

IM-MIN-MPTE-USA

Pokémon mini™



Pokémon USA, Inc.

INSTRUCTION BOOKLET



Pokémon Party mini™

TM

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You can visit our web site at www.pokemon.com for game play assistance.
For automated game play tips and news, call Nintendo's Power Line at:

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1-900-288-0707

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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 used batteries 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.

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■ Before you begin to play

“Pokémon Party mini” includes a total of six fun games: five games for one player and one game for two players. There is also a multiple player mode for up to six players, so bring the game along wherever you go to guarantee a great time!

Here's what the Pokémon mini can do...

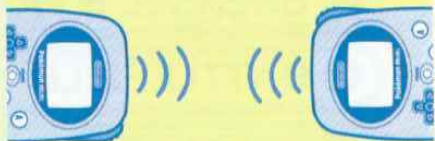
● Infrared (IR) Communication Feature



Use this function to play games with your friends.

***Infrared communications are possible when two Pokémon mini units are about three feet apart. And always remember:**

- Face the two Pokémon mini units towards each other as much as possible, as shown in the picture.



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- Don't put the units so close together that they actually touch each other. There can be transmission problems if the units are closer than two inches.
- Make sure that your fingers are not blocking the infrared port.
- Don't let any people or objects block the area between the two Pokémon mini units.
- Transmission doesn't always work well in bright light, or in direct sunlight.

● Rumble Feature



The Pokémon mini rumbles during certain games to add a new dimension to game play.

● Shock Sensor



The Pokémon mini features an internal shock sensor, which lets you play games in a new and different way.

Turn the game sideways as shown in the illustration and shake it gently to give it a try.



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- * The shock sensor can detect even a light shake. Be careful not to hurt anyone or anything around you as you shake the unit!
- * Don't hit the unit hard, or bang it against something like a table. You could break the unit.
- * The shock sensor can detect gentle motions too. If you use it while riding in things like cars and trains, the shock sensor may not function properly.

● Clock Function



The Pokémon mini system features a clock function. When you insert a Game Pak and turn the power on, a clock setting screen is displayed. To find out more about setting the clock, please see the “CELEBI’S CLOCK” explanation on page 9.

● Backup Memory



The Pokémon mini unit has its own backup memory. There are a total of six files where you can save game data and rankings. To find out more, see page 12.

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■ Let's play!

Starting the game

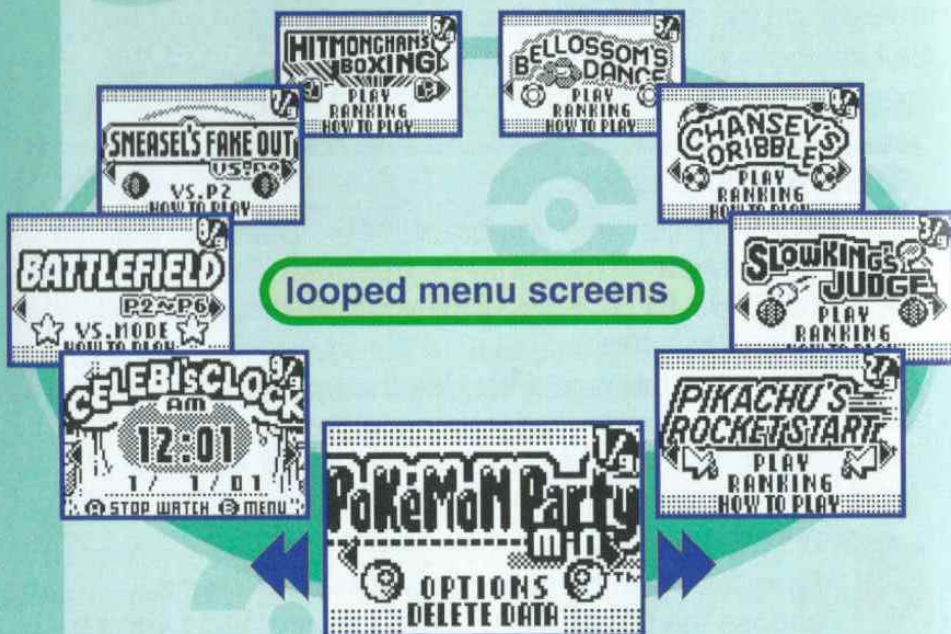
Place the **Pokémon Party mini** Game Pak in the Pokémon mini unit properly, and press the ^{POWER} Button. The word “**POKÉMOY**” is displayed on the screen. The first time you start the unit up, the clock setting screen is displayed after the word “**POKÉMOY**” disappears. After you set the clock, the title screen is displayed.

