This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.

**Contents**

- Health and Safety Information  
- Wii Menu  
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**IMPORTANT:** To protect your health and safety, and for correct use of the Wii™ console, please carefully read the following instructions in this operations manual before using the Wii console. This operations manual contains important health and safety information. Please keep this book for future reference.

The Wii Network Services will work only with the Wii console.

**NOTE:** This product only plays PAL Wii Discs. This product is not compatible with Nintendo GameCube™ Game Discs or accessories, and does not play CD/DVD discs.
Health and Safety Information

**IMPORTANT SAFETY INFORMATION – READ THE FOLLOWING WARNINGS BEFORE SET UP OR USE OF THE WII CONSOLE. IF THIS PRODUCT IS TO BE USED BY YOUNG CHILDREN, THIS MANUAL SHOULD BE READ AND EXPLAINED TO THEM BY AN ADULT. FAILING TO DO SO MAY CAUSE INJURY.**

**WARNING – SEIZURES**

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are 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 supervise children when playing video games. Stop playing immediately and consult a doctor if your child or you have any of the following symptoms: convulsion, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, disorientation.

To reduce the probability of a seizure when playing video games:
- Sit or stand as far from the screen as possible.
- Play video games on the smallest available television screen.
- Do not play if you are tired or need sleep.
- Play in a well-lit room.
- Take a 10 to 15 minute break every hour.

**WARNING – REPEATED MOTION INJURIES AND EYESTRAIN**

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:
- Avoid excessive play. Parents should monitor their children to ensure appropriate playing time.
- 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, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

**WARNING – ELECTRIC SHOCK**

To avoid the possibility of experiencing an electric shock when you use this console:
- Do not use the Wii console during a lightning storm. There may be a risk of electric shock from lightning.
- Only use the Wii Power Supply that comes with your console.
- Do not use the Wii Power Supply if it is damaged, split or there are any broken cords or wires showing.
- Make sure that the Wii Power Supply plug is fully inserted into the wall socket or extension cable socket.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the POWER Button is switched off before removing the Power Supply plug from a socket.

**WARNING – PREGNANCY AND MEDICAL CONDITIONS**

Consult your doctor before playing Wii games that may require physical activity if you are pregnant, suffer from heart, respiratory, back, joint or orthopaedic problems, have high blood pressure, or if your doctor has instructed you to restrict your physical activity or if you have any other medical condition that may be aggravated by physical activity. Persons receiving treatment for an injury or disorder involving the fingers, hands or arms should NOT use the rumble function of the Wii Remote Plus.

**NOTE:** This product does not contain latex. This product complies with applicable laws prohibiting the use of toxic materials such as lead, mercury, cadmium, hexavalent chromium, PBB or PBDE in consumer products.
HOLD THE WII REMOTE PLUS (AND THE NUNCHUK IF BEING USED) FIRMLY; DON'T LET GO, AND DON'T USE EXCESSIVE MOTION DURING GAME PLAY

- For best results, stand between 1 and 3 metres away from the television when using the Wii Remote Plus.
- You should NEVER let go of the Nunchuk controller (if being used) or let it swing loose during game play.
- Follow the game instructions for releasing or letting go of on-screen objects like balls, swords and the like. Usually you do this by releasing or pushing a button on the Wii Remote Plus. You should NEVER let go of the Wii Remote Plus itself to perform a function in the game.
- If your hands become sweaty or wet for any other reason, stop playing and dry your hands before continuing.
- The Wii Remote Plus responds to minor movements; so excessive or forceful actions are not necessary. We therefore recommend that you do not use excessive, rapid, violent or swinging motions as these might cause you to accidentally let go of the Wii Remote Plus and may break the wrist strap. This could result in injury to people nearby or cause damage to other objects or the Wii Remote Plus, should you lose your grip.

**ALLOW ADEQUATE ROOM AROUND YOU DURING GAME PLAY**

- You will probably move around while using the Wii Remote Plus, so be careful that the areas that you might move into are kept clear. Make sure that furniture, objects and other people who are out of the play area so that you do not accidentally bump into them while playing. Also, be careful of any objects above you (e.g. lamps) that you could collide with if you jump or raise your hands above your head. Of course, such movements are not necessary as the Wii Remote Plus reacts to minor motion. Remember to take extra care if you have low ceilings.
- For best results, stand between 1 and 3 metres away from the television when using the Wii Remote Plus.

**IMPORTANT NOTE FOR PARENTS**

Before allowing any child to use the Wii console, a parent or other responsible adult should determine whether the Wii console is appropriate for the child. Only children who are old enough and capable of wearing the wrist strap and properly gripping the Wii Remote Plus should use the console. You should also consider whether children should be supervised while playing games, connecting to the internet, and/or downloading games. Be sure to explain all safety and health information and instructions to any children who are going to use the console. Failure to do so may result in injuries or damage to the console or other property.

---

### 2 Wii Menu

#### Using the Wii Menu

When the Wii console (RVL-101(EUR)) power is turned on, the first screen you will see is the **Health and Safety Screen**. Please read the content carefully and press the A Button to proceed to the **Wii Menu**. From this screen, you can select several options:

- **Play a disc.**
- **Use one of the built-in software programs (Channels) included with the Wii console.**
- **Change Wii console settings.**
- **Interact with the Wii Message Board.**

To select any of these options, simply point at one with the Wii Remote Plus and press the A Button.

### Wii Channels

These are some of the current Channels available:

- **Disc Channel (see page 8)**
  - Play Wii games.
- **Miiverse™ Channel (see page 14)**
  - Create characters that can be used in Mii-compatible software programs.
- **Photo Channel (see page 21)**
  - View and edit digital photos and videos from SD Cards.
- **Wii Shop Channel (internet connection required) (see page 28)**
  - Download new Channels (some channels require Wii Points), redeem Wii Points to download Virtual Console™ games and other software such as WiiWare™ titles, or purchase products (when available) offered on the Wii Shop Channel.
- **Forecast Channel (internet connection required)**
  - Check the weather conditions in different locations.
- **News Channel (internet connection required)**
  - View news from around the world.

**NOTE:** New Wii Channels will be made available to the users for download from time to time.

### WiiConnect24™

The Wii console can connect to the internet even when the power is turned off. The WiiConnect24 service can deliver game updates or other information even if the console is idle (Broadband internet connection required). (See page 58 for more information on WiiConnect24.)
Starting the Game
1. Select the DISC CHANNEL on the Wii Menu using the Wii Remote Plus.
2. Select START on the game’s Channel Preview Screen to begin the game.
Review the instruction booklet for the game you are playing for specific game control information.

When You’re Finished Playing
Turn the power off (Standby Mode) by pressing the POWER Button on the front of the console, or by pressing the POWER Button on the Wii Remote Plus. When turning off the power using the Wii Remote Plus, keep the POWER Button pressed for about 1 second.

Disc Channel
On the Disc Channel, you can play your Wii Discs.

To select an on-screen option, simply point at it with the Wii Remote Plus and press the A Button.

Before Inserting a Disc
• Make sure that your TV and any audio equipment that is connected to your Wii console is turned on.
• Choose the correct input setting for your TV (see page 18 in the Wii Operations Manual – System Setup, “Input Select Information”).

Insert a Disc
Insert your disc, with the label facing up, into the disc slot on the front of the Wii console. The console will turn on automatically and the Health and Safety Screen will appear.
Note: This system does not play Nintendo GameCube Discs.
• The blue light in the disc slot briefly flashes when:
  – The console turns on after the POWER Button is pressed.
  – The console turns on automatically after a Disc is inserted into the slot while the power is off (Standby Mode).
  – Data is received via WiiConnect24.

Playing a Wii Disc

Insert a Disc

Health and Safety Screen
SD Card Menu

Access Wii Channels and WiiWare and Virtual Console titles directly from the data saved on your SD Cards (sold separately). To display the SD Card Menu, simply point the Wii Remote Plus at the SD Card Menu icon and press the A Button.

NOTE: For further information about SD Cards, please see page 26.

SD Card Menu

After opening the SD Card Menu, you will be able to see the Channels that have been saved to your SD Card. Some Channels may display different images than they do on the Wii Menu.

If there are more Channels than can be shown on the screen at one time, these can be accessed by selecting the blue scroll arrows. A total of 240 Channels can be saved to a single SD Card. For information about erasing or moving Channels, please see Wii Settings and Data Management on page 42.

Changing the position of Channels

You can change the position of Channels freely. Select a Channel with the Wii Remote Plus, press and hold the A Button and B Button to grab it, then move it to the desired position and release the buttons.

Save data and add-on content

The SD Card Menu will not display any save data or add-on content present on the SD Card.

To use any existing save data or add-on content saved to an SD Card, it must first be returned to the Wii System Memory. Use the Data Management Screen in Wii Options (see page 42) to return any existing data to the Wii System Memory.

Channels which make use of WiiConnect24

Channels saved to an SD Card which make use of WiiConnect24 may experience difficulties with certain WiiConnect24 functionality.

Accessing and saving data

Do not remove the SD Card, press the RESET Button or turn the power off (Standby Mode) while transferring data. This may damage the data or the SD Card.

Using the SD Card Menu

1. Insert an SD Card containing Channel data into the SD Card slot on the front of the console. For information about saving Channels to SD Cards, see pages 42~43. Once an SD Card has been inserted, the icon in the lower left of the Wii Menu will change from to .

2. Check that the SD Card is facing the right way and push it firmly into the SD Card slot until you hear a clicking sound.

3. To start a Channel, simply point at it with the Wii Remote Plus and press the A Button. The Channel Preview Screen will then appear.

4. On the Channel Preview Screen, select START. Review the manual for the software you are using for specific control information.

NOTE: If a Channel is updated or re-downloaded via the Wii Shop Channel (see page 28), existing data containing the older version of a Channel may no longer be accessible from the SD Card Menu.
Insufficient space in the Wii System Memory

The SD Card Menu temporarily copies Channels to the Wii System Memory when launching them. If there is insufficient space in the Wii System Memory to do this and the Channel you selected from the SD Card Menu cannot be launched, a screen will appear where you will be able to manage the data in your Wii System Memory.

Use Data Management

Use the Data Management Screen in Wii Options to manually manage your data.

Auto Manage

Three preset data management methods are available for use, allowing you to easily manage your data.

- **RIGHT SIDE OF THE Wii MENU**
  Moves Channels from the right-most page of the Channels list to the SD Card.

- **LOTS OF BLOCKS**
  Moves Channels which occupy a large number of blocks to the SD Card.

- **A FEW BLOCKS**
  Moves Channels which occupy a small number of blocks to the SD Card.

