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NOTE: This Nintendo product is not designed for use with any unlicensed or unauthorized accessories.



**NINTENDO
GAMECUBE™**

INSTRUCTION BOOKLET

**NEED HELP WITH INSTALLATION, MAINTENANCE OR SERVICE?
NINTENDO CUSTOMER SERVICE: WWW.NINTENDO.COM**

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

TTY Hearing Impaired: 800-422-4281

NEED HELP PLAYING A GAME?

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

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

If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.



Nintendo

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

WARNING: PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

Throughout this Instruction Booklet, you will see sections beginning with WARNING, CAUTION, and NOTE. Each section has a different level of meaning, as follows:

▲WARNING

Warns you about incorrect use of the Nintendo GameCube that could result in serious personal injury.

▲CAUTION

Cautions you about incorrect use of the Nintendo GameCube that may result in (1) personal injury or (2) damage to the Nintendo GameCube, components, game discs or accessories.

NOTE: Points out important information on using or maintaining your Nintendo GameCube system.

NOTE: This product only plays Nintendo GameCube Game Discs that have "For use only in USA, Canada, Mexico and Latin America" printed on them. This product can not play CD or DVD disks.

- Pour une version française de ce manuel, veuillez aller sur le site www.nintendo.com/consumer/manuals.html ou appeler le 1-800-255-3700.
- Para obtener la versión de este manual en español, visite nuestro web site www.nintendo.com/consumer/manuals.html o llame a 1-800-255-3700.



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

▲WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

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

▲WARNING - Repetitive Motion Injuries and Eyestrain

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

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

▲WARNING - Electric Shock

To avoid electric shock when you use this system:

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

▲CAUTION - Motion Sickness

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

▲CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution: Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

Specifications: Laser Type: Semiconductor laser Laser wave length: 668nm (typ.) (658nm-678nm)
Laser power: Max. 0.8mW Numeric aperture: 0.6

NOTE: This is a latex-free product.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



Thank you for purchasing the Nintendo GameCube™. Please carefully read this Instruction Booklet and the separate Precautions Booklet before connecting or using the Nintendo GameCube system or components. If, after reading all setup instructions, you are still unable to connect or use your system, please refer to the consumer assistance information on the back cover of this booklet.

Please record the serial number, located on the bottom of the Nintendo GameCube, in the space below. You may need to refer to this number when calling for service.

Serial Number: DS



Graphics chip designed by ATI. ATI logo used with permission of ATI Technologies, Inc.

| | | |
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TOP VIEW

HANDLE

POWER BUTTON

Turns power ON or OFF

NAME PLATE

DISC COVER

RESET BUTTON

POWER INDICATOR LIGHT

Lights when power is on

OPEN BUTTON

Opens disc cover

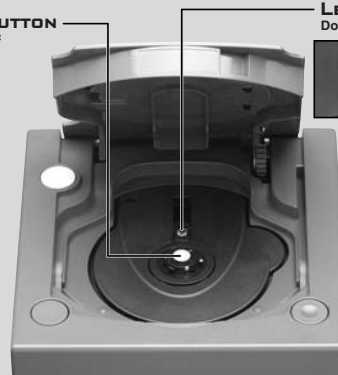


DISC RELEASE BUTTON

Press to release Game Disc

LENS

Do not touch

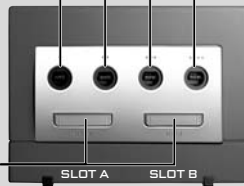


FRONT VIEW

CONTROLLER SOCKETS

For connection of Nintendo GameCube controllers and accessories

1 2 3 4



MEMORY CARD SLOTS (SLOT A AND SLOT B)

For connection of Nintendo GameCube Memory Cards (Sold separately, see back cover for purchasing information.) See pages 18-20 for more information on using Memory Cards and the game instruction booklet for specific information on how to save game information to a memory card.

BACK VIEW

DC INPUT CONNECTOR

(DC 1.2V IN)
Connects the DC Jack of the AC Adapter



ANALOG AV OUTPUT (ANALOG AV OUT) (MULTI OUT CONNECTOR)

Connects the Stereo Audio/Video Cable
See pages 8-10



BOTTOM VIEW**HIGH SPEED PORT****SERIAL PORT 1**

For connection of modem or broadband adapter
(Sold separately, see back cover for purchasing information).

SIDE VIEWS**EXHAUST
VENT****INTAKE
VENT**

NOTE: Make sure to keep vents from being covered or obstructed.