● Setting the clock

1. The very first time you press the ^{POWER} Button to start up your Pokémon mini unit, a screen with the words “**SET THE CLOCK**” is displayed. You can set the clock using this screen.
2. Enter the date and time. Use the up and down arrows on the **+** Control Pad to change the numbers, and then press the **A** Button to move to the next digit (hours, minutes). Press the **B** Button to return to the previous digit.
3. From the Pokémon mini looped menu screens, choose the CELEBI’S CLOCK screen. When you do this, the time is displayed.

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Press the **+** Control Pad left or right to scroll through the nine **looped menu screens** (the title screen, seven game menu screens, and the clock function screen) and choose the one you want to play.



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PLAY:

Press the **A** Button or the **C** Button to start the game.

RANKING:

The top three finishes are saved into the rankings.

HOW TO PLAY:

This is the explanation of how to play the game. If you have any questions about how to play, read this!

Using mute mode


You can make sure the game starts in mute mode by holding down the **C** Button when you press the **POWER** Button. The game will always start in mute mode (no sound at all) if you do this. That means you can play in a public place like a park or a bus without bothering the people around you.

Auto power-off




The unit conserves the battery by turning itself off automatically if you don't use the unit for ten minutes or longer while a Game Pak is in the unit. Press the **POWER** Button to turn the unit back on.

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Ending the game

When you press the  Button again, the power turns off and the game ends.

Getting back to the title screen

Press the , , and  Buttons at the same time to call up the title screen again.

What to do when all of the save files are being used...

The Pokémon mini game unit has special storage areas for saving game data. There is a total of **six files** for data storage. You can use one of these files for this game. If all of the save files are being used by other games when you put a Game Pak in the Pokémon mini and turn it on, **“SAVE FILE IS FULL”** will be shown on the screen.



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But don't worry! On the next screen, you can delete the data for another game and use that file to save Pokémon Party mini game data. If you don't want to delete data for another game, select **“NO”** when this screen is displayed. You can play Pokémon mini games without saving the game data. Any new records you break while playing won't be saved into the rankings, though.



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● Title screen

● Options

When you choose “**OPTIONS**” on the title screen and press the **A** Button, the **OPTIONS** screen is displayed.

You can use the **OPTIONS** screen to turn the rumble setting On /Off, adjust the sounds, or change how bright the screen is.



“Title” screen



“OPTIONS” screen

Rumble setting

You can turn the rumble On/Off.

Sound adjustments

You can adjust the volume of the sounds and sound effects.

Adjusting the brightness of the screen

Here you can adjust the contrast of the screen. Move the **+** Control Pad to the right to make the screen brighter, or move the **+** Control Pad to the left to make it darker.

+Control Pad: You can press the **+**Control Pad up or down to select an option, and press it left or right to adjust the option.

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● Selecting “DELETE DATA”

When you select “**DELETE DATA**” in the title screen and press the **A** Button, a message is displayed asking if you want to delete all the saved game data or not. If you use the **+** Control Pad to choose “**YES**” and then press the **A** Button again, another message asking if you really want to delete “**DELETE DATA**” screen the data is displayed. If you choose “**YES**” again, all the saved game data is deleted.