Identical Channels

If the same Channel exists both in the Wii System Memory and on an SD Card, when a Channel is transferred from the Wii System Memory, it will overwrite the one saved to the SD Card.
5

Mii™ Channel

Put yourself and other people into your Wii console by making Mii characters! You can create your own mii characters in your games, carry them in your Wii Remote Plus, and let them hang out with friends’ Mii characters, whether they’re across the road or the other side of the world!

NOTE: The control of all operations on the Mii Channel is limited to one Wii Remote or Wii Remote Plus. To select an on-screen option, simply point at it with the Wii Remote Plus and press the A Button.

Making Your First Mii

Select the Mii CHANNEL from the Wii Menu
Use the Wii Remote Plus to select the Mii Channel, then select START to begin.

Creating Your Mii

First select MALE or FEMALE. You’ll then see a starter face that you can change, along with a Style Menu. Go through the following steps to make your Mii.

Select a gender. You will get a starter face.

Change your Mii’s face shape and skin tone.

Fine-tune your Mii’s face. Change its hair, brows, eyes, nose and mouth, and even add glasses and accessories.

Finally, tailor your Mii’s proportions however you like.

You’ve designed your first Mii! After you give it a few personal profile details like a Nickname (see page 17), you’re completely finished!

What Are Mii Characters For?

- You can choose one of your Mii characters to be “you” in Mii-compatible games.
- You can store up to 100 Mii characters in your Mii Plaza (see page 18).
- You can carry Mii characters in your Wii Remote Plus to exchange them with Mii characters in friends’ Wii consoles (see page 19). Yours will then appear in their games, and vice versa.
- You can also exchange Mii characters with friends around the world via WiiConnect24™ and the Mii Parade (see page 20).

NOTE: Mii characters can only travel from one Wii console to another. You will not be able to send Mii characters from your Wii console to a PC/mobile phone user.
Modifying a Mii

Changing Mii Features

Use the Feature Style Menu and the Feature Adjustment Menu when changing your Mii’s face and body. As you select categories from the top Feature Menu, you’ll see the Feature Style Menu and the Feature Adjustment Menu fill with variations that you can choose for your Mii’s look.

Change body type

Move feature up or down

Make feature larger or smaller

Rotate feature

Change feature spacing

You can tighten and broaden the spaces between dual features such as eyes and brows.

Feature Adjustment Menu

Change colour

You can select a colour for many features.

Move feature up or down

Make feature larger or smaller

Rotate feature

Change feature spacing

You can tighten and broaden the spaces between dual features such as eyes and brows.

Feature Style Menu

“Grab” a slider and move the Wii Remote Plus to change the setting.

“Grab” a slider and move the Wii Remote Plus to change the setting.

Creating a Profile For Your Mii

Select the Edit Mii Profile option from the Feature Edit Screen. You can then give your Mii personal details. Select a detail you want to edit, then enter the information.

• Selecting some of the options will bring up a virtual keyboard to enter letters or numbers (see pages 62 – 63 for information on using the keyboard).

• Make the Mii one of your Favourites if you want to give this Mii preference for showing up in Mii-compatible games.

• Turn a Mii’s Mingle setting ON if you want it to appear in the Mii Parade found on other Wii consoles (see page 20). Turn the Mii’s Mingle OFF if you want to restrict it to your own home Wii console only.

Stop modifying

When you quit styling your Mii, you can choose whether to save your changes, and then you’ll go to the Mii Plaza, where you’ll see your Mii walking around (see page 18).

Profile settings

Creating More Mii Characters

Selecting the Mii Channel from the Wii Menu

Use the Wii Remote Plus to select the Mii Channel, then select START to enter Mii Plaza (see page 18).

Select the NEW Mii icon on the left side of the screen:

Select MALE or FEMALE. If you’ve created a Mii previously, you’ll see two Mii start-up options: START FROM SCRATCH or CHOOSE A LOOK-ALIKE.

Starting from Scratch

If you select START FROM SCRATCH, you’ll instantly be given a basic starter face, then you’ll fine-tune all of its features, just as you did with your first Mii.

Choosing a Look-alike

Select CHOOSE A LOOK-ALIKE if you want to get a Mii designed very quickly. You’ll be shown a wide variety of starter faces that show a spectrum of Mii looks.

When you find a face you like, select USE THIS FACE to move onto the Feature Edit Screen, where you can fine-tune the face if you prefer.

If you find one that’s close but not quite right, select it and you’ll see many variations on the face. You can use this method repeatedly to get closer and closer to the exact face that you want (as shown below). Select USE THIS FACE when you see the exact Mii face you want.

Select the Body Type option from the Feature Edit Screen. You can then adjust the height and weight of your Mii using two sliders.

Select the Body Type option from the Feature Edit Screen. You can then adjust the height and weight of your Mii using two sliders.

Selecting the Mii Channel from the Wii Menu

Use the Wii Remote Plus to select the Mii Channel, then select START to enter Mii Plaza (see page 18).

Select the NEW Mii icon on the left side of the screen:

Select MALE or FEMALE. If you’ve created a Mii previously, you’ll see two Mii start-up options: START FROM SCRATCH or CHOOSE A LOOK-ALIKE.
Seeing Your Mii Characters in Mii Plaza

Mii characters that you create walk around in Mii Plaza. You can go to Mii Plaza to check out your Mii characters, edit and create Mii characters, prepare Mii characters for going to other Wii consoles, and interact with your home Mii crowd. Up to 100 Mii characters can stay in Mii Plaza, and they'll all appear in any Mii-compatible games you play on your Wii console.

Return to Wii MENU

Storing a Mii in Your Wii Remote Plus

Select the Wii Remote icon from the Mii Plaza.

If you store a Mii on your Wii Remote Plus, you can take it to a friend's house and give a copy of your Mii to another Wii console. Your Mii can then be used in your friend's Mii-compatible games. (You can also use your Wii Remote Plus to transfer Mii characters from your friend's Wii console and later add it to your Mii Plaza or your Mii-compatible games.)

Choose a Wii Remote or Wii Remote Plus

If more than one Wii Remote or Wii Remote Plus is in use with the console, you can choose which Wii Remote or Wii Remote Plus to save the Mii to.

Moving Mii characters to a Wii Remote or Wii Remote Plus

Each Wii Remote or Wii Remote Plus can hold up to ten Mii characters. To copy a Mii to the Wii Remote or Wii Remote Plus, grab and drag the Mii to an open spot. Select SAVE & QUIT when you're finished.

Arranging Mii characters in the Mii Plaza

Select the Arrange icon from the Mii Plaza Screen.

This will bring up new icons that let you organise your Mii characters by different categories:

- List the number of Mii characters in the Mii Plaza.
- Cause the Mii characters to scatter.
- Arrange the Mii characters alphabetically.
- Arrange by Favourite status.
- Arrange by Favourite colour.
- Arrange by gender.

NOTE: A Mii that's dragged onto the ERASE icon can't be recovered.

• Hold down the B button and move the cursor to move the screen view.
• Press the + and – buttons to zoom the screen view.
• Select a Mii and press the A button to display your Mii's label and change its Favourite status.
• Grab and move a Mii by selecting it with the Wii Remote Plus and holding down the A and B buttons. You can then drop it into menu options by dragging it onto the corresponding icon, then releasing the buttons.

CONSULT HELP

Get information on Mii Channel controls.
Checking Out Visitors in Mii Parade

Any of your friends’ Mii characters that are set to Mingle will enter your Wii console first via the Mii Parade. You can see if any have arrived by selecting the Mii Parade icon in the Mii Plaza, as described on page 18.

Each incoming Mii will stay in the Mii Parade until you transfer it to your Mii Plaza, only then will it start showing up in your Mii-compatible games. Likewise, friends will first see any Mingle-approved Mii characters in their own Mii Parades and must transfer them to their Mii Plaza to see them appear in their own games.

SEND Mii TO Mii PLAZA

Grab and drop a Mii on this icon to move it from the Mii Parade to the Mii Plaza, which allows it to appear in your Mii-compatible games and lets you perform most Mii Plaza functions on it. (You can’t edit your friend’s Mii characters.)

Go to Mii PLAZA

CHANGE TRAVEL SETTINGS

Your Mii Parade will accept incoming Mii characters only if you turn on this Travel option (see “About Mingling” below).

MI Number

Lists the number of Mii characters on the screen and the total number of Mii characters.

ERASE a Mii

About Mingling

Your Mii characters will enter friends’ Mii Parades only if your Mii characters’ individual Mingle settings are turned on. Like that, you can let them travel on their own via WiiConnect24 (see page 58). Besides mingling, there are two more ways to share Mii characters with your friends: you can transfer Mii characters via your Wii Remote Plus (see page 19), or you can simply send them to a friend using the Wii FRIEND option from the Mii Channel.

NOTE: Mii characters will travel to other Wii consoles via WiiConnect24 only if you’ve registered your friends in your Wii ADDRESS BOOK (requires an internet connection), and if you and your friends have TRAVEL SETTINGS turned on. You will not be able to send Mii characters from your Wii console to a PC/mobile phone user.

Photo Channel

On the Photo Channel, you can view and play with any photos and videos you’ve saved onto an SD Card.

NOTE: The control of all operations on the Photo Channel can be performed by more than one Wii Remote or Wii Remote Plus.

To select an on-screen option, simply point at it with the Wii Remote Plus and press the A Button.

Using the Photo Channel

You can do any of the following things using the Photo Channel:

• View your photos as a slide show.
• Draw on your photos.
• Save your photos to the Wii System Memory in the console using the Wii Message Board (see page 26).
• Send your pictures to anyone on your list of Wii Friends.

Insert an SD Card

Insert an SD Card into the SD Card slot on the front of the console. To remove it, press the SD Card in until you hear a clicking sound. The SD Card will be released from the SD Card slot. Pull it out with your fingers by holding onto the exposed area.

NOTE: You can also use miniSD Cards and microSD Cards (both sold separately) if you have an SD Card adapter, which can be found at most retailers that sell SD Cards. See page 26 for more information on SD Cards.

Selecting Your Photo Source

1. Using the Wii Remote Plus, select the PHOTO CHANNEL from the Wii Menu.
2. Select either DIGITAL CAMERA/CELL PHONE or VIEW Wii MESSAGE BOARD PHOTOS to view your photo album.

Photos will appear on the Wii Message Board (see page 26) only if you have posted them there in a previous Photo Channel session.

NOTE: You will not be able to send photos from your Wii console to a PC/mobile phone user.
Viewing your Photos and Videos
This on-screen menu will disappear temporarily if you move the cursor off the screen or stop moving the cursor for a moment.

