidly turn the power switch ON and OFF, as this may shorten the life of the battery and cause the Pokémon mini to lose your stored game information.
9. For the best game image, look directly at the Pokémon mini display from the front and operate in good light conditions.
10. To avoid dirt or dust from getting into the Pokémon mini, always keep a Game Pak inserted (with the power OFF), when not in use.

GAME PAK PRECAUTIONS / MAINTENANCE

1. Avoid touching the connectors with your fingers. Do not blow on them or allow them to get wet or dirty. Doing so may damage the Game Pak and/or the Pokémon mini.
2. The Game Pak is a precision piece of electronics. Do not store it in places that are very hot or cold. Do not hit, drop or otherwise abuse it. Do not take it apart.
3. Do not clean with benzene, paint thinner, alcohol or any other solvent.
4. Always check the Game Pak edge connector for foreign material before inserting it into Pokémon mini.

PATENT INFORMATION

United States Patent Numbers: 4,687,200 ; 4,932,904 ; 5,134,391 ; 5,184,830 ; 5,207,426.
Canadian Patent Numbers: 1,226,605 ; 2,007,434 ; 2,048,167.
Other patents pending.

FCC INFORMATION

Compliance with FCC regulations:

Under FCC rules, changes or modifications to this product not expressly approved by the manufacturer could void the user's authority to operate this product. This product has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This product generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this product does cause harmful interference to radio or television reception, which can be determined by turning the product off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Move the Pokémon mini away from the receiver.
- Consult Nintendo for help or suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C., 20402, Stock No. 004-000-00345-4.

Included items

This set includes one of each of the following items.
Please check that all of them are present.

- The Pokémon mini game unit (MIN-001)
- The Pokémon mini special Game Pak (MIN-002)
- Instruction Booklet (for the game unit)
- Instruction Booklet (for the Game Pak)
- AAA alkaline battery

* The included battery is used for testing purposes and will have a shorter life than the battery life that is specified on p. 27.

Product Description



●LCD screen

●Power Button
Press this button to turn the unit off, or to turn it on and begin game play.

●+ Control Pad

●Reset Button
In the event that Pokémon mini should stop operating properly, use a long slender object to lightly press the Reset Button.

●C Button

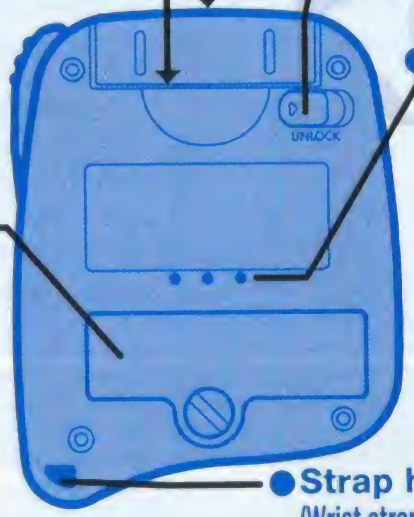
●A Button

●B Button

●Infrared Communication Port
With compatible game software, Pokémon mini game units can communicate with each other through their infrared ports.

●Game Pak slot

●Game Pak lock lever



●Speaker opening

●Battery cover
When replacing the battery, use a coin or similar object to remove the battery cover.

●Strap hook
(Wrist strap sold separately)

●Shock sensor (internal)
This senses when the game unit is moved or receives a light impact.

●Rumble motor (internal)
This vibrates the unit to enhance game play.

Battery installation

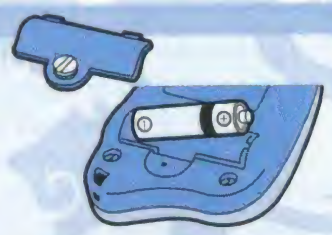
For best results, use a high quality alkaline battery in the Pokémon mini. Do not use rechargeable batteries (such as nickel-cadmium and nickel-hydrogen).

