

▲ WARNING

PLEASE CAREFULLY READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THE NINTENDO GAMECUBE SYSTEM OR GAMES BEFORE USING THIS ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

Please read the Nintendo GameCube instruction booklet before using this accessory. The Nintendo GameCube WaveBird Wireless Controller allows you to play games on your Nintendo GameCube without the inconvenience of long cords stretching between the player and the video game console.

Please note that the WaveBird Controller does not have a built-in rumble feature like the original Nintendo GameCube Controller.

▲ WARNING

BATTERY LEAKAGE:

Leakage of battery acid can cause personal injury as well as damage to your WaveBird Controller. 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 mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline with any other type of battery (carbon zinc, nickel cadmium, etc).
- Do not mix different brands of batteries.
- Use only alkaline or carbon zinc batteries. Do not use nickel cadmium (nicad) or nickel metal hydride (nimh) batteries.
- Do not leave used batteries in the WaveBird Controller. When the batteries are losing their charge, the Power Indicator will become dim. When this happens, promptly replace all used batteries with fresh new batteries.
- Do not leave batteries in the WaveBird Controller for long periods of non-use.
- Do not leave the Power Switch ON after the batteries have lost their charge. When you finish using the WaveBird Controller, always slide the Power Switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

Operation of the WaveBird Controller

Installing Batteries

Remove the battery cover on the back of the WaveBird and insert two AA batteries as shown (Illustration 1). Be sure to insert the negative (-) ends first. Replace the battery cover.

NOTE: Fresh high quality alkaline batteries will supply up to 100 hours of use, however this will vary depending on surrounding temperature, type of game play, type of battery and how long the WaveBird is left on when not in use.

Removing Batteries

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

Controller Neutral Position Reset

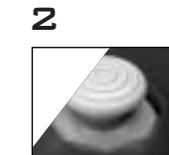
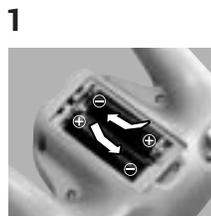
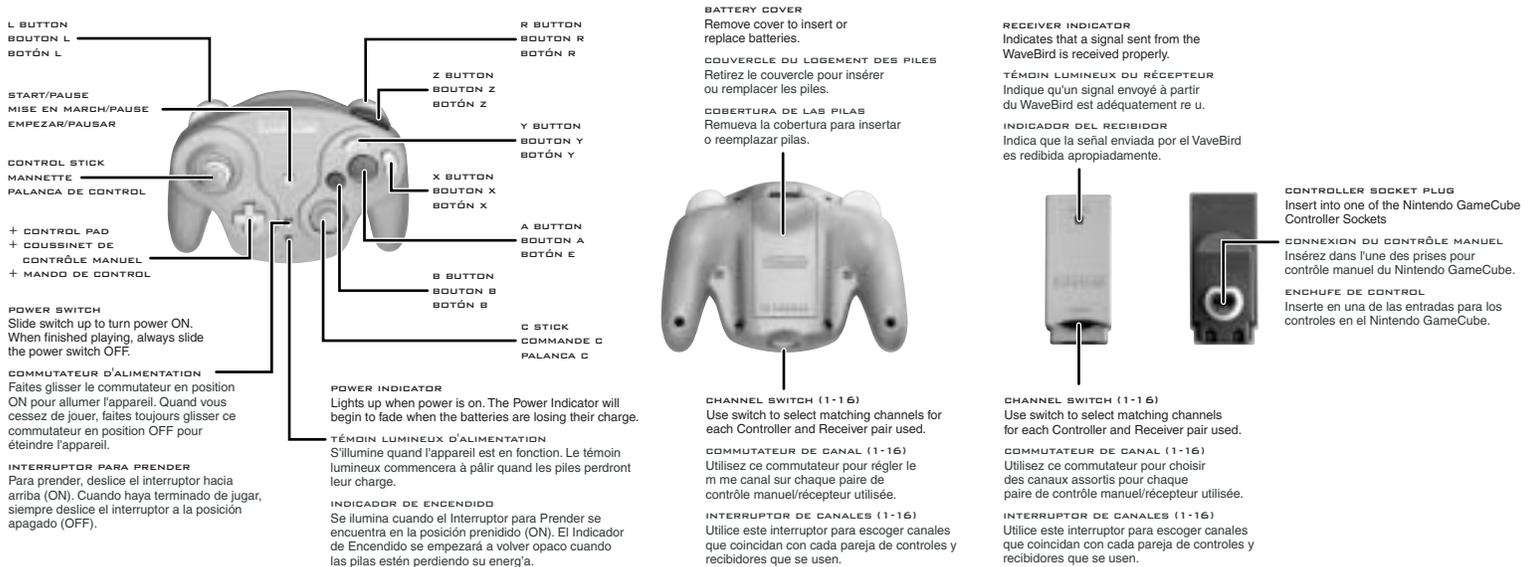
NOTE: If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play. To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then turn the power OFF and then ON again on the WaveBird Controller (Illustration 2).