Your photos will appear on the TV screen in the order they were taken. If this data is not available with the photo, the date that you update the photo in the Photo Channel will be used.

Videos will appear as the first frame from the file, with a film icon in one corner.

If the photo or video is in a format that is not supported by the Photo Channel, it will appear as a question mark icon. See page 27 for supported file formats.

If you have a large number of photos, or if they are very large in size, it may take a moment to open them all.

The Photo Channel can display a maximum of approximately 1,000 photos. If your SD Card has more than 1,000 photos, remove it from the Wii console and remove or reorganise your photos in your camera, mobile phone or computer.

Viewing Photos in a Slide Show
Select the SLIDE SHOW option using the Wii Remote Plus. The photos will automatically be displayed in the order they appear on the screen.

Press the A Button during a slide show to open an on-screen menu with additional choices.

Change music played during slide show
Select from the songs included in the Photo Channel, or use any AAC format music saved on your SD Card.

Choose display order
Choose your photos randomly or in the order in which they were taken.

Adjust settings
Change transition effects between photos
Having Fun With Your Photos

Select the FUN! option to open a new menu with additional options for playing with your photos or frames from your videos.

- **Adjust the overall appearance of your photo.**
- **Draw, cut and paste, and add text and stamps.**
- **Create a puzzle out of a photo for others to reassemble.**

**Mood Menu Screen Options**

- **Brighten**
  - Brightens the photo. Select repeatedly to increase effect.
- **Black and White**
  - Converts photo to grey scale monochrome.
- **Zap!**
  - Inverts the photo.
- **Hard-Boiled**
  - Converts the photo to stark black and white. Select repeatedly to increase effect.

**Doodle Menu Screen Options**

- **Stamps selection**
  - Erase all doodles and restore the photo to its original appearance.
- **Erase tool**
  - Select colour for sketch pen
- **Zoom in**
  - Eyedropper tool: Copy a colour from the photo
  1. Select the eyedropper icon and press the A Button.
  2. Move the eyedropper icon over a part of the photo where you want to copy the colour and press the A Button.
  3. The cursor will change to the selected colour.
- **Scissors tool: Cut and paste a piece of the photo**
  1. Select the scissors icon and press the A Button. The scissors icon will be displayed.
  2. Move the scissors icon over a part of the photo where you want to cut and paste and press the A Button. A cut frame will appear.
  3. Press the A Button to cut the area and again to paste it.

**Puzzle**

When you select the PUZZLE option, your photo will be broken into pieces.

To reassemble the pieces, move the cursor over a piece and press and hold the A Button. Move the piece into place and drop it by releasing the A Button.

**Saving Mood and Doodle Changes**

Changes made to your photos can only be saved by posting your photo to the Wii Message Board (see page 26).

**You cannot save or overwrite photos or videos onto the SD Card.**

You can make Doodle changes to only one photo at a time. If you select another photo while you have a modified photo open, you will see a Warning Screen like the one shown on the right.

When you leave the Fun! Mode, any Mood or Doodle changes will be erased unless you post your modified photos to the Wii Message Board. You will be notified by the screen shown on the right.

**NOTE:** Doodles that are erased cannot be recovered. You can also use the options in the Fun! Mode, such as Puzzle and Doodle, with video frames in the same way as with your photos. You can also select individual frames from your videos and post them on the Wii Message Board.
Viewing Your Videos
Select a video from the photo album to begin playing it.
• Hold down the 1 Button on the Wii Remote Plus to rewind the video.
• Hold down the 2 Button on the Wii Remote Plus to advance the video.
Tap these buttons to rewind or advance the video a little.
NOTE: Any of the options available in the Fun! Mode can be applied to individual frames of a video.

Posting Photos to the Wii Message Board or Wii Menu
You can save your photos or single frames from videos from an SD Card to the Wii System Memory by posting them to the Wii Message Board or Wii Menu.
When you display a photo or video frame in Full-screen Mode, you will have the option to post that photo to the Wii Message Board or Wii Menu. If you select POST you will see the following Confirmation Screen:

• Images that have been modified by MOOD or DOODLE changes can also be saved to the Wii Message Board or Wii Menu.
• You can use the Wii Message Board to send photos to anyone on your list of Wii Friends (see page 38).

SD Card Information
To use the Photo Channel, you must have an SD Card with compatible image data stored on it.
SD Cards are used in many digital cameras and mobile phones and for data storage on PCs. Refer to the instruction manuals for these devices for information on how to store data on the SD Cards.
The Wii console accepts the following types of SD Memory Card: SD Card/SDHC Card.
The following require their respective adapters: miniSD Card/miniSDHC Card/microSD Card/microSDHC Card.
NOTE: Other types of memory card can be used with their respective adapters, but they may not function correctly.

Supported File Formats
The Photo Channel can display or play files in the following formats:

<table>
<thead>
<tr>
<th>Image Files</th>
<th>Format</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>JPEG</td>
<td>JPEG, baseline only</td>
<td>Up to 8192 x 8192</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Video Files</th>
<th>Format</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>QuickTime (motion JPEG) (.mov files)</td>
<td>Up to 848 x 480</td>
<td></td>
</tr>
<tr>
<td>AVI (motion JPEG) (.avi files)</td>
<td>Up to 848 x 480</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Audio Files</th>
<th>Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>AAC</td>
<td>(MP4 format files with “.m4a” file extension that have been AAC-encoded).</td>
</tr>
</tbody>
</table>

PLEASE NOTE THE FOLLOWING
• Some files in the above formats may not work with the Photo Channel.
• The audio components of some video files may not be playable.
• Using an SD Card with slow transfer speed may result in longer load times or irregular video playback.

NOTE: Some Wii software titles may not be compatible with SDHC Cards (including miniSDHC Cards and microSDHC Cards). For details, please visit http://wii-support.nintendo-europe.com.
7 Wii Shop Channel

The Wii Shop Channel allows you to download new Channels (some Channels require Wii Points), redeem Wii Points to download Virtual Console™ games and other software such as WiiWare™ titles, or purchase other products offered (when available) on the Wii Shop Channel.

NOTE: You will need a compatible broadband internet connection (in case of any doubt, please check with your internet service provider) and a wireless LAN access point or the Wii LAN Adapter (Ethernet) (sold separately) to use the Wii Shop Channel.

To select an on-screen option, simply point at it with the Wii Remote Plus and press the A Button.

Using the Wii Shop Channel

You will need the following to use this Channel:

- An active broadband internet connection
See pages 51–57 for information on connecting your Wii console to the internet.

- Wii Points
You can purchase a Nintendo Points Card/Nintendo eShop Card (each sold separately) at many retailers that carry Nintendo products. You can also purchase Wii Points through the Wii Shop Channel using a credit card.

NOTE: Existing Wii Points Cards can also be redeemed for Wii Points to download content from the Wii Shop Channel.

NOTE: Your use of the Wii Shop Channel is subject to your prior acceptance of the Wii Network Services Agreement, the Wii Network Services Privacy Policy, the Wii Network Services Code of Conduct and the Wii Shop Channel Service Agreement. Copies of the most updated versions of these agreements can be found at ms.nintendo-europe.com/terms.

About Nintendo Points Cards

The Nintendo Points Card is a pre-paid card that allows you to make purchases on the Wii Shop Channel of, for example, Wii software. Nintendo Points Cards are available in 1000, 2000 and 3000 point denominations.

NOTE: Points from Nintendo Points Cards cannot be used with Nintendo eShop.

About Nintendo eShop Cards

Nintendo eShop Cards are available in denominations of £15, £25 and £35. (Currencies and values may differ depending on the country of purchase.)

Important Notes about the Wii Shop Channel and the use of Wii Points

- Wii Points have no monetary value and cannot be redeemed for cash. All Wii Points and software downloads are only for use on a single Wii console and are non-refundable and non-transferable.
- A maximum of 10,000 unused Wii Points can be stored on one Wii console.
- Additional hardware accessories may be required to use Wii software downloaded from the Wii Shop Channel and are sold separately. For more details on the hardware required please see the description of the game in the Wii Shop Channel catalogue.
- Software downloaded from the Wii Shop Channel is licensed to you, not sold.
- The use of Wii Points is subject to the prior acceptance of the Wii Network Services Agreement, the Wii Network Services Privacy Policy, the Wii Network Services Code of Conduct and the Wii Shop Channel Service Agreement. Copies of the most updated version of these agreements can be found at ms.nintendo-europe.com/terms.

- Nintendo Points Cards are valid for use in the European Economic Area and Switzerland only and Wii Points are only redeemable for downloading software or purchasing goods offered on the Wii Shop Channel catalogue.
- If your Parental Controls are set to restrict the use of Wii Points, you will be able to purchase Wii Points using a credit card but use of these Wii Points will be restricted by your Parental Controls setting.

NOTE: Even if the use of Wii Points is restricted by your Parental Controls settings, it will still be possible to download titles or Channels which do not require Wii Points to download.

- Please visit ms.nintendo-europe.com/terms for more information.

Going Shopping

In the Wii Shop Channel you can use Wii Points to download additional features and items – including selected titles from your favourite classic consoles on Virtual Console (see page 31).

NOTE: Some Virtual Console games can only be played with a Classic Controller/Classic Controller Pro (both sold separately). For more details on the controller required please see the description of the game in the Wii Shop Channel catalogue.

While browsing the catalogue of available content in the Wii Shop Channel, you can select a game from the list to view detailed information, including details about the number of Wii Points needed to download the game, the age rating of the game, the controllers required for game play etc. If you have enough Wii Points in your account, download the game and it will be added as a Channel on the Wii Menu.

If you need to add Wii Points to your account, you can either buy Wii Points with a credit card, or redeem a Nintendo Points Card/Nintendo eShop Card (each sold separately). To add Wii Points, go to the Add Wii Points Menu.

- To buy Wii Points with a credit card, select the respective option from the menu, enter your credit card information, and choose the amount of Wii Points you would like to buy. Once you confirm your purchase, the Wii Points will be added to your Wii Shop Channel Account.
- To redeem a Nintendo Points Card/Nintendo eShop Card, select the respective option from the menu. Scratch off the silver area on the back of the card to reveal the activation number. Enter the activation number into the appropriate field on the screen. After the number submitted has been verified, the corresponding number of Wii Points will be added to your account.

- Please visit ms.nintendo-europe.com/terms for more information.
Virtual Console™

Virtual Console features select titles from a variety of classic game platforms, including classic arcade games! After downloading a Virtual Console game, it will appear as its own Channel in the Wii Menu.

NOTE: You will need a compatible broadband internet connection (in case of any doubt, please check with your internet service provider) and a wireless LAN access point or the Wii LAN Adapter (sold separately) to download Virtual Console games.

