

IM-MIN-MPZE-USA

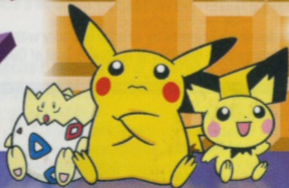
Pokémon mini™



Pokémon USA, Inc.

POKÉMON

PUZZLE COLLECTION™



INSTRUCTION BOOKLET

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.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®

© 2001 Pokémon / Nintendo

© 1995-2001 Nintendo / Creatures Inc. / GAME FREAK inc.

TM and ® are trademarks of Nintendo.

Licensed by NINTENDO

All Rights, including the copyrights of Game, Scenario, Music and Program, but excluding the copyright of Pokémon Characters reserved by

Nintendo, Creatures Inc. and GAME FREAK inc., reserved by Pokémon and Nintendo.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. 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 WWW.ESRB.ORG.

NEED HELP PLAYING A GAME?

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:

1-425-885-7529

This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-900-288-0707

U.S.\$1.50 per minute

1-900-451-4400

Canada \$2.00 per minute

MON.- SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
Callers under age 18 need to obtain parental permission to call.

(Prices subject to change)

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.

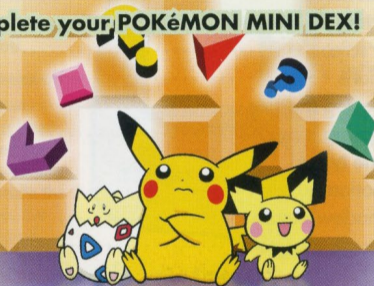
Do not put the battery in backwards. Make sure that the positive (+) and negative (-) end is facing in the correct direction. Insert the negative end first. When removing the battery, remove the positive end first.

Do not dispose of the battery in a fire.

Welcome to the Pokémon Puzzle Collection!

Solve puzzles and catch Pokémon!

Complete your POKÉMON MINI DEX!



Contents

■ Using the buttons	7
■ Clock mode	8
■ Starting the game and making settings	
Title screen	10
Options	12
Choosing a game	13
Choosing a puzzle	14
■ Game types	
1. Motion puzzle	15
2. Shadow puzzle	18
3. Rescue mission	21
4. ?	24
■ The menu screen	25
■ Suspending the game	27
■ The POKÉMON MINI DEX	28
■ What to do when all of the files are already being used... ..	30



Using the buttons

POWER Button

Turns the power on and off.

Auto power-off

If no button input has been registered for ten minutes or longer while the unit is on, the unit turns off automatically.

+ Control Pad

Lets you choose different menus, and controls movement.

B Button

Calls up the previous screen (when you are using a menu, etc.).



C Button

When you press this button during game play, the menu screen is displayed.

A Button

Locks in whatever selections you have made (menus, etc.).

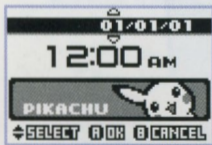


Clock mode

The Pokémon Puzzle Collection makes a great clock, too!

A picture appears under the time display. Choose Pikachu™, Pichu™, or Togepi™!

To turn on Clock mode



Make sure the title screen is displayed, and press the **C** Button. This turns on Clock mode.

If you turn the power off while the unit is in Clock mode, it will be in Clock mode the next time you turn it on, too.

Menu

The menu appears at the bottom of the screen when you press the **A** Button while in Clock mode.

If you choose "TO GAME," the game title screen is displayed again. If you choose "SET TIME," you can set the clock or change which picture is shown under the time display. Press the **+** Control Pad up or down to change the numbers. Use the **A** Button to move to the next digits (hours, minutes). Use the **B** Button to return to the previous digits.

Use the **B** Button to turn off the menu.

Set the clock right at the beginning with the new Pokémon mini!

With the new Pokémon mini, the clock setting screen is displayed the very first time you turn the power on. Set the clock and then start playing! If you press RESET or change the battery, or if the unit power goes off because the battery has run out, the clock will reset. Simply set it again the way you did the first time.

Starting the game and making settings

Title screen



GAME START

When you press the **A** Button, the game selection screen is displayed.

If you press the **+** Control Pad to the right or left before you press the **A** Button, you can select "OPTIONS" or "POKÉMON MINI DEX."

To find out more about making settings, please read the section on "OPTIONS" on page 12. To find out more about the POKÉMON MINI DEX, please read the detailed explanation on page 28.