*When the battery is running low, the Replace Battery indicator (see illustration) will appear when you insert a Game Pak and turn the unit ON. When you see this indicator, replace the battery as soon as possible. If you continue playing without replacing the battery and the battery dies before you have saved your data, the data could be lost. Also, if the Replace Battery comes on during game play, turn Pokémon mini off and change the battery as soon as possible.



⚠ Warning When replacing the battery, keep the battery cover, screw and battery away from small children. If swallowed, immediately see a doctor and call Poison Control.

Installing the battery

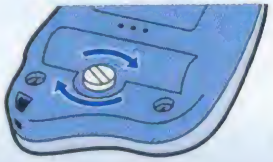


1 Use a coin or straight bladed screwdriver to remove the battery cover, which is located in the rear of the unit. Insert one AAA alkaline battery as illustrated here.

⚠ Caution When inserting the battery, make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first.
When removing the battery, remove the positive end first.



2 After replacing the battery, replace the battery cover back into place as illustrated here.



3 Again use a coin or flathead screwdriver to screw in the screw in the direction indicated by the arrow (clockwise).

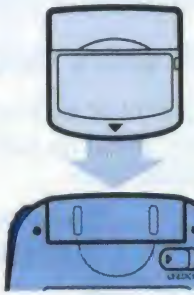
* Do not tighten the screws excessively.

* The Pokémon mini is off when the LCD screen is blank but the internal clock is running.
* This unit is equipped with an internal clock so there is some drain on the battery even when the unit is turned off. (The battery life would be approximately one year if Pokemon mini were kept turned off the whole time.)
* After the battery has been changed the clock must be reset (however, the clock cannot be reset while a Game Pak that does not support the clock function is inserted).

Basic operation

Make sure that a AAA battery is properly installed.

1 Insert a Game Pak into the Game Pak slot on the back of the unit as illustrated here. Insert until you hear a click.



2 Turn the power ON by pressing the Power Button.

* If the battery is low on power, the Replace Battery indicator will be displayed. If this indicator is displayed, replace the battery as soon as possible.
* If the Game Pak is not fully inserted, the Insert Game Pak indicator will be displayed as illustrated here. If it is, reinsert the Game Pak, inserting it until you hear a click.



3 Be sure to read the instruction booklet for the game you are playing.

Stopping game play and turning the unit off

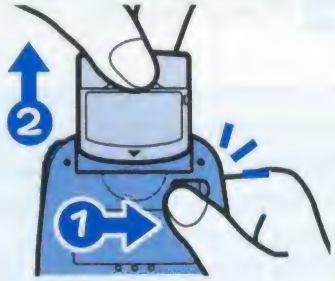
Press the Power Button to turn the power OFF. The LCD screen will go blank.

Replacing the Game Pak

Press the Power Button to turn the power OFF. The LCD screen will go blank.



Push the Game Pak lock lever to the right and slide the Game Pak out of the Pokémon mini as illustrated.



* Be sure that the LCD screen has gone blank (in most cases). Some game titles may instruct you to replace the Game Pak during game play. In such cases, replace the Game Pak according to the instructions shown on screen, or follow the instructions that come with each game title.

Functions

Volume Control

Mute mode

To play in the mute mode (with the sound off), first make sure that the unit is turned OFF, Then press the Power Button while holding down the C Button. To turn the sound back on (exit mute mode), turn the unit OFF, and then press the Power Button again without pressing the C Button. After you have turned mute mode off, be sure to adjust the volume to a suitable level before playing.



Adjusting the volume

The Pokémon mini does not have a physical volume control dial. Please see the instruction booklet for the game you are playing for more information on the volume adjustment procedure.

Clock Function

Pokémon mini is equipped with a clock function that is able to coordinate the progress of game play with the actual current time. In order to use the clock function, you must set the time on the internal clock by using Game Paks that support the clock function. See the instruction booklet for the game you are playing for specific information about any clock functions included with that game.



Game play using the Infrared (IR) Communication Feature

Two Pokémon mini units can communicate using Game Paks that support the infrared communication feature. See the instruction booklet for the game you are playing for specific information about any IR communication features included with that game. Communication is supported at a distance of up to about 3 feet, but be sure to pay attention to the following points.