Installing and Removing the Receiver

1. **Set the same channel on both the WaveBird and the Receiver.** When using more than one WaveBird and Receiver, use a different channel for each pair of WaveBirds and Receivers.
2. Insert the Receiver into the Nintendo GameCube Controller Socket (Illustration 3). Be careful to insert the Receiver into the Controller Socket straight, parallel to the socket as shown. The Controller Socket used will vary depending upon the game. Please read the Game Disc instruction booklet for the game you are playing for more information about which Controller Socket to use.
3. To remove the Receiver, pull it out of the Controller Socket (Illustration 4). Be careful to pull the Receiver straight out of the Controller Socket, parallel to the socket as shown.

Using the WaveBird Controller

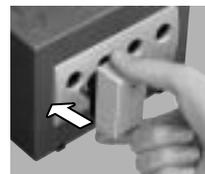
1. Turn on the WaveBird Controller by sliding the Power Switch UP. The Power Indicator should light up.
2. Use the WaveBird Controller as you would use the original Nintendo GameCube Controller. Please read the Game Disc instruction booklet for the game you are playing for specific instructions on game controls.



2
Control Stick neutral position
Position neutre de la manette
Posición neutral de la
Palanca de Control



3
C Stick neutral position
Position neutre de la
commande C
Posición neutral de la
Palanca C



4

For best results, follow these guidelines:

- Use the WaveBird and Receiver within 20 feet (6 meters) of each other. The effective range may vary depending on outside interference from radio frequency sources.
- Avoid using the WaveBird around devices that may cause radio frequency interference such as cordless phones, microwave devices or wireless LANs (local area networks).
- Change the channel settings on matching pairs of WaveBirds and Receivers if they seem to be working improperly.
- Replace the batteries if the Power Indicator becomes dim.
- Be sure to turn the Power Switch OFF when not using the WaveBird.

Troubleshooting

If you are having trouble getting the WaveBird Controller to work properly, try the following solutions before calling for service:

- Make sure that the receiver is fully inserted into the correct controller socket on the front of the Nintendo GameCube.
- Make sure that the power is ON, and that the Power Indicator is lit. If the power is ON but the Power Indicator is not lit or is dim, try installing fresh new batteries.
- Make sure that the channel settings match for each pair of controllers/receivers that are connected to the console.
- Try setting the controller/receiver to a different channel if the operation seems inconsistent or incorrect.
- If you are using more than one set of controllers/receivers, make sure that they are not set to the same channel.
- Reset the control stick/analog button alignment by following the procedure described earlier, if the game control seems inconsistent or incorrect.
- Make sure you are 20 feet (6 meters) or less from the receiver.
- Make sure when you are playing, that the top of the controller is pointed in the direction of the receiver.
- Check for interference from radio frequency devices such as cordless phones, microwave devices, or wireless LANs (local area networks). Try removing the source of interference or move the game system away from any potential interference or try turning off the source of interference if possible. Try changing the channel settings on the controller/receiver pair.

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 & 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 our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, 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. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
This warranty is only valid in the United States and Canada.

**NEED HELP WITH INSTALLATION, MAINTENANCE
OR SERVICE?**

**NINTENDO CUSTOMER SERVICE
WWW.NINTENDO.COM**

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

TTY Consumer Service: 800-422-4281

NEED HELP PLAYING A GAME?

Nintendo's game pages, at www.nintendo.com/games, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit
www.nintendo.com/community.

If you prefer to use your phone, recorded tips for some of our hottest games are available on our Power Line at **(425) 885-7529**. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

If you would like to order Nintendo parts, please visit our online store at www.nintendo.com or call 1-800-255-3700. This Nintendo product is not designed for use with any unauthorized accessories.