NINTENDO GAMECUBE AC ADAPTER**DC JACK**

Connects to DC Input Connector
on back of the Nintendo GameCube

AC PLUG

Connects to
120V AC wall outlet

NINTENDO STEREO AV CABLE

Connects to AV input connectors on TV or VCR

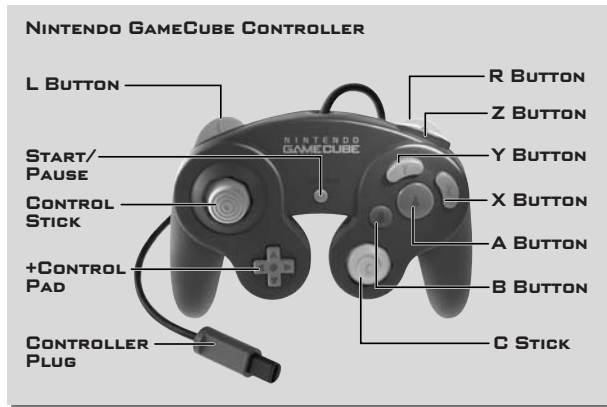
Video
(Yellow)

Audio
Left
(White)

Audio
Right
(Red)

**ANALOG AV OUT CONNECTOR PLUG**

Connects to ANALOG AV OUT connector (Multi Out connector)
on back of the Nintendo GameCube



NOTE: If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



Control Stick
neutral position



C Stick
neutral position

NOTE: On specially designed games, the Game Boy® Advance handheld video game system (sold separately, see back cover for purchasing information) can be connected directly to the Nintendo GameCube for use as an additional game screen and/or controller. Please check Nintendo GameCube software packaging for availability of this feature.

CONNECTING THE AC ADAPTER AND CONTROLLER

- 1** **IMPORTANT:** Please review the Hardware Precautions/Maintenance section of the separate Precautions Booklet included with this product before setting up the Nintendo GameCube.

Insert the DC Input Connector on the back of the console. (Illustration 1)



- 2** Insert the Controller Plug into the Controller Socket on the front of the console. See the instruction booklet for the game you are playing to find out which socket(s) you need to plug the controller(s) into. (Illustration 2)



- 3** **IMPORTANT:** Please review the TV Screen Damage Caution in the separate Precautions Booklet included with this product before connecting the Nintendo GameCube to a TV.

Connect the Nintendo GameCube to your TV or VCR. Refer to the following pages to setup your system with your specific equipment:

- Connecting to a Stereo TV or VCR
- Connecting to a Mono TV or VCR
- Connecting to a TV or VCR without Audio/Video Connections (RF connection)

Pages 8-9

Page 10

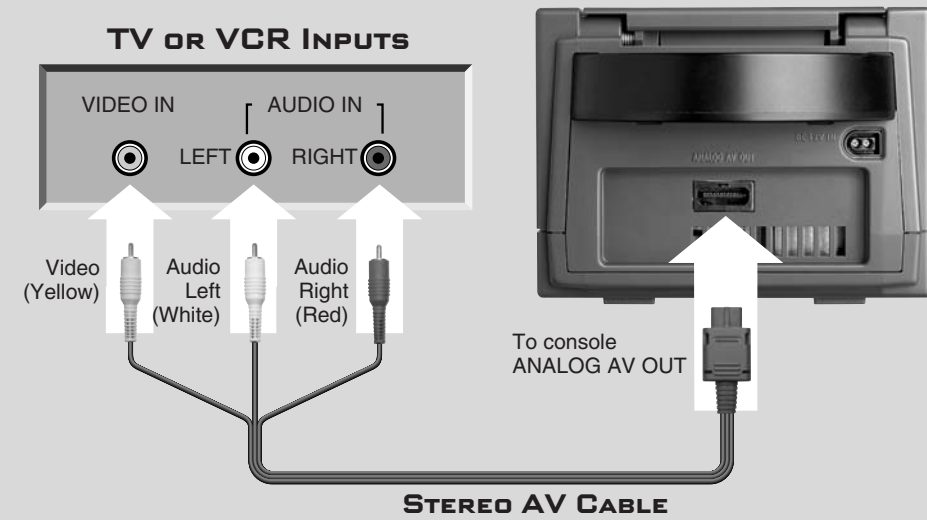
Page 11

- 4** Insert the AC Plug from the AC Adapter into a 120V AC wall outlet. (Illustration 3)