DELETE DATA



While holding down the **B** Button...



press the **+** Control Pad to the right or left.

If you move the **+** Control Pad left or right while pressing the **B** Button, "DELETE DATA" is displayed.

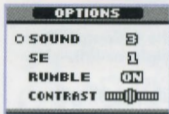
● Then, when you press the **A** Button, "DELETE DATA" will come up on the screen. Choose "YES" if you want to delete the data.



Be careful!

Be careful how you use this function. After the data is deleted, the puzzles you solved already aren't marked as solved anymore, and the Pokémon you caught in your POKÉMON MINI DEX are deleted.

Options



Press the **+** Control Pad up or down to choose the setting you want to change. Then press the **+** Control Pad left and right to change the setting.

● You can use the "SOUND" setting to change the volume of the background music for the

game. If you set it to "OFF," the background music is turned off.

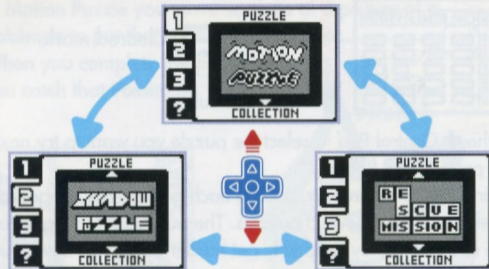
● You can use the "SE" setting to change the volume of the sound effects. If you set this to "OFF," there are no sounds effects. If you set both "SE" and "SOUND" to "OFF," you can play without bothering the people around you, even in a quiet place.

● If you don't like the vibration effect, you can set "RUMBLE" to "OFF."

● If it's hard to see the screen clearly, try changing the "CONTRAST" setting.

After you finish making the changes you want, press the **A**, **B**, or **C** button to get back to the previous screen.

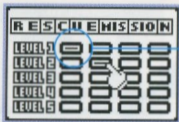
Choosing a game



Press the **+** Control Pad up or down to select one of the three games. Then press the **A** Button to call up the puzzle selection screen.

Press the **B** Button to return to the previous screen.

Choosing a puzzle



Cleared mark



More difficult

Use the **+** Control Pad to select the puzzle you want to try next. Then press the **A** Button.

- There are 20 different puzzles in each game. They range from level 1 puzzles to level 5 puzzles. The puzzles listed higher up are easier, but they gradually get harder as you go down the lists.
- Once you have solved a puzzle, a mark is put next to it. The more puzzles you solve, the more marks you'll get!

Press the **B** Button to return to the game selection screen.



Game types

1. Motion Puzzle

In Motion Puzzle you move sections of a picture of a Pokémon to put them in the correct order.

When you complete the picture, you catch that Pokémon!

No.172

Tiny Mouse Pokémon
PICHU™





- First, move the hand using the **+** Control Pad. When you press the **A** Button, the panel pointed to by the hand's finger is marked. Move the hand to another panel, and press the **A** Button again. The two pieces switch places. Keep switching pieces until you complete the picture of the Pokémon.
- If you accidentally mark the wrong panel, press the **B** Button to cancel.



No.216
Little Bear Pokémon
TEDDIURSA™



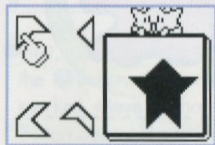
No.132
Transform Pokémon
DITTO™

When you press the **C** Button, the menu screen is displayed. In the menu screen, you can check exactly how to play, suspend the game, or change the settings. To find out more about the menu screen, please see page 25.

2. Shadow Puzzle

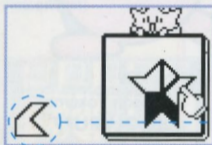
In Shadow Puzzle, you put pieces together so that they fit into a silhouette and create the shape of a Pokémon.

When you finish creating the shape, you catch that Pokémon!



CATCH!

- First, use the **+** Control Pad to move the hand and choose a piece among the many pieces on the left side of the screen. Press the **A** Button to pick up a piece. After you pick up the piece, move it over to the silhouette on the right and press the **A** Button again to release the piece.



- If you press the **B** Button while you are carrying a piece, you can rotate the piece. If you don't rotate the piece correctly, you may not be able to complete the shape.
- If you accidentally put a piece in the silhouette incorrectly, you can use the **A** Button to pick it up again. If you press the **B** Button instead of the **A** Button, the piece is returned to where it originally started.

