

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY I WITH ONE, TWO, THREE OR FOUR PLAYERS AND



THIS GAME SUPPORTS ALTERNATING GAME PLAY WITH ONE, TWO, THREE OR **FOUR PLAYERS AND** CONTROLLERS.



THIS GAME SUPPORTS **GAME PLAY WITH ONE** PLAYER AND CONTROLLER.



THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.



THIS GAME SUPPORTS ALTERNATING GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.



THIS GAME REQUIRES A OR STATISTICS.



THIS GAME IS COMPATIBLE I WITH THE NINTENDO **GAMECUBE MODEM** ADAPTER.



THIS GAME IS COMPATIBLE WITH THE NINTENDO GAMECUBE BROADBAND MODEM.



THIS GAME IS COMPATIBLE WITH THE GAME BOY ADVANCE PORTABLE VIDEO GAME SYSTEM.



THIS GAME IS COMPATIBLE WITH THE DK BONGOS ACCESSORY.



THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TVs.

Dashed black line indicates maximum area MEMORY CARD FOR SAVING | available for 'compatibility icons'. Add icons, GAME PROGRESS, SETTINGS! starting on the left, as necessary and using

> Compatibility text prints black or white, whichever is most legible on background color chosen.











Rating icon appears here. Must be in exact size (13 mm wide by 18 mm high) and position shown. See ESRB guidelines for list of available icons and additional requirements. Do not add while rule line around icon unless background is 100% Black,

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Nintendo logo. Prints Red: 100% Maaenta +100% Yellow. Interior of oval reverses to white.

Trademark and copyright text followed by Licensee's copyright information prints black or white, whichever is most legible on background

"Official Seal" text block and Official Seal location and size. Seal prints (gold): PANTONE 872. Interior of text block and seal reverses to white stock.

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THIS GAME SUPPORTS ALTERNATING GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.



THIS GAME IS COMPATIBLE WITH THE NINTENDO GAMECUBE BROADBAND MODEM.





THIS GAME IS COMPATIBLE WITH THE GAME BOY ADVANCE PORTABLE VIDEO **GAME SYSTEM.** 



Memory Card

THIS GAME IS COMPATIBLE WITH THE NINTENDO **GAMECUBE MODEM** ADAPTER.



THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN



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## Nintendo of America, Design Services

NINTENDO GAMECUBE INSTRUCTION BOOKLET Pg. No: 6.0 DOL-62-0133-001C

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The inner dashed cvan lines indicate the minimum text-to-edge boundary. Do not print. This is 3mm inside all trim lines. Keep text, icons and all other layout items within the dashed lines.

Magenta lines indicate trim line. Do not print.

**Booklet Dimensions:** 

Page Width: 105 mm

Page Height: 178 mm

For games that use the Memory Card, add the following text to the end of the Memory Card

Please refer to the Nintendo GameCube instruction booklet (pages 18-20) for directions on how to format and erase Memory Card files.

For games that use progressive scan mode, add the following text near the front in the "settings" or "operation" section:

**Progressive Scan Mode** 

This game can be set to display a higher resolution image on TVs that support progressive scan mode (such as EDTV, HDTV).

In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube Component Video Cable (available only through Nintendo, visit www.nintendo.com or call 1-800-255-3700). This feature is only available on Nintendo GameCube model No. DOL-001(USA).

To activate the progressive scan mode, press and hold the B Button while the Nintendo GameCube logo is being displayed until the message "Do you want to display the game in progressive mode?" appears. Select YES to activate the mode.

Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide screen (16:9) format.

All games must include the following text, location optional:

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Add additional copy, icons or images of compatible accessory products not included in list of icons on left. Size, style and location in booklet is optional.