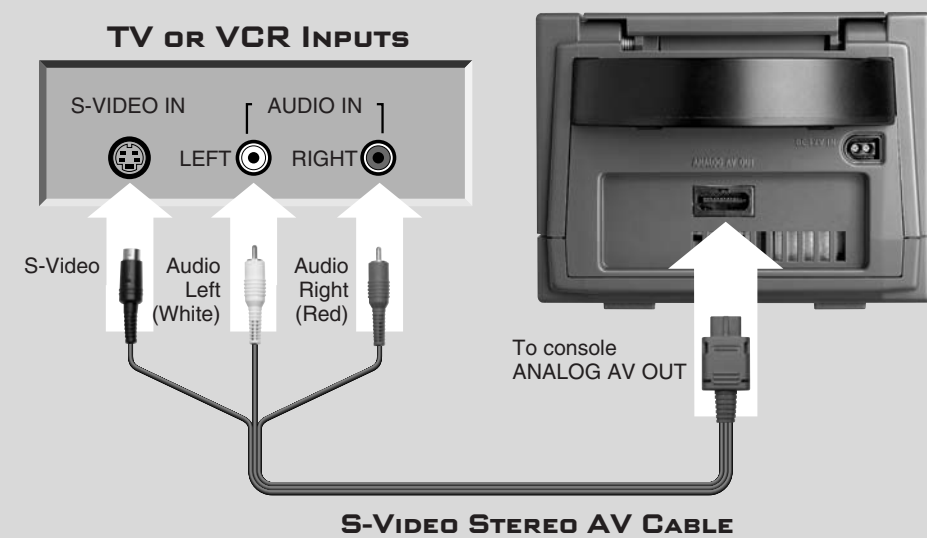
CAUTION: To prevent electric shock, match wide blade of plug to wide slot and insert fully into outlet.



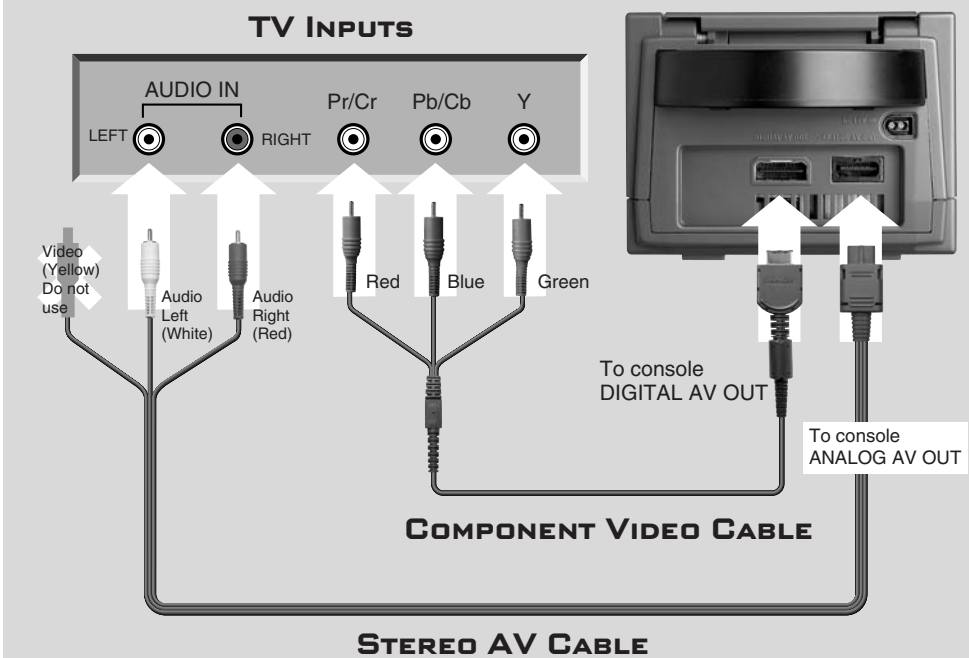
**CONNECTING TO A STEREO TV OR VCR
USING THE STEREO AV CABLE (INCLUDED)**



**CONNECTING TO A STEREO TV OR VCR
USING THE S-VIDEO STEREO AV CABLE
(Sold separately, see back cover for purchasing information.)**



**CONNECTING TO A STEREO TV (DIGITAL READY)
USING A STEREO AV CABLE AND COMPONENT VIDEO CABLE
(FOR NINTENDO GAMECUBE MODEL No. DOL-001 [USA] ONLY)**



NOTE: The Component Video Cable/Progressive Scan feature is only available on Nintendo GameCube Model No. DOL-001(USA), pictured above. This feature is not available on Model No. DOL-101(USA).