Virtual Console Game Controllers

The following controllers are used with Virtual Console games. Some Virtual Console games may require the Classic Controller/Classic Controller Pro (sold separately). The illustrations show one possible way of holding the controllers during gameplay.

- Wii Remote Plus (RVL-036)
- Classic Controller (RVL-005) (sold separately)
- Classic Controller Pro (RVL-005(-02)) (sold separately)

The controllers used for Virtual Console games vary depending on the game and additional controllers (sold separately) other than the Wii Remote Plus may be required. For more details on controllers required for a title, select COMPATIBLE CONTROLLERS from the title’s Details Screen in the Wii Shop Channel catalogue to view the Controller Confirmation Screen.

Some games use a USB keyboard. See page 63 for more information on USB keyboards.

Some games may have button layouts that are difficult to use on certain controllers or may require specific controllers, such as a Nunchuk, in order to play.

Game Save Data

Save data for Virtual Console game titles is saved in the Wii System Memory. Save data can also be moved or copied onto an SD Card.

For more information on using SD Cards, see pages 42 – 43 of this manual or page 32 of the Wii Operations Manual – System Setup.

To use save data that has been moved or copied to an SD Card, it must first be returned to the Wii System Memory using the Data Management Screen (see page 42).

NOTE: Some games may not have a save feature or allow data to be moved or copied to an SD Card.

SUSPENDING YOUR GAME

Some Virtual Console games allow you to suspend your game and return to it at a later time. When you suspend play, you create a suspension point that is saved in the Wii System Memory.

- A suspension point is deleted when you resume the game.
- You cannot move or copy a Virtual Console game title’s suspension point to an SD Card, even if you move or copy the title itself to an SD Card.

NOTE: If you accidentally press RESET or turn off the power of the Wii Console, you may lose the suspension point.

Virtual Console Game Manuals

To view a manual for a Virtual Console game that you have downloaded, follow these steps:

1. Press the HOME Button on the Wii Remote Plus or Classic Controller/Classic Controller Pro.
2. Select OPERATIONS GUIDE from the HOME Menu.

Similar manuals will be available for new Channels that are downloaded.

- A scroll bar will appear if there is more information than can fit on one screen.
- Point at the menu options with the Wii Remote Plus to scroll through the menu.
- Press the HOME Button again to close the menu.

Saving Virtual Console Game Titles

Virtual Console game titles can be saved in the Wii System Memory or onto an SD Card. They can also be moved or copied from the Wii System Memory onto an SD Card, but cannot be played on a different Wii console. A Virtual Console game can only be played on the original console used to download the game.

NOTE: Your download and use of Virtual Console games is subject to your prior acceptance of the Wii Network Services Agreement, the Wii Network Services Privacy Policy, the Wii Network Services Code of Conduct and the Wii Shop Channel Service Agreement. Copies of the most updated versions of these agreements may be found at ms.nintendo-europe.com/terms.

Classic Systems on Virtual Console

A wide range of software titles are available for download on Virtual Console. These titles were originally available for the following systems:

- Nintendo Entertainment System™ (NES)
- Super Nintendo Entertainment System™ (Super Nintendo)
- Nintendo® 64 (N64)
- SEGA MASTER SYSTEM®
- SEGA MEGA DRIVE®
- Turbografx™ (PC Engine™)
- Various arcade systems
WiiWare™

Download original Wii software available from the Wii Shop Channel. Once downloaded, each WiiWare title appears as its own Channel in the Wii Menu.

NOTE: You will need a compatible broadband internet connection (in case of any doubt, please check with your internet service provider) and a wireless LAN access point or the Wii LAN Adapter (sold separately) to download WiiWare titles.

WiiWare Title Controllers

The types of controller that can be used with each WiiWare title may differ from title to title. Select COMPATIBLE CONTROLLERS on a title’s Details Screen in the Wii Shop Channel catalogue to view the Controller Confirmation Screen. On the Controller Confirmation Screen you can confirm which controllers and accessories can be used with that particular title (see image below).

Additional Content

Additional levels, maps, items and other content can be downloaded for some WiiWare titles. This content is saved in the Wii System Memory.

• Additional Wii Points may be necessary to download additional content.
• Some additional content cannot be copied to an SD Card. Even when additional content can be moved or copied onto an SD Card, it cannot be used on a different Wii console. It must be used on the original console used to download the content.

NOTE:

Your download and use of WiiWare titles is subject to your prior acceptance of the Wii Network Services Agreement, the Wii Network Services Privacy Policy, the Wii Network Services Code of Conduct and the Wii Shop Channel Service Agreement. Copies of the most updated versions of these agreements may be found at ms.nintendo-europe.com/terms.
10 Wii Message Board

Keep in touch with friends and family through the Wii Message Board. Exchange messages and pictures with family members. If you have a broadband internet connection, you can also exchange messages with your Wii Friends and receive news on upcoming games, events and more.

To select an on-screen option, simply point at it with the Wii Remote Plus and press the A Button.

Using the Wii Message Board

Use the Wii Message Board to:
• Exchange messages with friends and family members.
• Add photos or Mii characters (see page 14) to your messages.
• Check your console’s unique Wii Number.

Your Wii Number is a 16-digit number assigned to your console. Use your Wii Number to register Wii Friends. See page 40 to learn how to register a Wii Friend.

The following features require an internet connection (see pages 51–57 for more information on internet connections):
• Send messages to your Wii Friends’ consoles or e-mail addresses.
• Register Wii Friends in the Wii Message Board Address Book.

You can only exchange messages or use other internet-based communication with your Wii Friends.

NOTE: Your ability to send and receive messages on your Wii console is subject to your prior acceptance of the Wii Network Services Agreement, the Wii Network Services Privacy Policy and the Wii Network Services Code of Conduct. Copies of the most updated versions of these agreements may be found at ms.nintendo-europe.com/terms.

Opening the Wii Message Board

Select the Wii Message Board icon from the Wii Menu.
• This icon will blink if you have a message waiting for you.

Wii Message Board Icon

From the Wii Message Board, you can see if you have any messages posted for you. From this screen, you can also:
• Reply to messages.
• Open the Calendar.
• Create a message.
• Cancel message service from Channels and games (see page 41).
• Return to the Wii Menu.

Read or reply
Select and hold the A and B Buttons to grab and move this icon.

Open the Calendar
(see page 36).

Create message
(see page 37).

Photo icon
This icon will appear on messages that have photos attached.

Today’s Accomplishments

Each time you play a Wii game or use an item of Wii software, the Wii console records how long you spent using it, and then sends you a message titled TODAY’S ACCOMPLISHMENTS. This also records your sent message history from the Wii Message Board. This message cannot be deleted.
Creating Messages

From the Wii Message Board, select the Create Message icon. From here, you can open the Address Book, write a memo to post to the Message Board, or write a message to send to a Wii Friend.

NOTE: Before sending messages to Wii Friends, you must first register them in your Address Book (see page 39).

ADDRESS BOOK
Check your console’s Wii Number or register a Wii Friend.

Create message
Create a message to send to a Wii Friend.

Create memo
Create a memo to post to the Wii Message Board.

BACK
Return to the Wii Message Board.

Create Message Screen

Creating and Posting a Memo to the Wii Message Board

1. Open a blank memo by selecting the Create Memo icon from the Create Message Screen.

2. Move the cursor over the text area of the memo and press the A Button to open the virtual keyboard. See pages 62–63 for more information on the virtual keyboard.

3. Enter text by moving the cursor over the desired letter and pressing the A Button.

4. To attach a Mii, select the Mii icon, then select the Mii you would like to use. This option only works when sending your message to another Wii console.

5. Select POST to post your memo.

Creating and Sending a Message to a Wii Friend

NOTE: To use this feature, you must have a broadband internet connection and register your Wii Friend in the Address Book (see pages 39–40).

1. Select the Create Message icon on the Create Message Screen.

2. Select a Wii Friend to send a message to from the Address Book, and then press the A Button.

3. Enter text by moving the cursor over the desired letter and pressing the A Button.

4. To attach a Mii, select the Mii icon, then select the Mii you would like to use.

5. Select POST to post your memo.

NOTE: Sent messages do not always arrive instantaneously.
Replying to a Message
1. From the Message Screen, select REPLY.
2. Move the cursor over the body of the message and press the A Button to open the virtual keyboard. See pages 62–63 for more information on the virtual keyboard.
3. Enter text by moving the cursor over the desired letter and pressing the A Button.
4. To attach a Mii, select the Mii icon, then select the Mii you would like to use. This option only works when sending your message to another Wii console.
5. Select SEND to send your message.

Sending a Photo
You can send a photo that was posted to the Wii Message Board from the Photo Channel or that was attached to an incoming message. Begin by selecting a message from the Wii Message Board that has a photo icon on it (see page 26 for information on posting photos on the Wii Message Board).

Using the Address Book
To open the Address Book, select the ADDRESS BOOK from the Create Message Screen. From here, you can:
- Confirm your Wii Number.
- Register a Wii Friend. You can register up to 100 Wii Friends.
- Edit registration details.
- Send a message.

Editing the order of your Address Book
You can rearrange the order of your entries by using the A and B Buttons simultaneously and dragging the entry up or down the list. Drag the entry over a scroll button to move to another page.
Registering a Wii Friend

NOTE: To register a Wii Friend, your Wii console must be connected to the internet with a broadband internet connection.

After selecting REGISTER from the Address Book, enter the following information by moving the cursor over the options and pressing the A Button.

1. Select the Wii option to register another Wii console or select the OTHERS option to register an e-mail address.
2. For a Wii console, enter the Wii Number for that Wii console. For a PC or mobile phone user, enter an e-mail address. You cannot register e-mail addresses which exceed 100 characters.
3. Enter a nickname for your friend.
4. To attach a Mii, select the Mii icon, then select the Mii you would like to use.
5. Select OK to confirm the information and register your Wii Friend.

Exchanging Messages or Data with WiiConnect24

• Where both parties are Wii users:

You must register each other as Wii Friends to exchange messages or data.

• Where one party is a Wii user and the other is a PC or mobile phone user:

A registration e-mail will be sent to the PC/mobile phone user during the Wii Friend registration process. The PC/mobile phone user will need to respond and accept in order to complete the registration.

NOTE: You will not be able to send photos or Mii characters from your Wii console to a PC/mobile phone user.

Editing or Deleting Wii Friends

1. Move the cursor over the Wii Friend nickname in the Address Book and press the A Button.
2. Select from CHANGE NICKNAME or ERASE.

NOTE: If you erase a Wii Friend entry, it will be permanently deleted from your Address Book.