* The clock settings are saved even when you delete all the game data.

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The games

 **PIKACHU'S ROCKET START**
This is a sprinting game with Pikachu™.

→ P18




PIKACHU'S
ROCKET START
PLAY
RANKING
HOW TO PLAY

 **SLOWKING'S JUDGE**
This is a tennis line judging game with Slowking™.


→ P20



SLOWKING'S
JUDGE
PLAY
RANKING
HOW TO PLAY

 **CHANSEY'S DRIBBLE**
This is a timed competition where Chansey™ dribbles a soccer ball.

→ P22



CHANSEY'S
DRIBBLE
PLAY
RANKING
HOW TO PLAY


 **BELLOSSOM'S DANCE**
This is a game where Bellossom™ dances.

→ P24




BELLOSSOM'S
DANCE
PLAY
RANKING
HOW TO PLAY


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 **HITMONCHAN'S BOXING**
This is Hitmonchan's boxing and training game.


→ P26




HITMONCHAN'S
BOXING
PLAY
RANKING
HOW TO PLAY

 **SNEASEL'S FAKE OUT**
This is a basketball competition with Sneasel™.


Two-player only. → P28



SNEASEL'S FAKE OUT
VS. P2
HOW TO PLAY

 **BATTLEFIELD**
Play with two to six friends. It's fun!


→ P31



BATTLEFIELD
P2~P6
VS. MODE
HOW TO PLAY

 **CELEBI'S CLOCK**
This calls up CELEBI'S CLOCK and stop watch.

→ P36



CELEBI'S CLOCK
12:01
17/1/01
STOP WATCH MENU

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PIKACHU'S ROCKET START



Help Pikachu get a rocket start at Elekid's rumble signal. Whoever gets the better start wins.



● Controls



Press the **A**, **B**, or **C** Button or the **+** Control Pad, or even Shake the unit (shock sensor).

to run.



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How to play

A little while after the “READY” and “SET,” the unit starts to rumble. As soon as you feel the unit rumble, press the **A**, **B**, or **C** Button or press the **+** Control Pad up, down, left, or right, or shake the unit to use the shock sensor. This will make Pikachu start running. You get up to three chances to wait for the rumble and to start Pikachu into a sprint. The more times you play, the better your opponent gets.



Game secrets

The timing of the rumble changes each time. Keep alert for the rumble signal. Don't let your mind wander!



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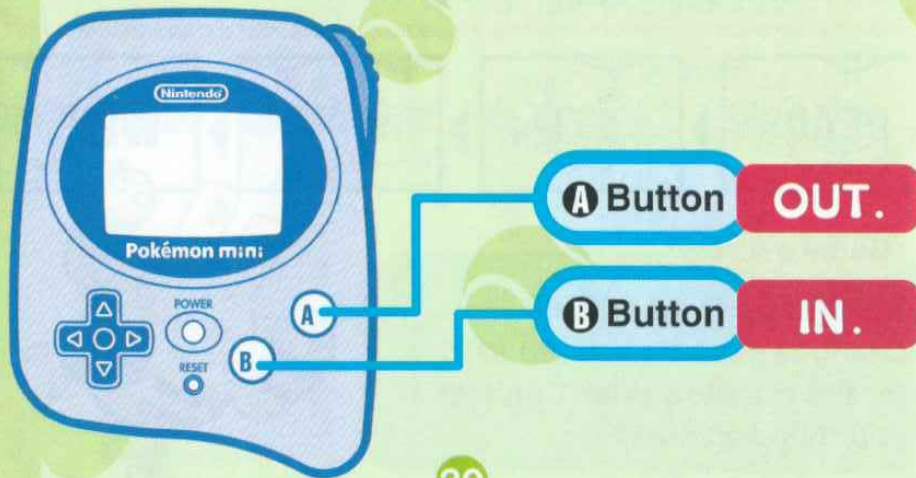
SLOWKING'S JUDGE



Slowking is a tennis line judge. Watch the balls that come by and decide if they are IN or OUT.