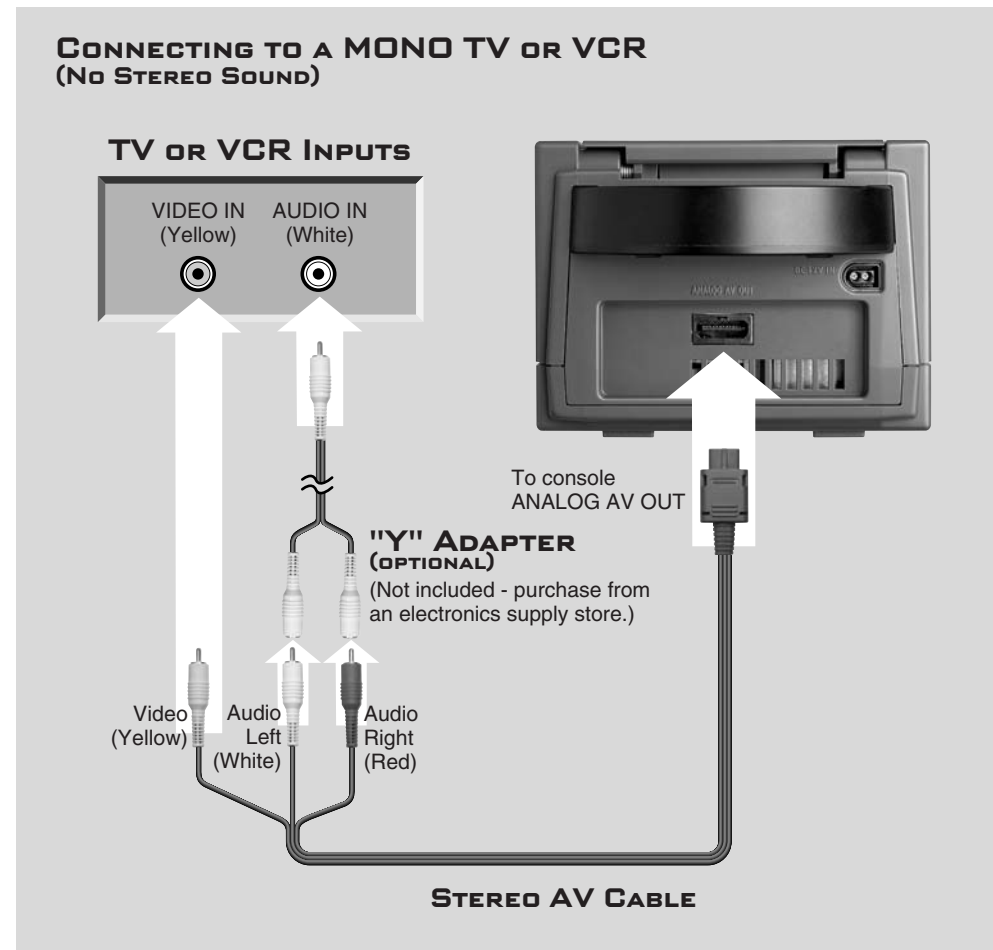
The Component Video Cable (sold separately, visit our web site at www.nintendo.com or call 1-800-255-3700) will allow you to display specially designed games in Progressive Scan Mode if your TV has Progressive Scan capability (see your TV operation manual). Please see your Nintendo GameCube software instruction booklet for availability of this feature.

When making the connections on pages 8 and 9, make sure to plug the Audio/Video plugs from the Stereo AV Cable into the "IN" or "INPUT" connectors on your TV or VCR (Do not use connections labeled "OUT" or "OUTPUT"). The yellow Video plug is not needed when using the Component Video Cable (see illustration above).

NOTE: For the game image to appear on the TV when using the Stereo AV Cable, you must select the Audio/Video input channel ("input select") on the TV or VCR that the cable is plugged into. Accessing input select is different for each model of TV or VCR. See page 12 for more information on input select. You can also find more information about input select on our web site at:

www.nintendo.com/consumer/inputsselects.html

After completing the connections as shown, please turn to page 12.



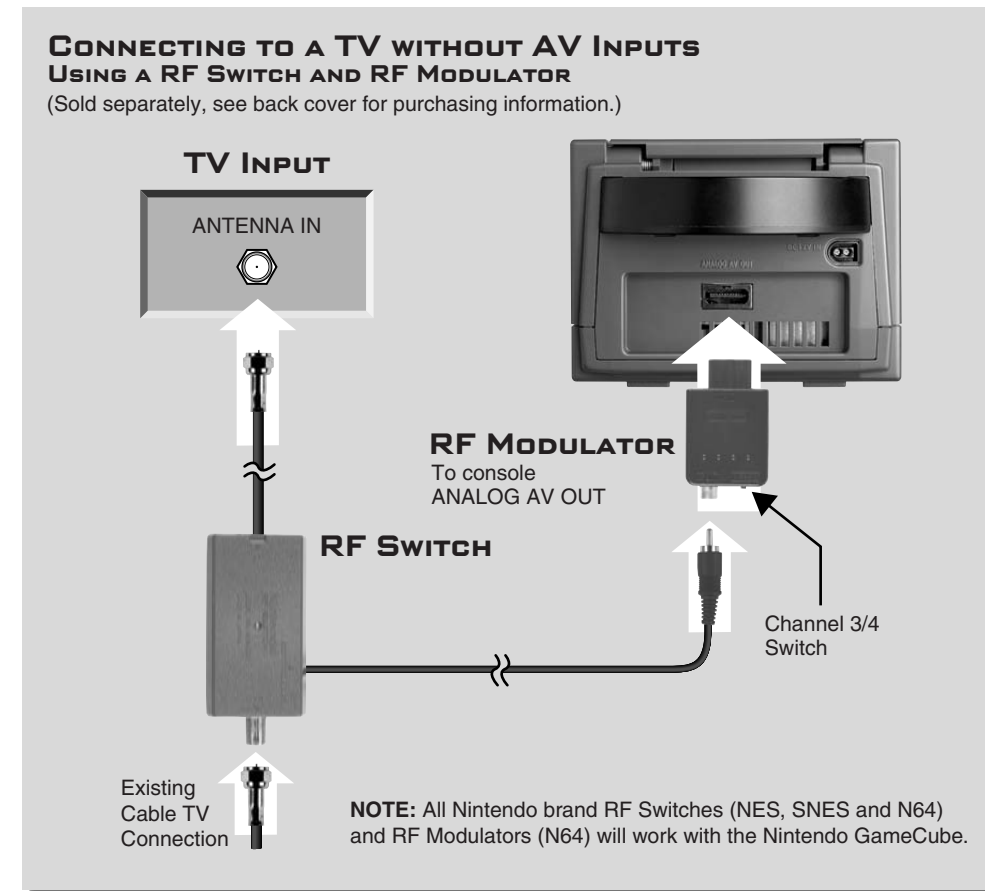
Using the "Y" Adapter is optional. You may plug either the red or white audio plug directly into the "AUDIO IN" connector on your TV or VCR, although some sound will be absent during game play. Leave the unused plug unconnected.