Viewing Your Wii Number

The Wii Number is a unique 16-digit number, assigned to your console. By exchanging Wii Numbers, you can register other Wii users as Wii Friends.

1. Open your ADDRESS BOOK.
2. Your console’s Wii Number is displayed.

Cancelling Wii Channel Message Service

A button may appear for some messages sent to you from certain Wii Channels and games. You can stop the delivery of these messages by selecting this option and choosing one of two settings:

1. Choose THIS MESSAGE SERVICE to stop messages from this Channel or game only.
2. Choose ALL MESSAGE SERVICES to stop messages from all Channels and games.

When you download a new Channel, you will have the same opportunity as described above to decide whether or not to receive messages from Channels.

NOTE: You will still receive messages from your Wii Friends.

Transferring Data to an SD Card

If the Wii System Memory is full, you can save data to an SD Card (see page 26 for details of SD Card compatibility with the Wii console).

For more information on using SD Cards in the Wii console, see page 32 in the Wii Operations Manual – System Setup.

1. If you get a message appearing on-screen saying that there is no more room for additional Wii Message Board data, insert an SD Card into the SD Card slot on the front of the Wii console.
2. If there is already an SD Card in the SD Card slot when you run out of space in the Wii System Memory, you will be asked if you want to save to the SD Card.
3. Confirm that you want to save data to the SD Card.
4. A set number of messages will be saved to the SD Card, starting with the oldest messages.

NOTE: Do not remove the SD Card, press the RESET Button or turn the power off (Standby Mode) while transferring data. This can damage the data or the SD Card.

NOTE: If you do not insert an SD Card after the memory-full message, the oldest messages will be deleted automatically.
Wii Settings and Data Management

In Wii Options, you can manage data saved in your Wii console as well as in your external memory media. You can also adjust settings that affect many aspects of your console, such as the Sensor Bar, the internet connection, WiConnect24, time settings and other Wii functions.

To select an on-screen option, simply point at it with the Wii Remote Plus and press the A Button.

Getting Started

To reach Wii SETTINGS and DATA MANAGEMENT, select the Wii icon on the bottom left of the Wii Menu (see page 7). (If more than one Wii Remote or Wii Remote Plus is connected, use player #1.)

DATA MANAGEMENT

If you have already used the Wii Network Services before and you select DATA MANAGEMENT from the Wii Options Screen, you will see a choice of two kinds of data you can manage: SAVE DATA and CHANNELS. Select one to proceed.

SAVE DATA

If you have not used the Wii Network Services before and you select DATA MANAGEMENT from the Wii Options Screen, you will proceed directly to a screen as shown on the right. Select Wii to proceed.

You can copy and delete data found in the Wii System Memory and SD Cards. First, select the Wii option to look at all data saved in the console's internal memory, or select the SD Card option to view the data saved on an SD Card inserted in the SD Card slot.

Select the data you want to manage, then select MOVE, COPY or ERASE.

Channels

When you enter the Channels Management Screen, you will see all of the individual Channels currently on your Wii console except for the built-in ones. Select a specific Channel to see following options appear: MOVE, COPY or ERASE.

Select the ERASE option if you want to erase the Channel.
Select the COPY option if you want to copy the Channel to an SD Card.
Select the MOVE option if you want to move the Channel to an SD Card.

NOTE: You cannot move Channels in the following cases:
• When there's no SD Card in the SD Card slot.
• When there's not enough space on the SD Card.
• The kind of SD Card you're using is incompatible with the Wii console (see page 26).

NOTE: Software titles that have been downloaded from the Wii Shop Channel, can be re-downloaded at no additional cost. The software titles available for download on the Wii Shop Channel may change at any time without notice. This may mean that some titles you have previously purchased may not be available to re-download at a later date.

Wii SETTINGS

Select Wii SETTINGS from the Wii Options Screen to see the wide variety of system settings that you can change. To scroll to a different options page, use the Wii Remote Plus to point at a left/right arrow and press the A Button. (If more than one Wii Remote or Wii Remote Plus is connected, use Player 1.)

Select the Wii system option that you wish to change. Consult the next page to see all of the options.

Wii System Settings 1

CONSOLE NICKNAME
Give your Wii console a unique nickname (see next page).

CALENDAR
Set the date and time (see next page).

SCREEN
Configure your screen output settings (see page 45).

SOUND
Configure your sound output settings (see page 46).

Wii System Settings 2

PARENTAL CONTROLS
Restrict use of Wii software, Channels and purchasing functions (see page 47).

SENSOR BAR
Configure your Sensor Bar sensitivity and placement settings (see page 50).

INTERNET
Configure your internet connection settings (see page 51).

WICONNECT24™
Change your WiConnect24 and Standby Connection settings (see page 58).
SCREEN POSITION

Change the horizontal screen position by pointing at the /H17011/H17012, then press the A Button until you see the horizontal shift you want. (The range is -8 to +8.) Confirm your position change once it’s complete.

WIDESCREEN SETTINGS

You can change the screen format for your Wii display by selecting the STANDARD (4:3) or WIDESCREEN (16:9) options. Confirm your selection once it’s complete.

4:3 Select when you’re using a television that supports only standard 4:3 screen aspect ratio.

16:9 Select when you’re using a widescreen television or a television that supports a 16:9 widescreen aspect ratio.

NOTE: In addition to using Wii’s WIDESCREEN SETTING, you must also adjust your television’s options to take advantage of its own widescreen mode(s). Some television sets will not change to widescreen display even when receiving widescreen input from the Wii console.

TV Type

Some Wii software supports a 480p progressive output that displays at an enhanced quality compared to the standard 576i display. To view Wii display output in 480p, you must change your Wii’s TV Resolution setting from 50Hz (576i) or 60Hz (480i) to EDTV/HDTV (480p). Confirm your selection once it’s complete. (Games that do not support 480p will be displayed in 480i.)

Your television must be a high-definition TV (HDTV) or enhanced-definition TV (EDTV) to view 480p output.

In addition, you’ll also need the separately-sold Wii Component Video cable to connect your Wii to your HDTV or EDTV television. (You cannot see Wii progressive display output when the console is connected to a television using any other kind of cable.)

EDTV / HDTV (480p) Select this display output when using the Wii Component Video cable to connect with your HDTV or EDTV.

50Hz (576i) Select this display output when using any other kind of cable to connect with your television, such as the Wii AV cable.

60Hz (480i) Select this display output when using any other kind of cable to connect with your television, such as the Wii AV cable and if both your television and the software you are using supports 60Hz (480i) mode.

NOTE: If you press and hold down on the Control Pad while pressing RESET on the Wii console, the Wii console will restart in 50Hz (576i) mode, even if you have 60Hz (480i) mode selected before.
SCREEN BURN-IN REDUCTION

When images are displayed in the same place for long periods of time, some television screens can suffer “screen burn-in”. (See page 18 in the Wii Operations Manual – System Setup, for more information on TV screen damage.) The Wii console has a SCREEN BURN-IN REDUCTION FEATURE. When activated, the Wii console will fade the screen when Wii software is paused for five or more minutes. (You can revert the screen to its original brightness by simply pressing any button on the Wii Remote Plus other than the POWER Button.)

You can turn Screen Burn-in Reduction ON or OFF by making your selection, then confirming it.

NOTE: This Screen Burn-in Reduction feature will not work when playing some Wii software. To reduce the risk of screen burn-in when you break from playing, we recommend pausing the game and turning the TV off until you are ready to play again. Your TV may also have its own screen burn-in reduction function that may fade back the screen imagery or darken it entirely. Please follow your TV manufacturer’s recommendations to avoid screen burn-in.

Before using your Wii console with any TV, especially front and rear projection models, 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.

SOUND

You can change the sound setting for your Wii output by selecting the MONO, STEREO or SURROUND options. Confirm your selection once it’s complete.

MONO

Select when you want Wii sound output to come equally out of the left and right speakers. The software must support Mono for audio output. Some games may include only Mono sound.

STEREO

Select when using software that provides different sounds for the left and right speakers to create a fuller audio effect.

SURROUND

Select when using software that provides different sounds for the left, right and more speakers to create an even-fuller audio effect. Surround sound can only be enjoyed if the software and the TV or other audio equipment used for sound output are compatible with Surround sound.

WII PARENTAL CONTROLS

The Wii Parental Controls settings are included in the system setup. The Wii Parental Controls settings offer you a means to manage what Wii content is accessible to the console users. If you apply Parental Controls, you will be prompted to set a 4-digit PIN which will allow you to adjust the Parental Controls settings in the future, and also allow you to access content that may be restricted by the Parental Controls settings. The first time you select the Parental Controls option, the system will ask you to adjust the settings in order to specify which will be the HIGHEST GAME RATING ALLOWED. To customise the settings later, select the Wii icon from the Wii Menu and select Wii SETTINGS, then select PARENTAL CONTROLS. These are the features that are offered within Parental Controls:

• By applying Parental Controls settings you can restrict access to Wii software and related content according to the Pan European Game Information (PEGI) age rating system. Please see below for details of the PEGI age rating system.

Pan European Game Information (PEGI) age rating system

Age rating categories

3

Titles rated 3 are suitable for ages 3 and older

7

Titles rated 7 are suitable for ages 7 and older

12

Titles rated 12 are suitable for ages 12 and older

16

Titles rated 16 are suitable for ages 16 and older

18

Titles rated 18 are suitable for ages 18 and older

Content descriptors

Content descriptors are shown on the game packaging where applicable. These icons indicate the main reasons for a game’s age rating.

The ‘Online’ logo indicates that a game allows the player to have access to online game play with other players.

The PEGI system was established to help parents and guardians make informed decisions when buying computer and video games. It replaced a number of national age rating systems with a single system now used throughout most of Europe. For further information about PEGI visit http://www.pegi.info.

Note: The PEGI rating does not indicate difficulty of a game; it provides information about the age suitability of a game based on its content.
Important Privacy Information

Through your Wii console you will be able to participate in a variety of games and activities, some of which will be online. In order to protect your privacy and that of your family when using your Wii console, we strongly recommend the following:

PARENTS PLEASE READ: PROTECTING YOUR CHILDREN’S PRIVACY

• Before allowing your children to use the Wii console, we highly recommend that you educate them on the importance of not sharing any personal information about themselves with strangers. Instruct your children to not use personal information for any nicknames on your Wii console, usernames in chat rooms, names for Miis characters or for any other services offered through the Wii console. Explain to them the danger of receiving messages from, or communicating with, strangers.

• You should supervise your children’s use of the Wii console at all times and assist them with the setup of the Wii console. If at any time you want to stop your children’s use of online or interactive features of the Wii console, you can simply use the Parental Controls settings for your Wii console to restrict use of the Wii online services as explained on page 47.