No.246
Rock Skin Pokémon
LARVITAR™

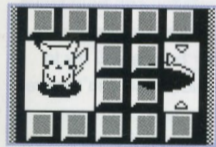


No.039
Balloon Pokémon
JIGGLYPUFF™

When you press the **C** Button, the menu screen is displayed. In the menu screen, you can check exactly how to play, suspend the game, or change the settings. To find out more about the menu screen, please see page 25.

3. Rescue Mission

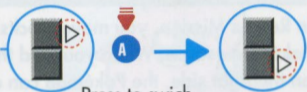
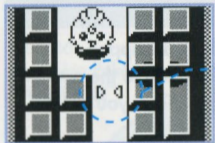
In Rescue Mission, you move blocks to help a trapped Pokémon escape. When you lead the Pokémon to the opening on the right side, the Pokémon can escape. Then you get the Pokémon!



No.025
Mouse Pokémon
PIKACHU™



CATCH!



Press to switch

- Move the blocks using the **+** Control Pad. You can only move the Pokémon and the blocks into open spaces, so make sure you try to figure out what's the best order before you try to move them. If you notice that there is a block you can't move, don't panic! Just press the **A** Button. Then you can move a block that wouldn't move before. Remember: If the block you want to move won't move, press the **A** Button to turn it into a moving block!

No.174
Balloon Pokémon
IGGLYBUFF™



No.151
New Species Pokémon
MEW™



When you press the **C** Button, the menu screen is displayed. In the menu screen, you can check exactly how to play, suspend the game, or change the settings. To find out more about the menu screen, please see page 25.

4.?

As you solve puzzles and get lots of Pokémon, something happens at the question mark "?". What is it?



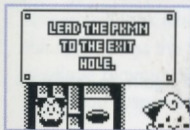
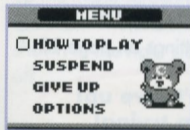
hint



Here's a hint. The question mark "?" lets you play a game in which you slide panels using just the **+** Control Pad. You don't use the **A** or **B** Button. What kind of game is it? Try it and see!



C Button



When you press the **C** Button in the middle of solving a puzzle, you call up the menu screen. You can select a menu by moving the **+** Control Pad up and down.

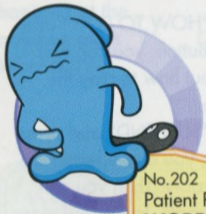
- If you select "HOW TO PLAY" and press the **A** Button, you can find out more about how to play the current game.
- If you select "SUSPEND" and press the **A** Button, you can suspend the game temporarily. Then you can turn the power off. To find out more about the "SUSPEND" function, read the section on "SUSPEND" on page 27.

MENU

HOW TO PLAY

SUSPEND

- GIVE UP
- OPTIONS



No. 202
Patient Pokémon
WOBBUFFET™

**Don't give up!
Keep trying!**

Press the **B** Button, or press the **C** Button again, to return to the game.

- If you select "GIVE UP," you can stop trying to solve the puzzle you are in the middle of and return to the puzzle selection screen.
- Select "OPTIONS" and press the **A** Button if you want to change any of the settings. To find out more about making settings, please read the section on settings on page 12.



Suspending the game

MENU

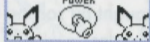
HOW TO PLAY

- SUSPEND
- GIVE UP
- OPTIONS



PRESS POWER BUTTON
TO SAVE AND QUIT.

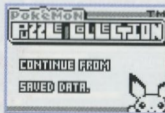
POWER



- You are in the middle of a puzzle, but you have to do something right away, so you have to stop playing the game for a

short time. When this happens, first press the **C** Button to call up the menu screen. Then select "SUSPEND" and press the **A** Button. The screen changes so that it looks like the screen shown to the right side. Press the **POWER** Button and turn the game off.

- The next time you turn the power on, the screen will look like the one shown to the right. Press the **A** Button. You can continue playing right where you left off when you suspended the game.



The POKÉMON MINI DEX

09	POKÉMON No. 043	ODDISH
10	POKÉMON No. 045	VILEPLUME
11	POKÉMON No. ---	?
12	POKÉMON No. ---	?
13	POKÉMON No. ---	?
14	POKÉMON No. ---	?
15	POKÉMON No. 061	POLIWHIRL

- The POKÉMON MINI DEX lets you look at the Pokémon that you've caught by solving different puzzles.
- Choose the Pokémon you want to look at by moving the + Control Pad up and down, and press the **A** Button.

You can catch up to 80 Pokémon! It's hard to put the entire POKÉMON MINI DEX together, but it's worth the effort. Can you do it?



