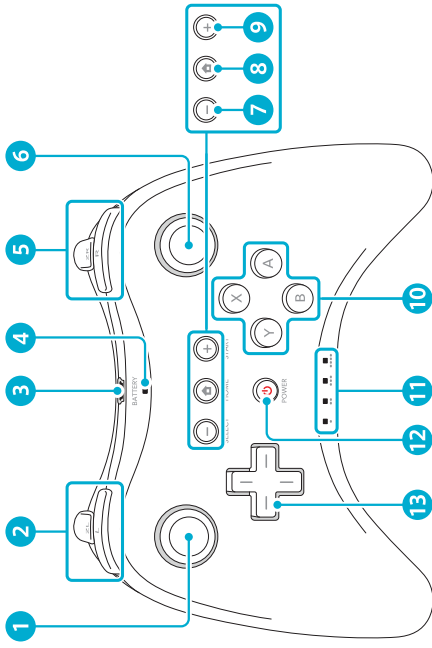


# Operations Manual

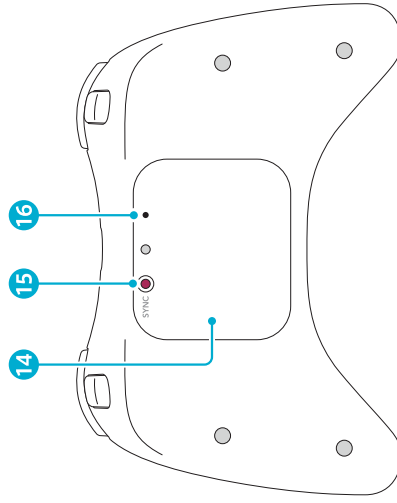
**Controller (optional accessory)**

- **The Controller is sold separately.** This controller only works with software that supports Controller gameplay (see game packaging for compatibility information).

**Front View**



**Back View**



- 1 L Stick**
  - Can also function as a button when pressed.
- 2 L & ZL Buttons**
- 3 USB Port**
  - Connects to the USB cable for charging the controller (p. 18).
- 4 Battery LED**
  - Indicates charging status and remaining battery life (p. 19).
- 5 R & ZR Buttons**
- 6 R Stick**
  - Can also function as a button when pressed.
- 7 - Button/SELECT**
- 8 HOME Button**
  - Displays the HOME Menu, where you can configure or check the battery life of the Controller or view pre-installed electronic manuals (see the Electronic Manual (E), on the HOME Menu.
- 9 + Button/START**
- 10 A/B/X/Y Buttons**
- 11 Player LED**
  - Indicates the player number assigned to the controller currently in use.
- 12 POWER Button**
  - Press to turn the console and GamePad on or off (p. 20).
- 13 +Control Pad**
- 14 Battery Cover**
  - You can remove the cover if you need to replace the rechargeable battery (p. 40).
  - Do not remove the cover unless you need to replace the battery or check battery installation.
- 15 SYNC Button**
  - Press this to pair the Controller with the console (p. 22).
- 16 RESET Button**
  - See the Electronic Manual (E), **Troubleshooting**, “The Controller does not respond,” for more information.

# Charging the

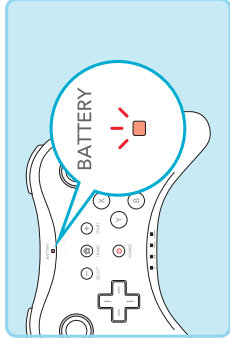
# Controller

The Controller is a dedicated wireless controller for the system. **This accessory is sold separately.**

The battery LED will light orange when the battery is charging and turn off when charging is complete.

- Be sure to fully charge the battery before use for the first time, or if the system has not been used for a long time.
- Optimal charging temperature is between 50°F-95°F (10°C-35°C).
- Before use with the system, wireless controllers must be paired with the console (p. 22).

**NOTE: The console must be turned on to charge the controller.**



## Charging Procedure

Connect Controller and console, using the USB cable. Make sure all plugs are inserted straight all the way into the connectors.

