

Nintendo

NINTENDO
GAMECUBE

NINTENDO GAMECUBE™

WAVEBIRD™ WIRELESS CONTROLLER

DKX 004 DKX 005
SMC2-A1R 040A

■ INSTRUCTION BOOKLET ■

Thank you for purchasing the **Nintendo GameCube Wave Bird Wireless Controller**. Please read the following instructions before use of this product. Also, please store the Instruction Booklet in a safe place.

- * **The Wave Bird Controller does not have a built-in rumble feature.**
- * **Please read the Nintendo GameCube Instruction Booklet as well.**

▲ SEIZURE WARNING

- Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should **ALWAYS** take a 10 to 15 minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.
- If your hands, wrist or arms have been injured or strained in other activities, use of your system could aggravate the condition. Before playing, consult a doctor.

▲ BATTERY WARNING

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 PRODUCT. IF BATTERY LEAKAGE OCCURS, THOROUGHLY WASH THE AFFECTED SKIN AND CLOTHES. KEEP BATTERY MANUFACTURER FOR FURTHER INFORMATION.

- If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery manufacturer further information.
- Do not dispose of batteries in a fire. Do not recharge the batteries.
- Do not disassemble or modify the batteries.
- Do not put the batteries in backwards (positive (+) and negative (-) ends must face the proper direction.)
- Do not mix used and new batteries (replace all batteries at the same time.)
- Do not leave batteries in the WaveBird for long periods of non-use.
- Do not mix battery types (do not mix alkaline and carbon zinc batteries or mix different brands of batteries.)
- Do not use nickel cadmium batteries.

Hardware Precautions/Maintenance

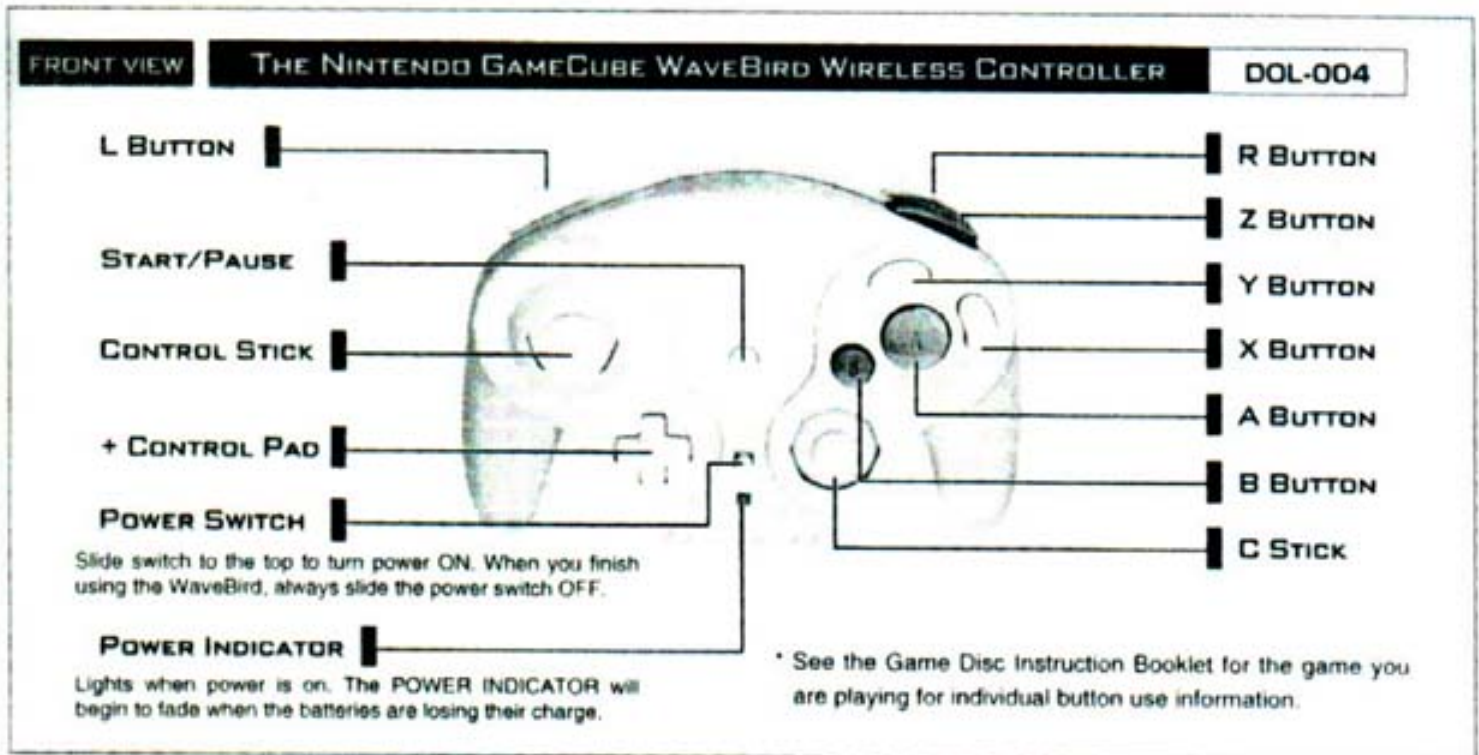
- The Nintendo GameCube WaveBird Controller and the Wireless Receiver are high precision pieces of electronics. Read the followings before use of this product.