No.013
Hairy Bug Pokémon
WEEDLE™



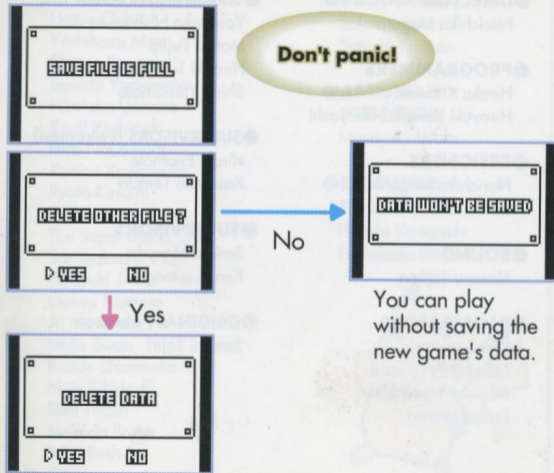
No.043
Weed Pokémon
ODDISH™



No.187
Cotton Weed Pokémon
HOPPIP™

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

The Pokémon mini game unit has special storage files for saving game data. There are a total of six files for data storage. You can use one of these areas for this game. If all of the data storage files are being used by other games when you put the Game Pak in the Pokémon mini and turn it on, "SAVE FILE IS FULL" will be shown on the screen. But don't worry! Select "YES" when "DELETE OTHER FILE?" is displayed, and you can delete the file for another game and use that files to save Puzzle Collection game data. If you don't want to delete a file for other games, select "NO" at this screen. You can play Pokémon mini games without saving the game data. If you do, though, the stages you cleared won't be marked as cleared, and the unit won't record which Pokémon you caught.



STAFF CREDITS

● DIRECTOR

Norichika Meguro

● PROGRAMMERS

Hiraku Kitawaki
Hiroyuki Kawaharabayashi

● DESIGNERS

Norichika Meguro
Hideki Ishii

● SOUND

Masaru Tajima

● ILLUSTRATORS

Ken Sugimori
Motofumi Fujiwara
Masako Yamashita
Etsuya Hattori

● GRAPHIC ARTISTS

Yoshitaka Nishikawa
Motoki Fujita
Hiroaki Tamura
Shinji Yamamoto

● SUPERVISORS (Pokémon)

Hiroki Enomoto
Kazuyuki Terada

● SUPERVISORS

Junichi Masuda
Ken Sugimori

● ORIGINAL Pokémon

Satoshi Tajiri

● SPECIAL THANKS

Hatao Ogata
Yoshikazu Mori
Shinya Kawada
Souichi Yamamoto
Hirotaka Uemura
Kouji Yoshizaki
Hiro Nakamura
Kunimi Kawamura
Ryuta Kusumi
Akihiko Miura
The Super Mario Club
Sarugakucho Inc.
Hiroyuki Jinnai
Gakuji Nomoto
Ai Mashima
Leslie Swan
Randy Shoemake
Nate Bihldorff
Gail Tilden
Melinda Porter
Sara Bush

● PRODUCERS

Satoru Iwata
Satoshi Yamato

● ASSISTANT PRODUCER

Masayuki Miura

● EXECUTIVE PRODUCERS

Hiroshi Yamauchi
Tsunekazu Ishihara



NOTES



IMPORTANT:

REV-B-P

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Backup" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo Licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact Nintendo.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:
Nintendo Consumer Assistance Hotline at 1-800-255-3700 or
www.pokemon.com.

WARRANTY AND SERVICE INFORMATION

Warranty and service support for this product is being provided by Nintendo of America Inc.

You may need only simple instructions to correct a problem with your product. Try our web site at www.pokemon.com or call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone or with the troubleshooting information available on-line, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for three (3) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 3 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

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.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE 3 MONTH WARRANTY PERIOD DESCRIBED ABOVE. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

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

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.

PATENT INFORMATION

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

Canadian Patent Numbers: 2,007,434.

Other patents pending.

SCAN

For Pokemon-Mini.net

By RazorLeafAttack

REV-L-P

Distributed by
Pokémon USA, Inc.

400 Madison Avenue, #11D,
New York, NY 10017

NEED HELP OR SERVICE?



CUSTOMER SERVICE
WWW.POKEMON.COM

or call 1-800-255-3700
MON. - SAT., 6:00 a.m. to 9:00 p.m.;
SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
(Times subject to change)

PRINTED IN JAPAN