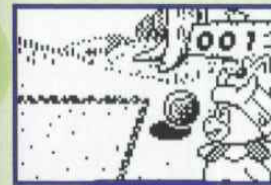
● Controls



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How to play

When the game starts, a ball flies in from the left. If it lands to the right of the line on the ground (if it's OUT), press the **A** Button. If it lands to the left of the line (if it's IN), press the **B** Button. The game ends when you make the wrong call.



OUT



IN

Game secrets

The balls fly by faster and faster. Sometimes they are incredibly fast. Watch the ball carefully until it touches the ground, so you can make the right call.



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CHANSEY'S DRIBBLE



This is a dribbling race with Chansey. Chansey must kick the ball to the goal within the allotted time.



Controls



+ Control Pad

Press the **+** Control Pad left or right to move Chansey.

Shake the unit (shock sensor)

Chansey rushes back (after a missed kick).



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How to play

Press the **+** Control Pad left or right to control Chansey as it kicks the ball. The closer the ball is to the center of Chansey's body, the further it will go with each kick, and the less time you will lose. On the other hand, the further the ball is from the center of Chansey's body, the longer it will take.



Game secrets

Be sure to kick the ball from as close to the middle of Chansey's body as possible. If a kick misses, Chansey runs forward past the ball, and you lose a lot of time. When this happens, give the Pokémon mini unit a good shake. Chansey will immediately move so that it is in front of the ball again.

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BELLOSSOM'S DANCE



This is Bellossom's Dance. Try to move in the same direction as the Bellossom in back.



Controls



+ Control Pad

Press the **+** Control Pad up, down, left, or right to make Bellossom dance.

Shake the unit (shock sensor)

to jump.

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How to play

The Bellossom in back start dancing at the first rumble. Press the **+** Control Pad up, down, left, or right to dance the same way as the other Bellossom. To jump, shake the Pokémon mini unit. How many times can you dance in the same direction as the other Bellossom?



Game secrets

There are two important points. Press the **+** Control Pad carefully, and watch for jumps. Don't jump at the wrong time!

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HITMONCHAN'S BOXING



Hitmonchan™ is a boxer. Today it spars with Machop™. Train hard!

● Controls

Shake the unit (shock sensor)

to punch.

How to play

As soon as you are given the signal to fight, start shaking the Pokémon mini unit. The number of punches you throw is counted. Be careful when the Pokémon mini unit starts to rumble, though. As soon as it starts to rumble, the opponent

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attacks Hitmonchan. Stop shaking the unit and block its punches! If you shake the unit when you should be blocking the opponent's attacks, your opponent can hit Hitmonchan. If it hits you, the punch count drops back down.



Game secrets

When attacking (while the unit is not rumbling), shake the unit hard!

As soon as the opponent attacks (when the unit starts to rumble), stop shaking the unit!

The most important thing is to avoid getting hit.



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SNEASEL'S FAKE OUT



Dribble the basketball and get around your opponent. Make feints to fool the opponent!



Controls



+ Control Pad

Offense

Press the **+ Control Pad** left and right to dribble to the goal.

Defense

Press the **+ Control Pad** left and right to guard.

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How to play

1. Choose one of the players to be the "OFFENSE," and one to be the "DEFENSE."



1P-Offense



2P-Defense

2. Transmit from the "OFFENSE" unit to the "DEFENSE" unit to start the game. (To find out more, read the explanation on page 6.)



Transmit

3. The player on "OFFENSE" decides how to try to dodge the player on "DEFENSE" by pressing the **+ Control Pad** either to the left or to the right.

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The player on “DEFENSE” should watch the direction the player on “OFFENSE” moves, and then press the **+** Control Pad left or right, in the same direction as the player on “OFFENSE,” to defend. If the player who is on “OFFENSE” doesn't manage to dodge the player who is on “DEFENSE,” they switch roles. The game continues until one player wins.