When making the above connections, make sure to plug the Audio/Video plugs from the Stereo AV Cable into the "IN" or "INPUT" connectors on your TV or VCR (Do not use connections labeled "OUT" or "OUTPUT").

NOTE: For the game image to appear on the TV when using the Stereo AV Cable, you must select the Audio/Video input channel ("input select") on the TV or VCR that the cable is plugged into. Accessing input select is different for each model of TV or VCR. See page 12 for more information on input select. You can also find more information about input select on our web site at:

www.nintendo.com/consumer/inputselects.html

After completing the connections as shown, please turn to page 12.



After completing the connections as shown, please turn to page 12.

After making the necessary connections described in Section 2, System Setup, make sure that there is unrestricted air flow to the Nintendo GameCube. Once the system is properly located, continue with the instructions below.

CAUTION

The Nintendo GameCube has intake/exhaust vents on the right and left sides designed to maintain adequate ventilation. Do not operate the console in any location where these vents may become covered or obstructed.

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

- 2 For all of the connection methods **except** the RF switch method, you will need to set the appropriate "Input Select" setting for your TV or VCR. (Illustration 1)

INPUT SELECT INFORMATION

The input select allows you to switch between the different inputs on your TV or VCR. Usually this would be between the Antenna input and the Audio/Video input(s).

Locate the input select for the component that the Stereo AV Cable is connected to (either the TV or VCR). The most common locations for input select are:

- A button on the front of the TV or VCR.
- A button on the remote control.
- A high-numbered or low numbered channel (92, 99, 00, or 02) on the TV or VCR.
- An on-screen menu selection.

Manufacturers of TVs and VCRs use different names and locations for "Input Select". The common names for the input select are: input, select, input select, line, line in, source, in, EXT, and AUX. Consult your TV or VCR instruction manual for details.

NOTE: More information on "Input Select" is available on our web site at www.nintendo.com/consumer/inputselects.html

For the RF switch connection, set your TV channel to 3 and the switch on the RF Modulator to 3. If channel 3 has an active television station, change both switches to channel 4.

- 3 Make sure that both the controller and AC Adapter are properly plugged into the console and the wall outlet. (Illustration 2)

- 4 Press the Open Button to open the Disc Cover. (Illustration 3)

12



- 5 Place the Game Disc, printed side up, into the disc compartment and onto the center hub (Illustration 4). **Do not touch the laser lens.**

- 6 Close the Disc Cover. (Illustration 5)

- 7 Press the Power Button to turn the power on. (Illustration 6)

When the power is turned on for the first time, the Nintendo GameCube logo screen, shown below, will appear followed by the Main Menu screen.

NOTE: If you don't see the logo screen on your TV, review Step 2 or go to the Troubleshooting section on page 21.

The Main Menu allows you to set the date and time, see information about the game loaded into the console, set various options, and access Memory Card information. See pages 15-20 for instructions on the Main Menu screens.

Nintendo GameCube logo screen



Main Menu Screen



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REMOVING A GAME DISC

1 While the power is ON, push the Open Button to open the Disc Cover (Illustration 1).

NOTE: If the Disc Cover is opened while the power is OFF, the Game Disc may still be spinning. If this happens, wait until the disc stops spinning before removing it from the console.