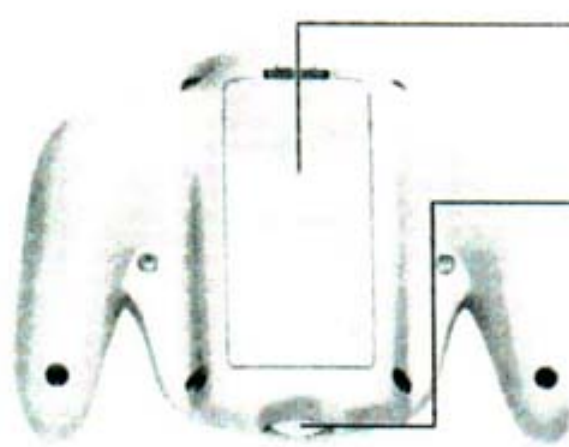
▲ CAUTION

- Stop using the WaveBird or the Wireless Receiver once any problem occurs. Doing so may damage the WaveBird or the Wireless Receiver.
- Do not disassemble or try to repair the WaveBird, the Wireless Receiver, or components. Doing so voids your warranty.
- Avoid touching the connectors with your fingers. Doing so may damage the WaveBird or the Wireless Receiver.
- Do not spill liquids on the WaveBird or the Wireless Receiver. Always check the WaveBird or the Wireless Receiver for foreign material before using the WaveBird or inserting the Wireless Receiver into the GameCube Controller Socket.
- Do not use the WaveBird where usage is restricted such as in an airplane or hospital.
- Do not store on the floor or in any location where it may cause injury or damage.
- Do not drop, hit or otherwise abuse the WaveBird or the Wireless Receiver.
- Do not store the WaveBird or the Wireless Receiver in a humid place, on the floor or in any locations where it may collect dirt, dust, lint, etc.
- Do not expose the WaveBird or the Wireless Receiver to extreme heat or cold.

List of Components

- 1 Nintendo GameCube WaveBird Wireless Controller (DOL-004)
- 1 Nintendo GameCube Wireless Receiver (DOL-005)
- 2 AA batteries
- 1 Instruction Booklet



BACK VIEW**• How to remove battery cover****BATTERY COVER**

Remove cover to insert or replace batteries.

CHANNEL SWITCH (1 - 16)

Use the switch to select a channel.

• Set the same channel on both the WaveBird and the Receiver. When using more than 1 Wave Bird and Receiver, use a different channel for each pair.

CONTROL STICK, C STICK, AND ANALOG BUTTON FUNCTION

Control Stick and C Stick are the analog sticks that make subtle play control possible by detecting the stick's angle and direction. In addition, L Button and R Button are also analog buttons that make subtle play control possible by changes in how far the button is pressed down.

- When turning the WaveBird ON, do not touch the C Stick, Control Stick, L Button, or R Button.
- If any button is pushed when turning the power on, that position will be the "Neutral Position" and therefore the analog functions will be out of alignment. In order to recalibrate all analog functions, turn the WaveBird OFF and then On again.
- Do not spill liquids on the Wave Bird or insert any foreign material inside the L Button or the R Button.



Control Stick neutral position



C Stick neutral position

THE NINTENDO GAMECUBE WIRELESS RECEIVER**DOL-005****FRONT VIEW****BACK VIEW****RECEIVER POWER INDICATOR LED**

Indicates that a signal sent from the WaveBird is received properly.

CHANNEL SWITCH (1 - 16)

Use the switch to select a channel.

• Set the same channel on both the WaveBird and the Receiver. When using more than 1 Wave Bird and Receiver, use a different channel for each pair.

**PLUG**

Insert into one of the Nintendo GameCube Controller Sockets 1 - 4.

Installing Batteries

Remove the cover on the back of the WaveBird and insert two AA batteries as shown. Insert the negative (-) ends first.

