

**IMPORTANT SAFETY INFORMATION:
READ THE FOLLOWING WARNINGS BEFORE YOU
OR YOUR CHILD PLAY VIDEO GAMES**

⚠️ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, 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
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
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.

⚠️ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

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⚠️ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Wii during a lightning storm. There may be a risk of electric shock from lighting.
- Use only the AC Adapter that comes with your system.
- Do not use the AC Adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC Adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Wii power switch is turned OFF before removing the AC Adapter cord from an outlet.

⚠️ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠️ CAUTION - Laser Device

The Wii is a Class I laser product. Do not attempt to disassemble the Wii. Refer servicing to qualified personnel only. Caution: Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

Specifications: Laser Type: Semiconductor laser Laser wave length: 662nm (typ.) (647nm-687nm)
Laser power: Max. 0.9mW Numeric aperture: 0.6

NOTE: This is a latex-free product.

Components

Wii console

Power Button

Use to turn the Power ON or OFF.

Power LED

Green LED illuminates when power is on. The color and the state (steady light/blinking) of the Power Indicator LED indicate system status.

RESET

Press to restart the game.

SYNCHRO

Press to register a Wii Remote to be used with the console.

SD Card Slot

Slot where a SD Card is inserted.

Disc Eject Button

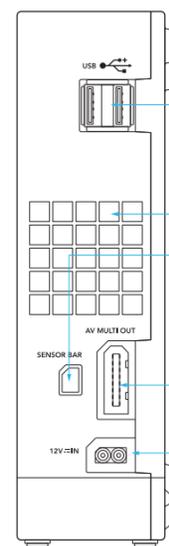
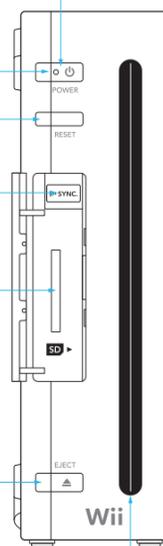
Press to eject a disc

Disc Slot

Slot where the disc is inserted. Blue light is turned on when disc is inserted.

Front View

Back View



USB Connector

Connector for USB device which has a mark like .

Vent

Sensor Bar Connector

Connector for Sensor Bar (RVL-014).

AV Multi Out

Connector for AV Cable (RVL-008) or optional cable (Sold separately).

DC Input Connector

Connector for DC input of AC Adapter (RVL-002 (USA)).

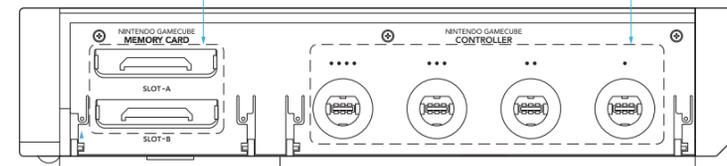
TOP View

Nintendo GameCube Memory Card Slots

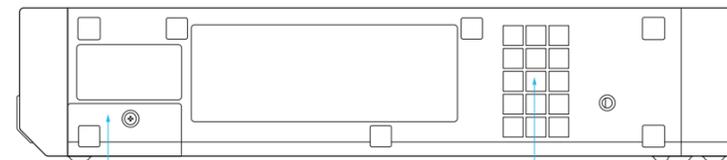
Slot where Nintendo GameCube Memory Cards are inserted. Upper Slot is Slot-A and Bottom slot is Slot-B.

Nintendo GameCube Controller Sockets

Socket for connecting Nintendo GameCube controllers (including DK Bongo Controller and Mat Controller). From the right: controller Socket 1,2,3,4.



BACK View



Battery Cover

Button Battery (CR2032) is built-in. Open cover only when the battery pack has to be removed for disposal or replacement.

Inlet

System set up

■ Before connecting...

Please check followings before connecting the console with each peripheral device.
-AC adapter is not yet connecting the wall outlet.
-Make sure to be turned off the TV or VCR which will be connecting with the console.