PROTECTING THE PRIVACY OF YOUR PERSONAL INFORMATION

WHEN USING THE Wii CONSOLE

• Never give out personal information about yourself such as your first or last name, phone number, date of birth, age, e-mail or home address when communicating with strangers or using any services offered on your Wii console.

• If you decide to provide personal information to any third party website, the sharing of such information will be subject to the privacy policy of that company, not Nintendo’s privacy policy. Be cautious before providing any personal information to any third party through the online services offered on your Wii console.

• Your Wii console may store certain personal information on your Wii Remote Plus so please note that by using your Wii Remote Plus on a Wii console other than your own, it is possible that certain personal information about you could be shared with that other Wii console.

• Some data such as data of downloaded games (purchase history), Wii Points (point purchase history), game scores etc. are stored directly on your Wii System Memory. In order to repair or exchange a defective Wii console or to correct any Wii Shop Channel download transaction, please contact your Nintendo Service Centre. For the purpose of repairs or correction of download transactions, a technician may need to access the data stored on your Wii System Memory. The data is only accessed for the purpose of transferring or correcting the data stored on the Wii System Memory, Nintendo will not use or store the data for any other purpose.

• For your protection, prior to selling or transferring your Wii console, please be sure to clean and securely remove all of your personal information including any pictures or messages on the Wii Message Board and all other stored sensitive information on the Wii System Memory. For information on how to wipe your Wii console clean of all such information, see page 59.

If you connect to the internet, you will be able to select these additional Parental Controls options:

• Use of Wii Points and purchase of goods and services except purchase of Wii Points and purchases made via the Internet Channel

Controls use of Wii Points. If this setting is on, users will be required to enter the Parental Controls PIN when using Wii Points to download from the Wii Shop Channel.

• Online use of the Wii Message Board and access to certain user-generated content

Restricts sending and receiving of messages from the Wii console and limits communication in online games where open text and/or verbal communication is available. Also controls exchange of user created content in compatible games. Note that system updates will be delivered regardless of this setting.

• Access to the Internet Channel and viewing of certain content which is not subject to age rating

If you have downloaded the Internet Channel (subject to availability) via the Wii Shop Channel, it is possible to restrict use of the browser and viewing of content which is not subject to game rating.

• Use of the News Channel

Controls access to the News Channel.

If Parental Controls are applied and a user attempts to play or download content that exceeds the Parental Controls setting, the user will be prompted to enter the Parental Controls PIN to temporarily disable the Parental Controls. The PIN will be necessary each time a user tries to access restricted content.

You will be prompted to select and answer a secret question that will allow you to retrieve a forgotten Parental Controls PIN. If you forget your PIN, please follow the prompts on-screen to answer your secret question. If you are unable to retrieve your PIN by answering your secret question, please call the Nintendo Service Centre.
Sensor Bar

When positioning the Sensor Bar, you may need to adjust two key settings. Select SENSOR BAR POSITION or SENSITIVITY, then proceed with the following instructions.

SENSOR BAR POSITION

You'll want to adjust this setting to match where you've placed your Wii's Sensor Bar: ABOVE TV or BELOW TV screen. Confirm your selection once it's complete.

SENSITIVITY

Use this feature to adjust the sensitivity of the pointer function of the Wii Remote Plus. If you find that you're not getting an optimal pointing experience with the Wii Remote Plus, you may want to adjust this setting.

After you select SENSITIVITY from the Sensor Bar Settings Screen, you'll see an Explanation Screen that further details the Sensitivity setting. Select OK to begin the adjustment test.

In the test, you'll use the pointer to move a cursor into view within the test field. If you see two blinking dots, your current Sensitivity setting is working fine. If you don't see two blinking dots, adjust the Sensitivity with the + and - Buttons until you do, then press the A Button to confirm your new setting.

* If you see three or more dots, the Wii Remote Plus may be sensing an extra light source.


NOTE: The initial recommended distance for using the pointer is 1.0 – 3.0 metres (3 to 8 feet) from the Sensor Bar. By increasing the Sensitivity setting, you'll increase the distance from which you can use the pointer. Also note that the influence of direct sunlight and various light sources can make the pointer operation less optimal.

Internet

You'll probably want to set up your Wii console's internet settings to work well with your home internet connection, whether you have a wireless broadband network or want to connect directly to your wired LAN network.

NOTE: When you connect your Wii to the internet, the Wii console and/or the Channels will be automatically updated from time to time.

When you select INTERNET from the Wii Settings Screen, you'll go straight to the Internet Setup Screen. Before you proceed with setup selections, consult the following flowchart to determine what settings and equipment would work well with your home internet environment.

![Internet Setup Flowchart]

Do you have a high-speed (broadband) internet connection, such as cable or DSL?

Yes

Do you have a high-speed (broadband) internet connection, such as cable or DSL?

No

Do you have a WIRELESS network environment?

Yes

You can't connect your Wii to the internet. Find out what you need to get started (see pages 52–53).

No

Do you have a WIRELESS network environment?

You must use Internet Setup to search for your wireless access point (see page 55 – AOSS access point, see page 56).

No

Do you have a PC running Windows® XP or Windows Vista® directly connected to your high-speed internet connection?

Yes

You can easily connect your Wii if you have a Nintendo Wi-Fi USB Connector (NTR-010) and use Internet Setup to connect with it (see pages 53–54).

No

If you rely on a wired high-speed local-area network (LAN) instead of a wireless network, you can connect your Wii console directly to your wired LAN with a Wii LAN Adapter (see page 53).
What You Need for a Wireless Environment

1. Wii console
2. Broadband internet connection
3. The following three methods provide the easiest, quickest way to create a wireless networking environment for Wii connection.

Nintendo Wi-Fi USB Connector (See next page)

Even if you don’t have a wireless network for all your home devices, you can still set up a wireless connection for your Wii console. If you have a PC running Windows XP or Windows Vista directly connected to your broadband internet access, you can plug the separately-sold Nintendo Wi-Fi USB Connector into an open USB port on the PC. Once you install the software that’s included with the Nintendo Wi-Fi USB Connector, wirelessly connecting your Wii is easy.

NOTE: WiiConnect24 can only be used while your computer is running.

Wireless Router (Access Point) (See pages 54 – 55)

• The term access point is used throughout this manual to mean “wireless LAN access points.”
• Use an 802.11 compatible access point.
• If you want to set up your internet connection manually, please see page 56.

AOSS™ Wireless Router (Access Point) (See pages 56 – 57)

What You Need for a Wired Home Network

1. Wii console
2. Broadband internet connection
3. Wi LAN Adapter

If you rely on a wired high-speed local-area network (LAN) instead of a wireless network, you can connect your Wii console directly to your wired LAN with a Wi LAN Adapter (sold separately, may be purchased at retailers or ordered through Nintendo’s website at http://wiisupport.nintendo-europe.com).

Consult your adapter manual for details on how to connect a Wi LAN Adapter and information about the necessary LAN cable. (The Wi LAN Adapter does not support PPPoE.)

See page 57 for easy Internet Setup details for using the Wi LAN Adapter.

Internet Setup Selections When Using the Nintendo Wi-Fi USB Connector

Before using the following Internet Setup procedure, ensure that you’ve installed the Nintendo Wi-Fi USB Connector Registration Tool software on the PC you’re using with the connector. Consult the manual included with the separately-sold Nintendo Wi-Fi USB Connector for more details on correct installation.

NOTE: WiiConnect24 is only available while your PC is switched on and connected to the internet.

1. Select the CONNECTION SETTINGS option.
2. Select an open connection, indicated by NONE.
3. Make sure that the Nintendo Wi-Fi USB Connector is connected to the PC, then select WIRELESS CONNECTION.
4. Select NINTENDO Wi-Fi USB CONNECTOR.
5 Wii
After confirming that the Nintendo Wi-Fi USB Connector is ready, select the NEXT option.

When you see this screen, continue with setup on the PC-side described below.

6 PC
You should see an icon in your Windows XP or Windows Vista taskbar for the Nintendo Wi-Fi USB Connector Registration Tool. Double-click on the icon to launch the tool. It should show all Wii consoles in wireless range, listing each by its Nickname. Select the Wii console that you want to establish a wireless connection for, then click GRANT PERMISSION TO CONNECT from the menu that appears.

After you've established the Wii connection with the PC, you'll see a NEXT option appear in the Wii console's Internet Setup. Select NEXT.

If the test succeeds, you've completed Internet Setup and your Wii is wirelessly connected. If the test fails, consult the Troubleshooting section of the manual (page 64).

Internet Setup Selections for Searching for an Access Point

1. Select the CONNECTION SETTINGS option.
2. Select an open connection indicated by NONE.
3. Select WIRELESS CONNECTION.
4. Select SEARCH FOR AN ACCESS POINT.
5. The Wii console will search for any identifiable wireless access points nearby. Select your access point from the list. Enter security information if applicable. See Troubleshooting on internet connections if problems occur (page 64).

About Connection Setting Lock Icons
You do not need to input an encryption key.

6. You need to input an encryption key in order to connect to the Internet. Select the access point to proceed to the Encryption Key Entry Screen. Enter the required security information which was registered for the access point.

Select OK to test the connection.

If the test succeeds, you've completed Internet Setup and your Wii is wirelessly connected. If the test fails, consult the Troubleshooting section of the manual (page 64).
Internet Setup Selections for Manually Connecting to an Access Point

Before trying to manually connect to your access point, try to search for it first using the instructions on the previous page.

1. To manually connect, first select the CONNECTION SETTINGS option. Select the CONSOLE INFORMATION option if you need to check the MAC address. This information may be needed for manual setup.

2. Select an open connection, indicated by NONE.

3. Select WIRELESS CONNECTION.

4. Select MANUAL SETUP.

If the test succeeds, you’ve completed Internet Setup and your Wii is wirelessly connected. If the test fails, consult the Troubleshooting section of the manual (page 64).

Internet Setup Selections for an AOSS™ Access Point

If the access point you are using supports AOSS (BUFFALO INC.) you can easily configure your internet settings with this feature. For details, refer to the instruction manual for your access point.

NOTE: If you are already using other wireless devices, using AOSS may change the settings of your access point.

1. Select the CONNECTION SETTINGS option.

2. Select WIRELESS CONNECTION.

3. Select an open connection, indicated by NONE.

4. Select the AOSS option.

5. Wii console:
Follow the instructions on the TV screen.

AOSS Access Point:
Press the AOSS button, holding it down until each of the corresponding LEDs light up.
If this procedure fails repeatedly, wait 3 minutes and try again.