Feints

The player on “OFFENSE” can quickly press the **+** Control Pad to the right and then to the left (or to the left and then to the right) to feint to one side and slip around the opponent.

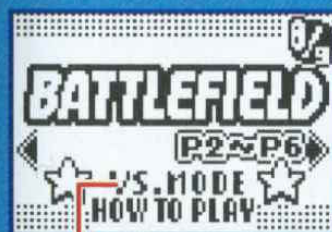
Game secrets

If you feint well, you can disrupt your opponent's timing. Try it!



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BATTLEFIELD



You can arrange to play any of the single-player games (there are five total) with between one to five of your friends. It's great fun!

VS. MODE

Choose one player to be the “LEADER.” Others should select “JOIN.”

How to play

1. The “LEADER” determines the number of players, the number of games, and the time limit.
 - Choose between **two to six** players.
 - Choose either “1,” “3,” or “ALL” among the options for the number of games.

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The following five games can be played in BATTLEFIELD mode:

- PIKACHU'S ROCKET START
- SLOWKING'S JUDGE
- CHANSEY'S DRIBBLE
- BELLOSSOM'S DANCE
- HITMONCHAN'S BOXING

To find out more about a game, please see the individual explanation for that game.

Choose a time limit of "3 MIN.", "5 MIN.", "10 MIN.", or "15 MIN."

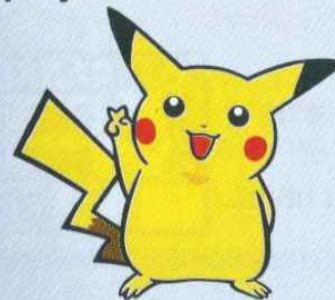
After you make your choices, transmit your decisions to all the other players. When using the infrared communication feature, please note that no more than two Pokémon mini units can be used at once. (To find out more about the infrared communication feature, read the explanation on page 6.)

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2. When the transmission reaches everyone, "ALL PLAYERS ARE READY" is displayed on the screen. Press the **A** Button to start BATTLEFIELD play. You can play the same game as many times as you want until time runs out. How many times can you beat each other in the rankings?



3. When the game is over, use the "NAME ENTRY" screen to enter your name. It's more fun if you change your name each time you play!