*** Insert the batteries for your child.**

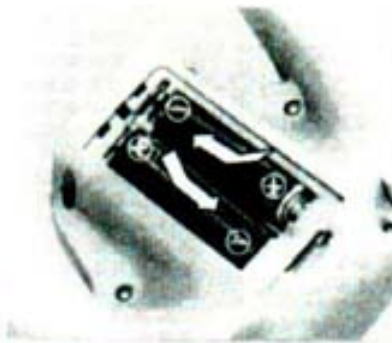
Put the cover back.

• How to remove batteries

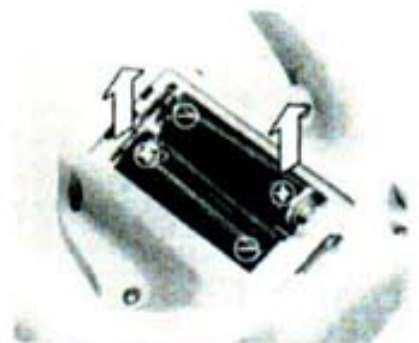
Remove the cover on the back of the WaveBird and remove two AA batteries as shown. Remove the positive (+) ends first.

*** Remove the batteries for your child.**

Put the cover back.



How to install batteries



How to remove batteries

Using the WaveBird

Please make sure that the AA batteries are properly inserted into the WaveBird.

Set the same channel on both the WaveBird and the Receiver.

*** When using more than 1 WaveBird and the Receiver, use a different channel for each pair of WaveBird and Receivers.**

Insert the Receiver into the Nintendo GameCube Controller Socket.

The Controller Socket used will vary depending upon game.

Turn On the WaveBird by sliding the switch up.

*** Power OFF the WaveBird when you are finished using.**

*** WaveBird does not have the Rumble feature built-in. Even if you set the Rumble feature On, the WaveBird won't rumble during gameplay.**



- Use the WaveBird and the Receiver within 20 feet of each other for best operation. The range might be less depending upon the surroundings such as interference from radio waves, noise etc.
- Do not use the WaveBird near devices that may cause radio wave interference (Wireless LAN, microwave, other cordless devices etc.)
- If the WaveBird seems to not be working properly, change the channel to a different setting for the pair of WaveBird and Receiver.
- When the WaveBird Power Indicator LED begins to grow dim, the battery life is almost gone. Change batteries to new batteries. Once the batteries in the WaveBird die, the WaveBird Power Indicator LED will not light up and it won't function at all.
- When removing the Wireless Receiver from a Controller Socket, remove it by pulling it out straight, parallel to the socket as shown. Removing in a jerking motion may damage the Receiver.



Troubleshooting

- Problem: The WaveBird or the Wireless Receiver does not function properly.

Check	Solution
Is the WaveBird powered on?	Turn the power ON.
Is the WaveBird Power Indicator LED on?	When the Power Indicator LED is not on or begins to grow dim, the battery life is almost gone. Install new batteries.
Is the same number set for the WaveBird and the Receiver channels?	Set the same channel on both the WaveBird and the Wireless Receiver. If the problem still occurs, there may be interference. Set the WaveBird and the Receiver to a different channel.
Is another WaveBird using the same channel?	Change the channel to a different channel than the one currently used.
Is the Receiver completely inserted into the correct Controller Socket?	Make sure that the Receiver is inserted into the correct Controller Socket. Also, insert the Receiver completely.
Are analog functions out of alignment?	Reset the WaveBird in order to recalibrate the analog functions.

- Problem: The controls are not stable.

Check	Solution
Are the WaveBird and the Receiver too far apart?	Move the WaveBird closer to the Receiver.
Is the WaveBird facing towards the Receiver?	Use the WaveBird by facing it towards the Receiver.
Is there any device such as Wireless LAN, microwave, other cordless device that is preventing the WaveBird or the Receiver from functioning properly?	Set the same channel on both the WaveBird and the Receiver. If the problem still occurs, there may be interference. Set the WaveBird and the Receiver to a different channel. If the problem still occurs, move the Receiver away from any device that is causing the interference. If still not working, turn off the interfering device.



FCC Information

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

▲ CAUTION

Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate this device.

Industry Canada Information

Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

To prevent radio interference to the licensed service, this device is intended to be operated indoors and away from windows to provide maximum shielding. Equipment (or its transmit antenna) that is installed outdoors is subject to licensing.

The Term "IC:" before the certification/registration number only signifies that the Industry Canada technical specifications were met.

WARRANTY AND SERVICE INFORMATION

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.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 or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER.™ 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 twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER 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 12 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 or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

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

and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. 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 WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). 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 as set forth on the back cover of this booklet.

This warranty is only valid in the United States.



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