2 Push the Disc Release Button and remove the Game Disc from the console (Illustration 2). **Do not touch the laser lens.**

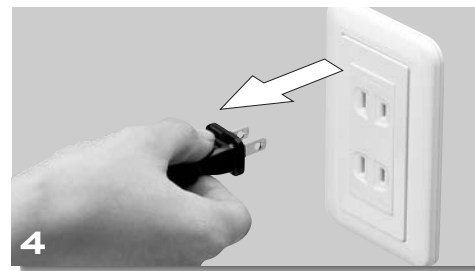
NOTE: To prevent your Game Disc from becoming dirty or scratched, always handle it by the edges. Do not touch the bottom, unprinted surface of the disc. When the disc is not in the console, always store it in its case.

If a disc becomes dirty or contaminated with fingerprints, the system may not be able to read the game data correctly. If necessary, clean the disc with a soft, slightly damp cloth (**use water only**). Clean the disc from center towards the edges; do not use a circular motion.

3 Close the Disc Cover and push the Power Button to turn the power OFF. (Illustration 3)

To prevent dust, dirt or other foreign matter from contaminating the console, do not leave the disc cover open for long periods of time.

4 When not using your Nintendo GameCube, disconnect the AC Adapter from the wall outlet. (Illustration 4)



ACCESSING THE MAIN MENU

The Main Menu allows you to set the date and time, see information about the Game Disc loaded into the Nintendo GameCube, set various options, and access Memory Card information and options.

To go to the Main Menu Screen, use one of the following methods:

- Turn the power ON while the Disc Cover is open or,
- Turn the power ON when there is no Game Disc loaded in the console or,
- Turn the power ON while holding down the A Button on the controller. (Hold down until the Main Menu Screen appears.)

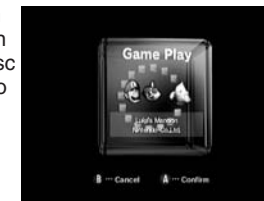
Use the Control Stick to change to the different menus as shown below.



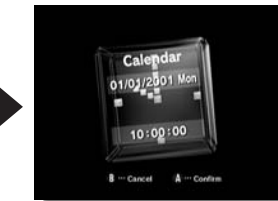
- Control Stick**
- Select menu screen
 - Highlight menu item
 - Change menu setting

- A Button**
- Confirm selection
- B Button**
- Go back
 - Cancel selection
 - Finish settings

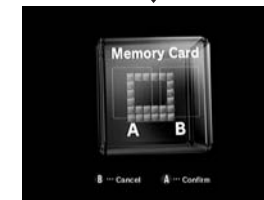
Game Play Screen
Displays information about the Game Disc currently loaded into the console.
See page 16



Calendar Screen
Displays settings for the date and time of the internal clock.
See page 17



Option Screen
Displays settings for Sound and Screen Position.
See page 16



Memory Card Screen
Accesses information and options for the Memory Cards.
See pages 18-20

GAME PLAY SCREEN

From the Main Menu Screen, go to the Game Play Screen by pushing UP on the Control Stick.

Press the A Button to display information about the Game Disc that is currently loaded into the Nintendo GameCube.

Press START to begin the game.

Press the B Button to return to the Main Menu.



OPTION SCREEN

From the Main Menu Screen, go to the Option Screen by pushing LEFT on the Control Stick.

Press the A Button to display the Option Menu choices of Sound or Screen Position.

Use the Control Stick (UP or DOWN) to highlight your menu item and press the A Button to accept your choice.

Use the Control Stick (LEFT or RIGHT) to adjust the settings and press the A Button to accept.

Press the B Button to return to the Option Menu or the Main Menu. Pressing the B Button before accepting your choice with the A Button will return you to the Option Menu without changing the settings.



CALENDAR SCREEN

From the Main Menu Screen, go to the Calendar Screen by pushing RIGHT on the Control Stick.

Press the A Button to display Calendar Menu choices of Date or Time.

Use the Control Stick (UP or DOWN) to highlight your menu item and press the A Button to select your choice.

Use the Control Stick (LEFT or RIGHT) to highlight the number you want to change, then (UP or DOWN) to adjust the value.

Press the A Button to accept your choice.

Press the B Button to return to the Calendar Menu or the Main Menu. Pressing the B Button before accepting your choice with the A Button will return you to the Calendar Menu without changing the settings.



MEMORY CARD SCREEN

NOTE: A Nintendo GameCube Memory Card is required to save game information (Sold separately, see back cover for purchasing information). See the instruction booklet for the game you are playing for instructions on using a Memory Card to save game information.

From the Main Menu Screen, go to the Memory Card Screen by pushing DOWN on the Control Stick.

Press the A Button to display the status of any Nintendo GameCube Memory Cards plugged into the Memory Card Slots on the front of the console. This screen (see below) allows you to move or copy files between Memory Cards, or erase files stored on your Memory Cards.