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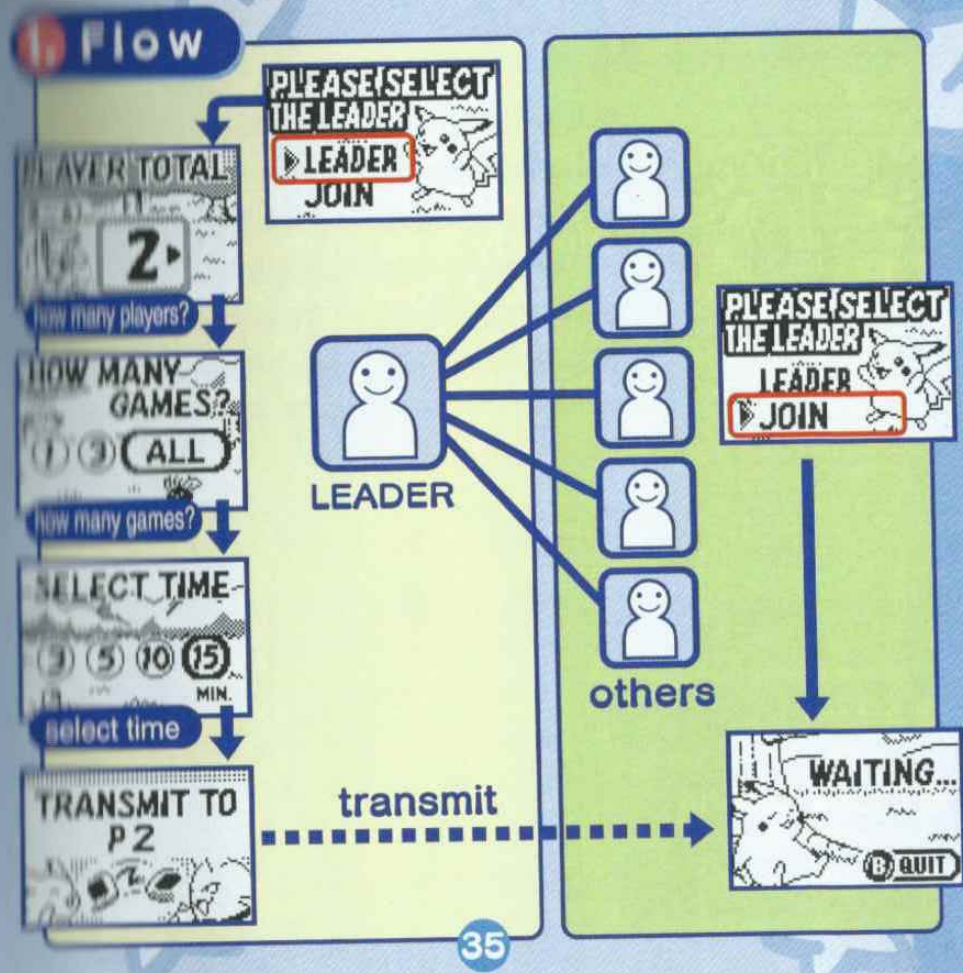
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4. Once you are finished entering your name, all the players except the “LEADER” must transmit the information to the “LEADER” to create the rankings. The ranking information must be gathered within a certain amount of time. The best results received within the allotted time get the highest rankings. Once the “LEADER” has all the information from everyone else, the “LEADER” can transmit the final results to other players.

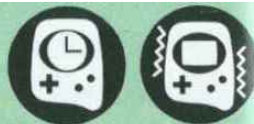


* If one of the players had to quit in the middle of a game, press the **B** Button when it's time to collect the data at the end of the game. Pressing the **B** Button makes it possible to collect just the information for the remaining players.

5. The overall rankings and individual game rankings are displayed on the screens of each of the Pokémon mini units.



CELEBI'S CLOCK



Use CELEBI'S CLOCK to check the time. Find out if it's already time to meet your friends! There's a stop watch function too, so you can measure the time that passes.

What CELEBI'S CLOCK can do...

CELEBI'S CLOCK features the following functions:

- Stop watch
- Alarm
- Clock setting
- Quick start

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● Stop watch

1. Press the **A** Button while the CELEBI'S CLOCK screen is displayed to call up the stop watch screen.
2. Press the **C** Button to start and stop the stop watch.
3. Press the **B** Button to clear the time.



Press the **A** Button to get back to the CELEBI'S CLOCK screen.

● Alarm

1. Press the **B** Button while the CELEBI'S CLOCK screen is displayed to call up the "ALARM" and "OPTIONS" screens. Select "ALARM" and then press the **A** Button.



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- When power goes off because the battery has run out.
- When you change the battery.
- When you remove the Pokémon mini Game Pak.
- When you press the unit's .

* If the battery is getting low, change it before it runs out, and then redo the settings.

When the power is on and you are playing a Pokémon Party mini game, CELEBI'S CLOCK does not go off. Celebi will come to let you know the alarm is going off only if the power is off, or if you are using the looped menu screens.

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● Clock setting

1. Press the **B** Button while the CELEBI'S CLOCK screen is displayed to call up the "ALARM" and "OPTIONS" screen. Select "OPTIONS" and then press the **A** Button. Set the time by pressing the **+** Control Pad up and down to select the right numbers, and then press the **A** Button to lock in the settings. If you want to move the cursor back, just press the **B** Button.



2. When you have finished setting the time, press the **A** Button to lock in the settings. That's all you need to do to set the clock!