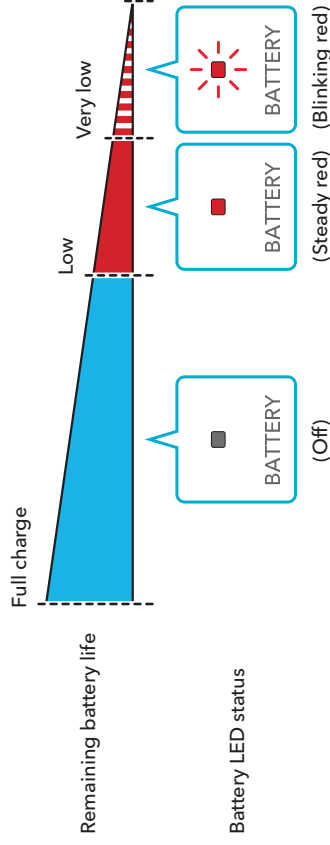
### Estimated Charging Time and Battery Life

- **Charging Time:** approx. 4.5 hours  
Charging time will vary depending on how the system is being used and how much charge is left in the battery.
- **Battery Life:** approx. 80 hours  
Actual battery life depends on the features used, such as the rumble feature or wireless communication use, ambient temperature, and other factors.

## Battery LED Status

The color and status of the LED changes depending on the remaining battery charge.

- If you run out of battery life while playing a game, you will not be able to use the controller. **If the battery LED turns red, charge the Controller.**



Battery LED status

## Controller

Do not use any battery other than the

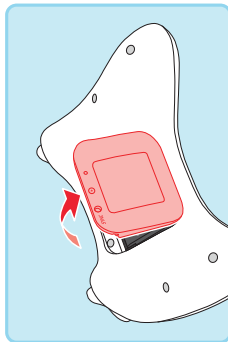
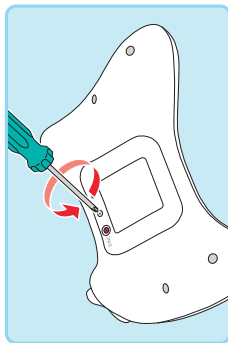
Controller rechargeable battery.

- Before replacing the battery, turn the console power off and disconnect the USB cable if it is connected to the controller.
- To avoid damage to the screw or threads, use a screwdriver that is appropriate for the screw (crosshead style, size 0).

### 1

#### Loosen the screw and remove the battery cover.

The battery cover is designed so the screw can be loosened, but not fully removed.

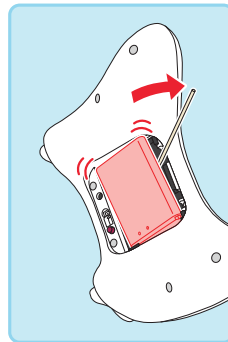
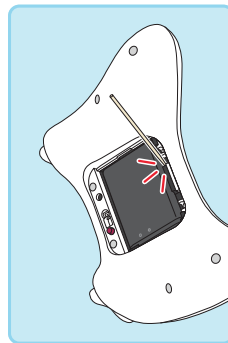


### 2

#### Remove the battery.

Insert the stylus from the GamePad under the battery, as shown below, and gently lift the edge, allowing you to remove the battery.

- Please recycle the used battery (p. 43).

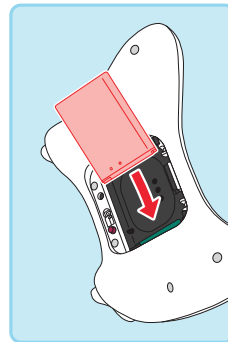


### 3

#### Wait at least 10 seconds before inserting the new battery.

Make sure the battery is oriented correctly, as show in the illustration.

- Waiting 10 seconds will allow the power LED to reset correctly.

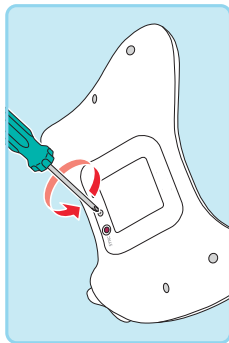
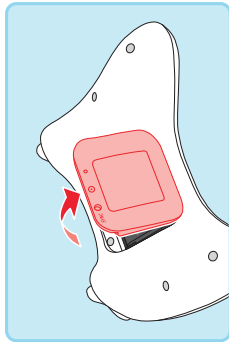


### 4

#### Replace the battery cover.

After replacing the battery cover, tighten the two screws, being careful not to overtighten them.

**IMPORTANT: Always be sure to replace the battery cover and tighten the screws before resuming use.**



## Regulations for Equipment Use in U.S.A. and Canada

### FCC and Industry Canada Information

In order to comply with FCC radio-frequency radiation exposure guidelines for an uncontrolled exposure, this device and its antenna must not be co-located or operating in conjunction with any other antenna or transmitter.

This device complies with Part 15 of the FCC Rules and RSS-210 of Industry Canada. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept interference received, including interference that may cause undesired operation.

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

This equipment has been tested and found to comply with the limits of a Class B digital device, pursuant to part 15 of the FCC Rules and the Canadian ICES-003 Class B specifications. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment 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 equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment 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.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.