6. Select OK.

If the test succeeds, you’ve completed Internet Setup and your Wii is wirelessly connected. If the test fails, consult the Troubleshooting section of the manual (page 64).

Internet Setup Selections for a Wii LAN Adapter

If you rely on a wired high-speed local-area network (LAN) instead of a wireless network, you can connect your Wii console directly to your wired LAN with a Wii LAN Adapter.
Consult your adapter manual for details on how to connect a Wii LAN Adapter.

When it’s ready, step through the following Internet Setup process.

1. Select the CONNECTION SETTINGS option.

2. Select WIRED CONNECTION.

3. Select an open connection, indicated by NONE.

4. Select OK to test the connection.

5. Select OK.

6. Select OK to test the connection.

If the test succeeds, you’ve completed Internet Setup and your Wii is connected. If the test fails, consult the Troubleshooting section of the manual (page 64).

NOTE: Select the CONSOLE INFORMATION option if you need to check the MAC Address. This information may be needed for manual setup of an internet connection.
WiiConnect24™

WiiConnect24 allows your Wii console to receive a wide variety of data automatically. Use the WiiConnect24 settings to turn WiiConnect24 ON and OFF, and to enable its Standby Mode to receive data automatically 24 hours each day, even when the console isn’t in active use. (Your modem or router must be turned on to receive information automatically.)

ON/OFF

When WiiConnect24 is turned ON, your Wii console will automatically use its high-speed internet connection to accept data for a variety of services, including posting messages on the Wii Message Board and receiving messages about new Wii features. Turn WiiConnect24 OFF if you don’t want to receive this information. Confirm your selection once it’s complete.

Standby Connection

If you’ve turned your WiiConnect24 ON (see above), you can additionally set WiiConnect24 to operate in Standby Mode. This allows your Wii to automatically receive WiiConnect24 messages and information even when your console isn’t in active use.

Turn the Standby option ON if you want WiiConnect24 to operate 24 hours each day. Turn it OFF if you want it to accept data only when you’re actively using your Wii console. Confirm your selection once it’s complete.

SLOT ILLUMINATION

WiiConnect24 can let you know when it has received data by making the Wii console’s disc slot blink. Select the option that you want, then confirm your selection.

- BRIGHT: The Wii console’s disc slot will blink bright blue when WiiConnect24 has received new data.
- DIM: The Wii console’s disc slot will blink a dim blue when WiiConnect24 has received new data.
- OFF: The Wii console’s disc slot will not blink when WiiConnect24 has received new data.

Language

You can change the language setting for your Wii console. Choose your country of residence.

- Country

You can change the country setting for your Wii console. Choose your country of residence.

Wii System Update

Select this option to connect to the internet and check for new features or system updates. The first time you connect to the internet with your Wii console, you’ll be required to perform an update. Later on, we advise you to use this function frequently to make sure your Wii always has the most current system software. You might also be prompted to update your Wii in order to use certain functionalities. In some cases, the updating process may take some time depending on the internet connection; as long as you see that the completion bar is progressing, you don’t need to worry.

Format Wii System Memory

This system option is used to delete all Channels and all save data that have been added to the Wii console, and will re-initialize your Wii console. After completion you will be prompted to switch off your Wii console.

Select the FORMAT option if you wish to delete all Channels and save data. After completion you will be prompted to switch off your Wii console.

NOTE: Once erased, data cannot be recovered. If you accidentally delete downloaded content from your Wii System Memory, you can download it again using the Wii Shop Channel.

This system option only removes Channels (including the "Wii – See what you can do on the internet" video) and save data from the Wii console. Information stored in the Wii Shop Channel, including records of your transactions and rights to downloaded software, will not be cleared by this option. This means that you can redownload your previously downloaded software without using any Wii Points.

NOTE: When the Wii System Memory is formatted, the "Wii – See what you can do on the internet" video will be erased and cannot be recovered or redownloaded.

To remove your Wii Shop Channel Account and clear information stored in the Wii Shop Channel, including your currently registered Wii Points and downloaded software, please follow the instructions below for deleting Wii Shop Channel Account activity and licences. Remember that once software is deleted, you will not be able to download it again unless you use additional Wii Points.

NOTE: Once erased, data cannot be recovered. If you accidentally delete downloaded content from your Wii System Memory, you can download it again using the Wii Shop Channel.

You should delete your Wii Shop Channel Account first, then your Wii System Memory, prior to selling or otherwise transferring your Wii console to any third party. For more information about privacy and the protection of your personal information, see page 49.

Dealing Wii Shop Channel Account Activity and Licences

All activity on the Wii Shop Channel is tied to your Wii console. This includes records of your transactions, downloaded software, Wii Points and other information you provide via the Wii Shop Channel. To completely delete information from the Wii Shop Channel, including records of your transactions and rights to downloaded software, access the Wii Shop Channel, select SETTINGS/OTHER and then select REMOVE WII SHOP CHANNEL ACCOUNT.

NOTE: You will also lose the right to redownload purchased licences free of charge and you will have to spend additional Wii Points if you decide to use the Wii Shop Channel again at a later date.
12 HOME Menu

This menu appears when you press the HOME Button on the Wii Remote Plus. From this menu you can quit or reset Wii software titles, view operations guides for certain downloaded titles, and adjust Wii Remote or Wii Remote Plus settings.

To select an on-screen option, simply point at it with the Wii Remote Plus and press the A Button.

HOME Menu

- Quit the current software title and return to the Wii Menu.
- View the electronic manual for certain titles. This is only available for downloaded titles.

NOTE: If you select Wii MENU or RESET, you may permanently lose any unsaved information from the title you are currently playing.

Wii Remote Settings Screen

- Turn the Rumble feature ON or OFF. (See NOTE below)
- Adjust the Wii Remote or Wii Remote Plus speaker volume. You can also use the + and – Buttons on the Wii Remote or Wii Remote Plus.
- Displays the battery life for any Wii Remote or Wii Remote Plus controllers currently connected to the console.
- Close the Settings Menu and return to the HOME Menu.
- Reconnect the Wii Remote or Wii Remote Plus. Use this to change the Wii Remote or Wii Remote Plus you are using or to change the player number order (see below).

Synchronising a Wii Remote or Wii Remote Plus – for each Wii Remote or Wii Remote Plus, use the following steps:
1. Select the RECONNECT option.
2. Press the 1 and 2 Buttons simultaneously on the Wii Remote or Wii Remote Plus.
3. The Player LEDs will blink until a connection is established.
4. Press any button to return to the HOME Menu.

The order in which you synchronise Wii Remote or Wii Remote Plus controllers will determine the player number order. Please see pages 27–28 in the Wii Operations Manual – System Setup for more information on synchronising a Wii Remote or Wii Remote Plus.

NOTE: Adjusting the Volume and Rumble settings will affect all Wii Remote or Wii Remote Plus controllers currently connected to the Wii console.
Wii Keyboard

Using the Keyboard

The Keyboard Screen will appear in certain programs when you need to enter text. Examples include creating text for messages in the Wii Message Board or editing a Mii in the Mii Channel.

**Wii Keyboard**

**QWERTY Keyboard**

- Shows predicted words. Scroll through available words using the "/>" symbols.
- **NOTE:** This feature is only available in the Wii Message Board.
- Select characters you want to enter.
- Change to upper-case letters.
- Change from lower-case to upper-case for the next letter. (You can also hold down the B Button on the Wii Remote Plus to shift characters.)
- Change the predicted word feature between English, French, German, Italian, Spanish or Dutch.
- Return to previous screen.
- Insert space.
- Scroll up and down through characters that have been entered.
- Shows characters that have been entered. Use the Control Pad to move the cursor.
- Enter first character in upper-case.
- Enter lower-case character.
- Enter upper-case character.
- Enter numerical character.
- Select keyboard styles.
- Select additional symbols from list.
- Confirm entered characters.
- Insert carriage return.

**Mobile Phone-Style Keyboard**

- Shows characters that have been entered. Use the Control Pad to move the cursor.
- Select the character you want to enter. Use the A and B Buttons to change which character to use from each key.
- Enter numerical character.
- Insert space.
- Scroll up and down through characters that have been entered.
- Shows characters that have been entered. Use the Control Pad to move the cursor.
- Enter first character in upper-case.
- Enter lower-case character.
- Enter upper-case character.
- Enter numerical character.
- Select additional symbols from list.
- Confirm entered characters.
- Insert carriage return.

**NOTE:** Many functions on the QWERTY and mobile phone-style keyboards are the same. Items with the same function are described on the QWERTY instruction page.

Example of using the predicted word feature on the mobile phone keyboard for the word “hello”:

1. Select the key that includes “h”.
2. Select the key that includes “e”.
3. Select the key that includes “l”.
4. Select “hello” from the predicted word list.

**USB Keyboard**

You can enter text using a commercially-available USB keyboard.

**NOTE:** USB keyboards cannot be used with the Everybody Votes Channel.
14 Troubleshooting
(Before seeking assistance, review the following problems and solutions.)

■ Can't read SD Card in Photo Channel or SD Card Menu (data is not displayed)
  • Make sure the SD Card is fully inserted into the SD Card slot. Try removing and re-inserting the SD Card.
  • Check the SD Card on a PC or mobile phone to verify its contents and readability.
  • Make sure the content is in a format readable by the Photo Channel or SD Card Menu. See page 27 for information on supported file formats.

■ Wii Remote Plus doesn't vibrate
  • Go to the HOME Menu and check to see if the Rumble feature is turned ON (see page 61).
  • Make sure that the game you are playing includes the Rumble feature.

■ No sound from the Wii Remote Plus speaker
  • Go to the HOME Menu and check that the volume is turned ON (see page 61).
  • Make sure that the game you are playing includes sound from the Wii Remote Plus speaker.

■ Can't download games from the Wii Shop Channel
  • Make sure you have Wii Points to redeem for products in the Wii Shop Channel.
  • Check to see if you have restrictions on using Wii Points.
  • Check to see status of Parental Controls.

■ Downloading games and updates from the Wii Shop Channel is very slow
  • Switch the channel of your router to channel 1 or channel 11.

■ Controllers don't work with Wii games, Virtual Console games or WiiWare titles
  • Make sure you are using the correct controller. Both the game packaging and the instruction booklet included with the game supply this information.
  • If you are playing a game you have downloaded from the Wii Shop Channel, be sure to check the Controller Confirmation Screen from the title’s Details Screen in the Wii Shop Channel to determine which controllers can be used with that game.
  • If using the Classic Controller/Classic Controller Pro, make sure it is securely connected to the Wii Remote Plus.
  • If using the Wii Remote Plus, make sure no other accessories are plugged into the external extension connector unless required by the game you are playing.
  • Make sure the Wii Remote Plus is synchronised with the Wii console.