1. Connecting AV cable

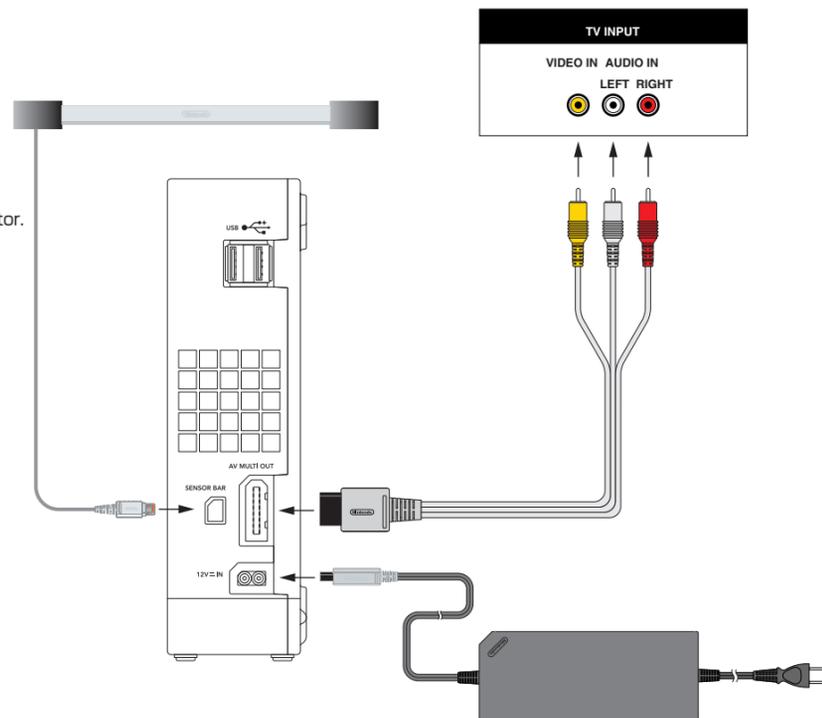
Connect AV cable with TV or VCR Inputs.

2. Connecting Sensor Bar

Connect Sensor Bar with Sensor Bar Connector.

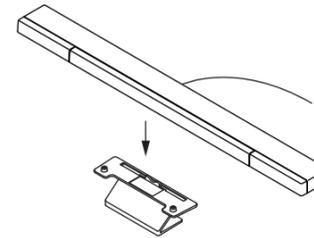
3. Connecting AC Adapter

- (1) Connect AC Adapter DC plug with DC Input Connector.
- (2) Plug AC plug of AC adapter into the wall outlet.

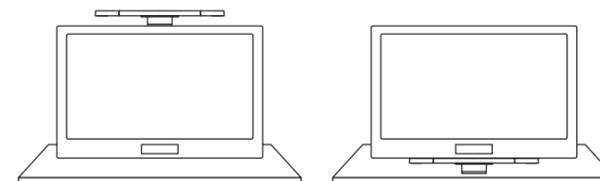


Setting a Sensor Bar

- (1) Attach the Wii Sensor Bar stand on the Wii Sensor Bar. (See illustration below).

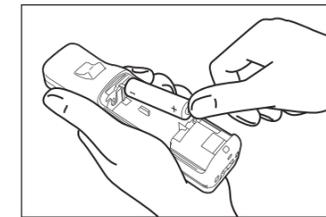


- (2) Place the Wii Sensor Bar with Wii Sensor Bar stand endways on the top or bottom of your TV.



Setting a Wii Remote

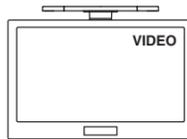
Remove the battery cover on the back of the Wii Remote, and insert two AA (LR6) batteries as shown. Always insert the negative end first.*When removing, please always remove the positive end first.