- **Align the orientations of the two units as illustrated here.**
- **Do not put the units right up against each other.**
- **Make sure that your fingers are not blocking the infrared port.**
- **Make sure that there are no people or objects obstructing the space between the two units.**
- **The IR communication feature may not work well in direct sunlight or under bright lights.**



Backup Memory



Game data can be saved on Pokémon mini's on-board backup memory. This memory is divided into six files. The number of files used differs from game to game. For details, see the instruction booklet for the game you are playing. Game information that has been saved onto backup memory is preserved even if the battery is replaced.

* Data saved in the backup memory is not lost, even if the battery is replaced or the Reset Button is pushed.

Shock Sensor



Pokémon mini is equipped with a shock sensor, which senses light movements or impacts in the direction that is shown in the picture. Hold the unit tight when shaking it. For details, see the instruction booklet for the game you are playing for specific information about any shock sensor features included with that game.



* Do not apply excessive force to this unit, such as striking a hard object. Such actions could damage the unit.
* The shock sensor can also react light swaying movements and may not work properly in moving vehicles.

Rumble Feature



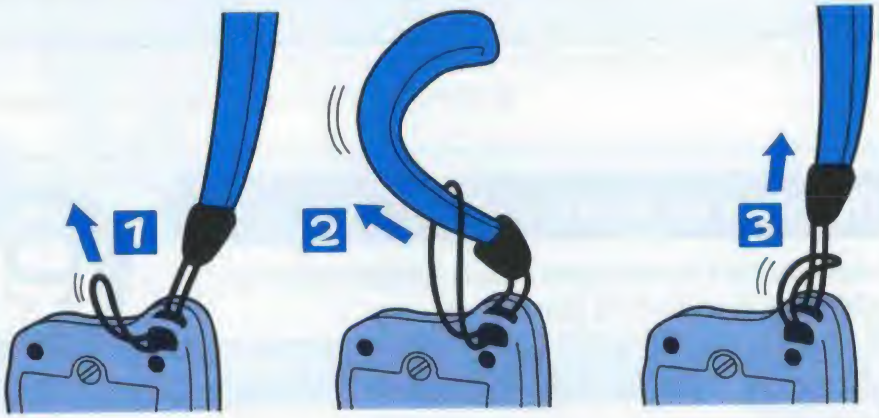
Pokémon mini is equipped with a rumble motor in order to add realism to game play.

Adjusting the Rumble function

To adjust the intensity of rumble, see the instruction booklet for the game you are playing for specific information about any rumble features included with that game.

Installing a Wrist Strap

Install a strap (sold separately) on the strap hook located on the underside of Pokémon mini, as shown in the illustration.



⚠ Warning

When a strap is affixed to Pokémon mini, do not place the strap around your neck or swing the unit by the strap.

Cleaning Game Paks

If the connector on a Game Pak becomes dirty, the game can fail to work properly and saved data can be lost.

1 To clean the Game Pak's connector, gently wipe it 5–10 times left and right with a clean cotton swab. If the connector is very dirty, also wipe several times up and down.

2 Check and be sure than no cotton material is left on the connector from the cotton swab.



⚠ Caution Do not attempt to clean Pokémon mini's Game Pak slot using a cotton swab, as this may damage the unit. Do not apply excessive pressure to the connector.

Troubleshooting (Before seeking assistance.)