■ Your access point is not listed when SEARCH FOR AN ACCESS POINT is selected
  • Make sure your access point is powered on.
  • Move closer to the access point if possible or re-orient the console so there is nothing between it and the access point.
  • Your access point may not be broadcasting its SSID. Check your router settings through your computer and either set your router to broadcast SSID, or manually enter the SSID in Manually Connecting to an Access Point (see page 56).

■ Connection test unsuccessful or unable to connect to the service
  • Check the signal strength and move closer to the access point if possible or re-orient the console so there is nothing between it and the access point.
  • Make sure you have the latest firmware update for your router. Check with the router manufacturer or the internet service provider that supplied the router.
  • You may have to adjust the transmission rate of your router. Some routers have special settings, e.g. “Turbo Boost” or “G-Nitro”. These may have to be turned off.
  • Your access point may have MAC Filtering enabled. Check your router settings through your computer. You may need to enter your Wii console MAC Address. This can be displayed by choosing CONSOLE INFORMATION after having selected the INTERNET option.
  • Your access point may not be broadcasting its SSID. Check your router settings through your computer and either set your router to broadcast SSID, or manually enter the SSID in Manually Connecting to an Access Point (see page 56).
  • Try assigning the Wii console a static IP address. Access your router’s settings and find the available range of IP addresses. (This is typically found within the DHCP information.) When you find this information, select one of the available IP addresses and enter this in Manually Connecting to an Access Point (see page 56).

■ The power shuts off suddenly
  • Unplug the Wii Power Supply’s AC plug and check the vents for blockage by dust or debris. Clean if necessary, reconnect the AC plug and try turning the Wii console power back on again.
  • Make sure there is proper ventilation around the Wii console, and that it is not close to other heat sources.

More troubleshooting is available at http://wiisupport.nintendo-europe.com, including more detailed setup help for getting connected online.
If an error occurs, a message like the following* may appear on the TV screen. Proceed according to the following table.

* Wording may be subject to change in further Wii system updates.

<table>
<thead>
<tr>
<th>Error Message</th>
<th>Try This</th>
</tr>
</thead>
<tbody>
<tr>
<td>An error has occurred. Press the EJECT Button, remove the disc, and turn off the power to the console. Please read the Wii Operations Manual for further instructions.</td>
<td>First, turn the Wii console power off (Standby Mode), and remove the Wii Power Supply (RVL-002(UKV)) AC plug from the power socket. Pull the plug and not the card. Next, check whether the disc is dirty or scratched. If it is dirty, gently wipe with a soft cloth from the centre to the outside. Wait about 5 minutes. Then plug the Wii Power Supply's AC plug back into the power socket and turn the console power on. If the same message still appears, the Wii console may be damaged. Turn the Wii console off immediately. Remove the AC adapter's AC plug from the plug, and visit <a href="http://wiisupport.nintendo-europe.com">http://wiisupport.nintendo-europe.com</a> for additional troubleshooting.</td>
</tr>
<tr>
<td>The disc could not be read. Refer to the Wii Operations Manual for details.</td>
<td>The disc may be dirty or damaged. First, remove the disc and check for contamination, dirt, scratches or other irregularities. If necessary, clean the disc by wiping with a soft cotton cloth (do not use paper) from the centre to the outside. Then re-insert the disc into the Wii console and turn the power on again. If the same error message still appears, visit <a href="http://wiisupport.nintendo-europe.com">http://wiisupport.nintendo-europe.com</a> for additional troubleshooting.</td>
</tr>
<tr>
<td>There is not enough available space in the Wii System Memory. (...)</td>
<td>• Use the Data Management Screen and try moving files to a SD Card, or to delete files (see Wii Settings and Data Management, page 40). • If this does not work, try deleting the save data for the Channel that is running. If the same error message still appears, visit <a href="http://wiisupport.nintendo-europe.com">http://wiisupport.nintendo-europe.com</a> for additional troubleshooting.</td>
</tr>
<tr>
<td>The Wii System Memory has been damaged. Refer to the Wii Operations Manual for details.</td>
<td>The Wii System Memory is damaged. Visit <a href="http://wiisupport.nintendo-europe.com">http://wiisupport.nintendo-europe.com</a> for additional troubleshooting.</td>
</tr>
<tr>
<td>The device inserted in the SD Card slot can’t be used.</td>
<td>• When using SD Cards Check the saved data on a computer. If no files are displayed, the SD Card could be damaged. • When using SDHC Cards Check the software instruction manual and the reverse of the packaging to see if the title is compatible with SDHC Cards. Depending on the type of software being used, follow the advice below: - When using SDHC Card-compatible Wii software, remove the SDHC Card and re-insert it. - When using Wii software which isn’t compatible with SDHC Cards, remove the SDHC Card from the SD Card slot. When the same error message appears even after following the advice above, check the saved data on a computer. If no files are displayed, the SDHC Card could be damaged.</td>
</tr>
</tbody>
</table>

### Error Messages and Codes

In the case of problems such as incorrect internet settings or the connection test not being successful, an error message will be displayed along with an error code. Please refer to the following table for information on how to deal with the problem. Otherwise, check the Internet Setup (see page 51), visit http://wiisupport.nintendo-europe.com or refer to the instruction manual for your network device.

<table>
<thead>
<tr>
<th>Error Code</th>
<th>Situation</th>
<th>Try This</th>
<th>Refer To</th>
</tr>
</thead>
<tbody>
<tr>
<td>50199-50199</td>
<td>Could not connect to the internet.</td>
<td>Please try again later. If the problem persists, please contact your Nintendo Service Centre.</td>
<td>p. 51</td>
</tr>
<tr>
<td>50299-50299</td>
<td>No connection setting. Choose a setting from the Internet Setup screen.</td>
<td>Check Internet Settings for the wireless network device you wish to connect to.</td>
<td>p. 51</td>
</tr>
<tr>
<td>50399-50399</td>
<td>The internet settings are not correct.</td>
<td>Check the settings of the network device you wish to connect to.</td>
<td>p. 51</td>
</tr>
<tr>
<td>50499-50499</td>
<td>The USB plug of the Wii LAN Adapter is not properly inserted.</td>
<td>Ensure the USB plug of the Wii LAN Adapter is inserted as far as it will go.</td>
<td>- - -</td>
</tr>
<tr>
<td>51099-51099</td>
<td>Cannot find access point. Check that SSD is correct.</td>
<td>Check that the access point is located in the network device you wish to connect to.</td>
<td>p. 51</td>
</tr>
<tr>
<td>51399-51399</td>
<td>Cannot connect to Wireless LAN access point for unknown reason.</td>
<td>• Check access point settings. • Check that the Encryption Key (if required) and other security settings for your Wii match those of the access point. • When connecting to the internet using a Nintendo Wi-Fi USB Connector, ensure you select the setting that enables this connection.</td>
<td>p. 51</td>
</tr>
<tr>
<td>51400-51499</td>
<td>Cannot connect to the Wii LAN Adapter for unknown reason.</td>
<td>• Check that the USB plug of the Wii LAN Adapter is fully inserted into the Wii console. • Check that the power on the network device is switched on. • Check that the Wii LAN Adapter is properly connected to the network device. • There may be a problem with your network device. Please check network device settings.</td>
<td>- - -</td>
</tr>
<tr>
<td>52099-52099</td>
<td>Could not automatically obtain IP address.</td>
<td>• Ensure that the DHCP Server function on network device is enabled. • If the DHCP Server function cannot be used, adjust the settings on the device you wish to connect to. • For wireless LAN connection, ensure that the security settings and Encryption Key (if required) match the settings for the access point.</td>
<td>p. 51</td>
</tr>
<tr>
<td>52100-52199</td>
<td>The Wii console could not connect to the internet.</td>
<td>• Check that the internet environment you are using is able to access the internet. • Check all the Connection Settings options after “Automatically Obtain IP Address.” • If “Automatically Obtain IP Address” on Connection Settings is not enabled, check that the security settings and Encryption Key (if required) match the access point settings.</td>
<td>p. 51</td>
</tr>
</tbody>
</table>
### Contact

The Wii Network Services are operated by Nintendo of Europe GmbH, Nintendo Centre, 63760 Grossostheim, Germany  
E-Mail: info@nintendo.de, Telephone: 06026 950-0  
VAT-number: DE 132095955  
Company registered at Local Court of Aschaffenburg HRB 4276  
Managing Director: Satoru Shibata  
For support in your local language, please contact the Nintendo Service Centre.  
Telephone: +44 (0) 845 60 50 247 (You must gain the permission of the person responsible for paying the telephone bill before phoning, please dial carefully)  
Email: customer-support@nintendo.co.uk

<table>
<thead>
<tr>
<th>Error Code</th>
<th>Situation</th>
<th>Try This</th>
<th>Refer To</th>
</tr>
</thead>
<tbody>
<tr>
<td>52200-52299</td>
<td>Cannot connect to server for the connection test.</td>
<td>Please try again later.</td>
<td>- - -</td>
</tr>
<tr>
<td>52600-52699</td>
<td>Could not connect to NAT connection test server.</td>
<td>If this occurs frequently, it is possible that there is a problem with your internet environment. Check your Connection Settings etc.</td>
<td>p. 51</td>
</tr>
<tr>
<td>52700-52799</td>
<td>Due to a network device with the same IP address, the Wii console cannot connect to the internet.</td>
<td>Adjust Connection Settings.</td>
<td>p. 51</td>
</tr>
<tr>
<td>54000-54099</td>
<td>Due to a communication error, you have been disconnected from the internet.</td>
<td>Please try again later. If the problem persists, please contact your Nintendo Service Centre.</td>
<td>p. 51</td>
</tr>
<tr>
<td>32001</td>
<td>Cannot connect to the system update server.</td>
<td>Please try again later. If the problem persists, please contact your Nintendo Service Centre.</td>
<td>p. 51</td>
</tr>
<tr>
<td>32002</td>
<td>Due to a network error, the system update was not possible.</td>
<td>Please try again later. If the problem persists, please contact your Nintendo Service Centre.</td>
<td>p. 51</td>
</tr>
<tr>
<td>32003</td>
<td>Due to a lack of available space in the Wii System Memory, the update was not possible.</td>
<td>Transfer files saved on the Wii System Memory to an SD Card, or delete files.</td>
<td>p. 41</td>
</tr>
<tr>
<td>32004</td>
<td>Due to an error, the system update was not possible.</td>
<td>Please contact your Nintendo Service Centre.</td>
<td>p. 59</td>
</tr>
</tbody>
</table>

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