● Please note...


Even if you set the time using the clock setting function, it can be reset when the following things happen:

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- When power goes off because the battery has run out.
- When you change the battery.
- When you remove the Pokémon mini Game Pak.
- When you press the unit's  .

* If the battery is getting low, change it before it runs out, and then redo the settings.

● Quick Start

If you turn the power off after selecting CELEBI'S CLOCK, when you press the  Button again to turn it back on, the first screen you see is the CELEBI'S CLOCK screen. You skip the "Pokémon" screen and the "Pokémon Party mini" title screen, so you can check the time right away.

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Power off



Power on

● Please note...

Quick Start won't activate when the following things happen:

- When power goes off because the battery has run out.
- When you change the battery.
- When you remove the Pokémon mini Game Pak.
- When you press the unit's  .

* If the battery is getting low, change it before it runs out, and then redo the settings.

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REV-B-P

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Please try our web site at www.pokemon.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information. 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.

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This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Nintendo's address is:

Nintendo of America Inc.

P.O. Box 957

Redmond, WA 98073-0957

This warranty is only valid in the United States.

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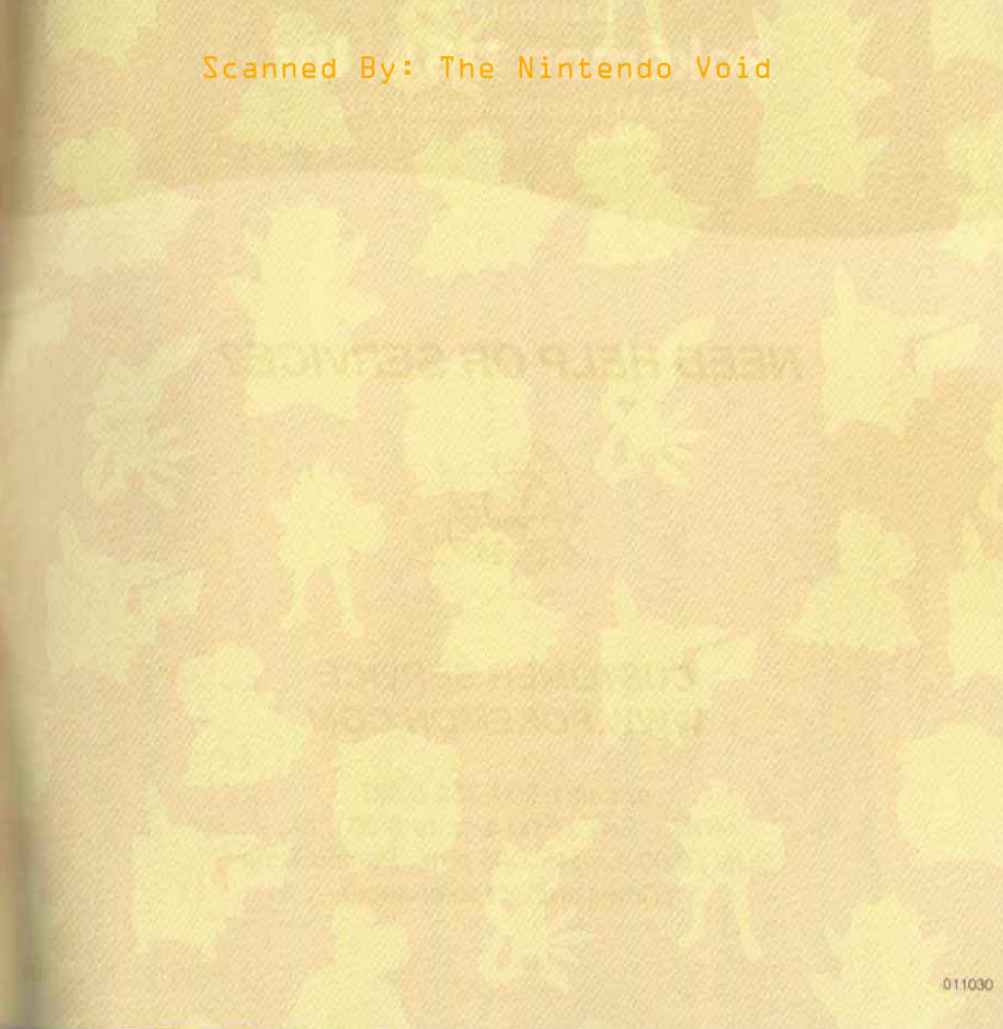
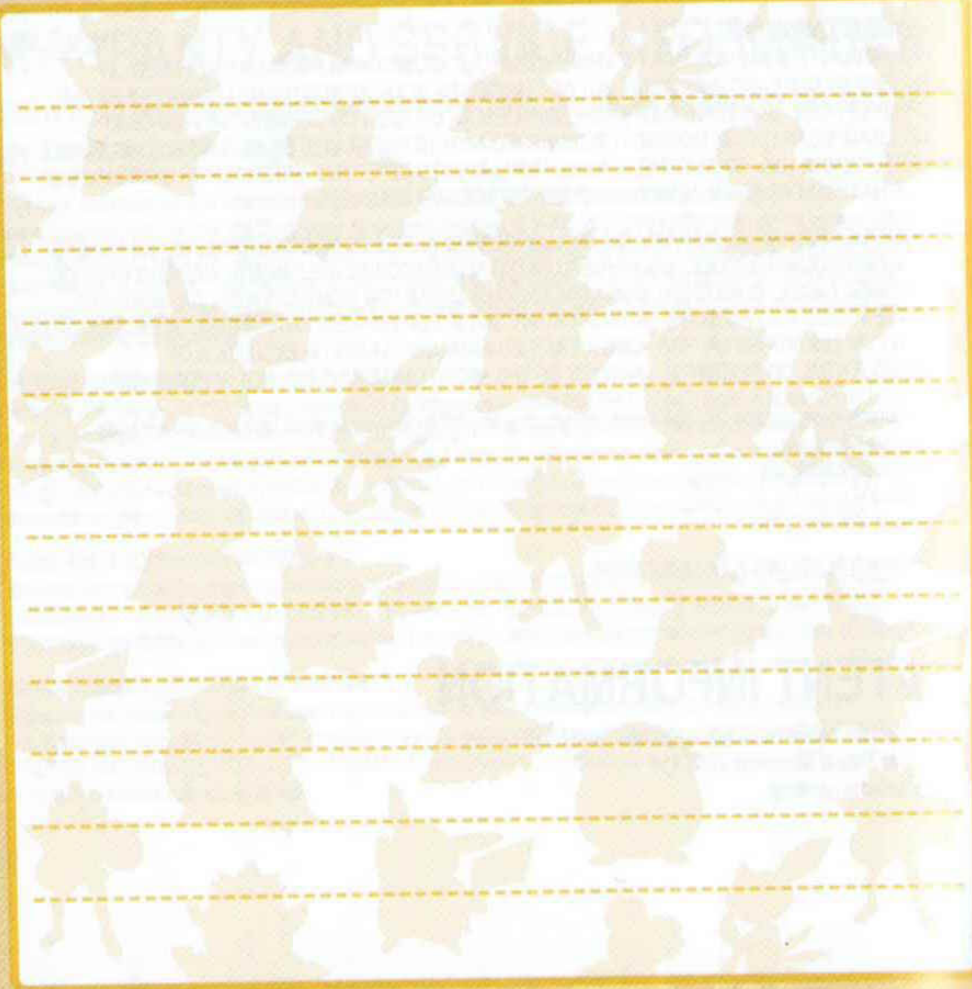
PATENT INFORMATION

United States Patent Numbers: 4,932,904 ; 5,134,391.

Canadian Patent Numbers: 2,007,434.

Other patents pending.

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