Problem	Solution
Screen is blank.	• Make sure the Power Button is ON. • Press the Reset Button, then try the Power Button again. • Make sure the battery is installed correctly and that it is not out of power. • Make sure the Game Pak is not damaged. Remove the Game Pak and press the Power Button. If the Insert Game Pak icon appears, the Game Pak may be damaged or defective.
Screen appears but there is no sound.	• Turn the power OFF and then ON again, making sure the C Button is not pressed when the power is turned ON. • Check the instruction booklet for the game you are playing and see if the volume can be adjusted.
Screen appears but can't play game, or game cuts out during play.	• Try removing and inserting the Game Pak, making sure to insert it fully into the Pokémon mini. • Try resetting the Pokémon mini with the Reset Button. • Try cleaning the Game Pak connector.
The screen is dark or hard to see.	• Check the instruction booklet for the game you are playing for information on adjusting screen contrast.
The Infrared Communication Feature doesn't work.	• Be sure you are playing a game that includes this feature. Check the instruction booklet for the game you are playing for information and instructions on using this feature. • Check that the distance and alignment are correct and that there is nothing in between the two Pokémon mini units. • Make sure there is not a bright light or sunlight shining directly on the IR Communication Port. • Make sure the IR Communication Port is not dirty. Clean with a soft cloth if necessary.
The Shock Sensor is not working.	• Be sure you are playing a game that includes this feature. Check the instruction booklet for the game you are playing for information and instructions on using this feature. • Review the section on the Shock Sensor and make sure you are moving the Pokémon mini in the correct direction.

Problem	Solution
The Internal Clock Function doesn't work.	• Be sure you are playing a game that includes this feature.Check the instruction booklet for the game you are playing for information and instructions on using this feature. • If you have replaced the battery, the clock must be reset.
The Rumble Feature doesn't work.	• Be sure you are playing a game that includes this feature.Check the instruction booklet for the game you are playing for information and instructions on using this feature. • Make sure this feature has not been turned off. • If the battery is getting low, the Rumble Feature may not not work properly. Try replacing the battery with a fresh battery.

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

Specifications

- Model number : MIN-001
- Power supply : One AAA alkaline battery (LR03)
- Power consumption : With LCD screen on: Approx. 30mW
  In standby mode: Approx. 0.1mW
- Temperature range : 10–40°C
- Dimensions : 74 mm (H) x 58 mm (W) x 23 mm (D)
- Weight : 70 g (with battery and Game Pak)
- Battery life : Approx. two months
  (with a AAA alkaline battery and one hour per day LCD screen use)
  Approx. 60 hours
  (with a AAA alkaline battery)

  * These are rough estimates. Actual battery life varies depending on factors such as the type of battery used, the Game Pak used, and the environmental temperature.

* Please understand that changes to some specifications can be made without notice.

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



EARLY CHILDHOOD
Content suitable for persons ages 3 and older.



EVERYONE
Content suitable for persons ages 6 and older.



TEEN
Content suitable for persons ages 13 and older.



MATURE
Content suitable for persons ages 17 and older.



ADULTS ONLY
Content suitable only for adults.



RATING PENDING
Product has been submitted to the ESRB and is awaiting final rating.

Mild Animated Violence
Contains scenes depicting cartoon/animated/pixilated characters in unsafe or hazardous acts or violent situations.

Mild Realistic Violence
Contains scenes depicting characters in unsafe or hazardous acts or violent situations in photographic detail.

Comic Mischief
Contains scenes depicting activities characterized as slapstick or gross vulgar humor.

Animated Violence
Contains depictions of aggressive conflict involving cartoon/animated/pixilated characters.

Realistic Violence
Contains realistic of photographic-like depictions of aggressive conflict.

Animated Blood and Gore
Animated/pixilated or cartoon like depictions of mutilation or dismemberment of body parts.

Realistic Blood and Gore
Depictions of mutilation or dismemberment of body parts in realistic and photographic-like detail.

Animated Blood
Animated/pixelated or cartoon like depictions of blood.

Realistic Blood
Representations of blood in realistic or photographic-like detail.

Suggestive Themes
Mild provocative references or material.

Mature Sexual Themes
Contains provocative material; including depiction of the human body in either animated or photographic-like detail.

Strong Sexual Content
Graphic depiction of sexual behavior and/or the human form (i.e.frontal nudity) in either animated or photographic-like detail.

Mild Language
Product contains the use of words like "damn".

Strong Language
Commonly referenced four letter words.