SYSTEM OPERATION

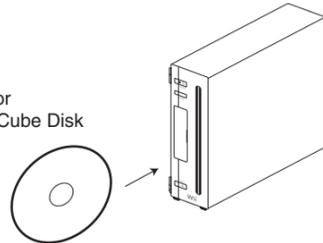
Starting a game

1. Turn your TV on. If the console is connected to your VCR, turn it on also and set the TV to VCR Mode.



2. Insert the Wii disc or Nintendo GameCube Disk into the Disc slot of the Wii console. Then power goes on automatically.
When playing Nintendo Gamecube disc with the Wii console, please insert GameCube into the Nintendo Game Cube Controller Sockets and the Memory Card into the Nintendo GameCube Memory Card Slots, before inserting the disc.

Wii Game Disc or
Nintendo GameCube Disk



3. Chose "Disc" channel and press A button to confirm.

For details on subsequent operations, see the instruction manual of the specific game.

REMOVING A GAME DISC

Push the Disc Eject Button and remove the Game Disc from the console.

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▲CAUTION - TV Screen Damage

Some televisions can be damaged by the display of a stationary image, because the image may be permanently "burned" into the screen. Playing video games with stationary images or patterns, or leaving video games on hold or pause, may lead to this type of damage. When taking a break, place the game on pause and turn the TV off until you are ready to play again.

Before using your Nintendo system with any TV, especially front and rear projection, be sure to review all documentation included with your TV to find out whether video games can be played on the TV without damaging it. If in doubt, contact the manufacturer of the TV. Neither Nintendo nor any of Nintendo's licensees will be liable for any damage to your TV.

GAME DISC PRECAUTIONS / MAINTENANCE

1. Do not touch the bottom unprinted surface of the Game Disc. Always handle the disc by the edges.
2. Do not use cracked, deformed or repaired discs.
3. Do not bend or put excessive pressure on discs when loading into console.
4. Do not leave discs in direct sunlight or expose to high temperatures, high humidity or dust, dirt or other contaminants.
5. When not using discs, store them in their cases to prevent them from getting scratched, dirty or damaged.
6. Do not write on, or place stickers on any part of the disc.
7. If a disc becomes dirty or contaminated with fingerprints, the system may not be able to read the game data correctly. If necessary, clean the disc with a soft, slightly damp cotton cloth (**use water only**). Clean the disc from center towards the edges; do not use a circular motion.

HARDWARE PRECAUTIONS / MAINTENANCE

1. Always make sure that the Wii Game Disc has stopped spinning before removing or loading a new disc. Load ONLY Wii Game Discs into your Wii.
2. To prevent dust, dirt or other foreign matter from contaminating the console, do not leave the disc cover open for long periods of time.
3. Do not use any type of AC Adapter other than the one provided with your system. The AC Adapter and console may become warm during use; this is normal and is no cause for concern.

4. The console has intake and exhaust vents on the right and left sides designed to maintain adequate ventilation. Do not operate the console in any location where these vents may become covered or obstructed.
5. Do not disassemble or try to repair the Wii, accessories or components. Doing so voids your warranty.
6. After you have finished playing, be sure to remove the Game Disc from the console.
7. Do not store the Wii in a humid place, on the floor or in any location where it may collect dirt, dust, lint, etc.
8. Do not drop, hit or otherwise abuse the Nintendo GameCube system, components or accessories.
9. Do not leave the system turned on for extended periods when not in use.
10. When disconnecting any plugs from the console or wall outlet, first turn the Wii off. Then carefully pull by the plug itself rather than by the cord. Do not step on, sharply pull or bend any wire or cables.
11. Do not expose the Wii system, components or accessories to extreme heat or cold.
12. Do not spill liquids on the Wii system, components or accessories. To clean, use a soft slightly damp cloth. Allow the component to dry completely before using again. (Use water only.)

PATENT INFORMATION

Nintendo products are protected by some or all of the following patents:
United States Patent Numbers: XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
Canadian Patent Numbers: XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
Other patents are issued and pending in the U.S., Canada and elsewhere.

**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 of the device.

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. 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.
- Consult the dealer or an experienced radio/TV technician or call Nintendo Consumer Service at 1-800-255-3700 for assistance.

The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C., 20402, Stock No. 004-000-00345-4.

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