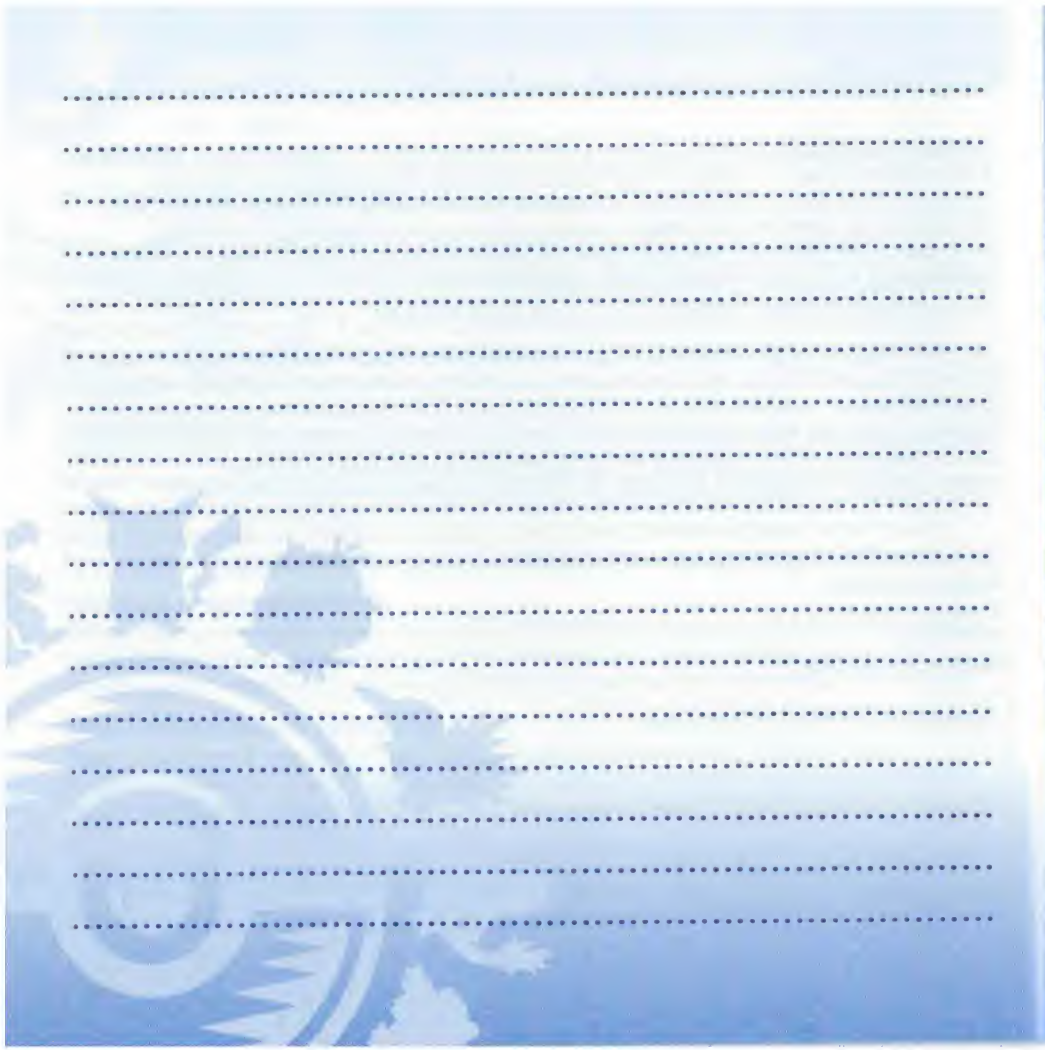
Gaming
The depiction of betting-like behavior.

Use of Tobacco and Alcohol
Product contains images of the use of drugs in a manner which condones or glorifies their use.

Use of Drugs
Product contains images of the use of drugs in a manner which condones or glorifies their use.

Informational
Overall content of product contains data, facts resource information, reference materials or instructional text.

Edutainment
Content of product provides user with specific skills development or reinforcement learning within an entertainment setting. Skill development is an integra part of product.





Distributed by

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