NOTE: You cannot move or copy files in the following cases:

- When there is only one Memory Card inserted in the Memory Card Slots.
- When there is not enough space in the Memory Card that you are trying to move or copy a file to.
- When you have reached the maximum of 127 files on the Memory Card that you are trying to move or copy a file to. (Note: This limitation is only for future Memory Cards that have 127 or more blocks available to save files to.)
- When there is the same file already on the Memory Card that you are trying to move or copy a file to.
- When you are trying to move or copy a file that is not allowed to be moved.

Memory Card Slot and space left on card.

Selected File

Selected File Size



Selected File Content

⚠ CAUTION

Do not remove or insert a Memory Card while moving, copying, erasing or formatting a card. This may cause damage to the Memory Card or the Nintendo GameCube.

MOVING A FILE

- 1 Use the Control Stick to highlight the file that you want to move and press the A Button.
- 2 Use the Control Stick to select "MOVE" and press the A Button.



- 3 A window will appear to confirm your choice. Use the Control Stick to highlight "YES" and press the A Button. The file will be moved from one Memory Card to the other.



COPYING A FILE

- 1 Use the Control Stick to highlight the file that you want to copy and press the A Button.
- 2 Use the Control Stick to select "COPY" and press the A Button.



- 3 A window will appear to confirm your choice. Use the Control Stick to highlight "YES" and press the A Button. The file will be copied from one Memory Card to the other.



ERASING A FILE

1 Use the Control Stick to highlight the file that you want to erase and press the A Button.

2 Use the Control Stick to select "ERASE" and press the A Button.

3 A window will appear to confirm your choice. Use the Control Stick to highlight "YES" and press the A Button. The file will be then be erased from your Memory Card.

NOTE: If you erase a file from your Memory Card, it will be gone forever. Be careful that you don't erase a file that you want to keep!



FORMATTING A MEMORY CARD

This procedure is only used if a corrupted Memory Card is inserted into the Nintendo GameCube.

If required, this procedure will begin automatically when you select "Memory Card Screen" from the main menu. You cannot use this procedure to erase files from a useable Memory Card.

1 After selecting "Memory Card Screen" from the Main Menu, if your Memory Card requires formatting, a window will appear to ask for confirmation for formatting.

2 Use the Control Stick to select "YES" and press the A Button.

3 A window will appear to notify you that all data will be erased and ask again for confirmation for formatting.

4 Use the Control Stick to select "YES" and press the A Button.

NOTE: When you format a Memory Card, all data will be permanently erased and unable to be recovered.



Before seeking assistance review the following problems and solutions:

| PROBLEM | SOLUTION |
|--|--|
| No picture on TV screen. | <ul style="list-style-type: none"> Make sure that the Nintendo GameCube, TV and VCR (if used) are plugged into power outlets. Make sure that the DC Jack on the AC Adapter is firmly plugged into the DC Input Connector on the back of the console. Make sure that the power switches on the Nintendo GameCube, TV and VCR (if used) are turned ON. Check the connections between the console and the TV or VCR (if used) and review the appropriate System Setup section in this booklet to be sure the system is set up correctly. Make sure all cable connectors are securely plugged into the appropriate sockets. Make sure that the INPUT settings are correct for your particular setup. (Review page 12 on INPUT select information.) If you are using an RF Switch connection, make sure that the Channel Switch and TV are set to the same channel (3 or 4). Check to be sure that the Game Disc is placed correctly into the console. Check to be sure that the Game Disc is clean and in good condition. If dirty, wipe with a soft cloth from the center to the outside. Remove the Game Disc, close the Disc Cover and turn the power OFF and then ON. If the Main Menu appears the disc may be dirty or damaged. Check that the Game Disc will work on your version of the Nintendo GameCube. This system will only work with Game Discs made for use in the USA, Canada, Mexico and Latin America. |
| Cannot access the progressive scan feature in a game that supports progressive scan. | <ul style="list-style-type: none"> You must be using a Component Video cable (sold separately, visit our web site at www.nintendo.com or call 1-800-255-3700) to connect the Nintendo GameCube to the TV (see page 9). The progressive scan feature is only available on Nintendo Gamecube Model No. DOL-001(USA). It is not available on Nintendo GameCube Model No. DOL101(USA). |

Before seeking assistance review the following problems and solutions:

| PROBLEM | SOLUTION |
|--|---|
| No Sound | <ul style="list-style-type: none"> • Check if the TV volume is turned off or muted. • Check the audio connections between the Nintendo GameCube and the TV or VCR and review pages 8-10 to be sure the system is set up correctly. • If you are using a Stereo AV Cable, make sure it is plugged into the "Input" connectors on the TV or VCR, not the "Output" connectors. • Make sure that the INPUT settings are correct for your particular setup. (Review page 12 on Input Select information.) • The sound in some games doesn't begin until Start is pressed or the game begins. • If you have a mono TV or VCR and left one of the audio cables unconnected (see page 10) you may not get all game sounds. Use a "Y" Adapter to get both left and right sound channels. • If your TV or VCR has both mono and stereo options, make sure it is set to match your setup. • Check the instruction booklet for the game you are playing to see if there are volume controls or mono/stereo options that can be set from the game. • If you are using the Component Video cable, (see page 9) be sure you have a Stereo AV Cable connected for the audio connections. The Component Video cable can only be used on Nintendo GameCube Model No. DOL-001(USA). |
| The Power Indicator Light on the console does not come on, or goes off during game play. | <ul style="list-style-type: none"> • Make sure the AC Adapter is plugged into both the wall outlet and the back of the console. • If the light is still off, disconnect the AC Adapter plug from the wall outlet, wait 2 minutes and plug it back into the outlet. Turn the console power ON. • Remove all controllers and accessories from the Nintendo GameCube and repeat the above procedure. If the Power Indicator Light now comes on, there may be a problem with the controllers or accessories. See the back cover for service information. |

Before seeking assistance review the following problems and solutions:

| PROBLEM | SOLUTION |
|--|---|
| Picture is rolling or has bars or lines. | <ul style="list-style-type: none"> • Try adjusting the vertical or horizontal hold controls (if available) on your TV. • If using a RF Switch connection, try switching channels on both the RF Modulator and TV from 3 to 4. • If using a RF Switch connection, make sure to use only a licensed Nintendo RF Switch and Modulator (look for the Official Nintendo Seal). |
| Sound is buzzing. | <ul style="list-style-type: none"> • If using the Stereo AV Cable, check the audio (red and white) connections. Make sure they are plugged into the "Input" connectors, not the "Output" connectors and make sure the video (yellow) connector is not plugged into an audio connector. • If using a RF Switch connection, try switching channels on both the RF Modulator and TV from 3 to 4. • If using a RF Switch connection, try disconnecting the antenna or cable wire from the RF Switch. (Be sure to reconnect it for normal TV viewing.) • If using a RF Switch connection, make sure to use only a licensed Nintendo RF Switch and Modulator (look for the Official Nintendo Seal). |
| When not playing games, the normal TV picture won't come on. | <ul style="list-style-type: none"> • Make sure the power of the Nintendo GameCube is turned OFF. • If using the Stereo AV Cable or Component Video cable (only used on Nintendo GameCube Model No. DOL-001[USA]), change the Input switch on your TV or VCR back to "TV". (Refer to TV or VCR instructions.) • If using a RF Switch connection, make sure cable connections are secure. (See page 11) • If using a RF Switch connection, try disconnecting the RF Switch and connect the cable or antenna directly to the TV. (To play games, you must reconnect the RF Switch.) |

Before seeking assistance review the following problems and solutions:

| PROBLEM | SOLUTION |
|--|--|
| For RF switch connections only: Game display on TV is fuzzy, has no color or has "snow" on it. | <ul style="list-style-type: none"> • Make sure that all connections between the RF Switch, RF Modulator, console and your TV or VCR are correct and secure. (See page 11) • Try adjusting any fine tuning and contrast controls on the TV. • If your TV has an automatic fine tuning control (AFC), turn it OFF and try manually fine tuning it. If turning OFF the AFC caused your TV to display only in black and white, leave the AFC ON. • Try moving the console farther away from the TV. • Try changing the channel on both the RF Modulator and the TV to 4. • Try disconnecting the cable or antenna wire from the RF Switch. (You will have to reconnect it again for regular TV viewing.) • If using a RF Switch connection, make sure to use only a licensed Nintendo RF Switch and Modulator (look for the Official Nintendo Seal). |
| The controller does not work properly. | <ul style="list-style-type: none"> • Make sure the power is OFF before plugging any controllers into the console. • Insert the Controller Plug completely into the Controller Socket on the front of the console. • Read the instruction booklet for the game you are playing to make sure you are using the correct Controller Socket. • Make sure that the Control Stick, C Stick, and the L and R Buttons are in the "Neutral" position when you turn the power ON. (See page 6.) • If the Rumble feature won't shut off, check the Controller Socket and Controller Plug for dirt, dust or other contamination. Clean if necessary. |
| The controller buttons occasionally stick. | <p>Clean sticking buttons using the following procedure:</p> <ol style="list-style-type: none"> 1. Disconnect the controller from the console. 2. Use an unused toothbrush and hot tap water. Do not use boiling water, soap or detergent. 3. Dip the toothbrush in hot water and shake off excess amount. Lightly scrub sticking buttons, working the bristles around sides of buttons and into cracks. 4. Dry controller with soft cloth or towel and let air dry for at least 2 hours. 5. Test buttons and repeat procedure if necessary. Do not submerge in, or pour any type of liquid over controller. |

ERROR MESSAGE PROCEDURE

If the Nintendo GameCube detects a error in the system operations, an error message will appear. Below is a list of the possible error messages and what procedure to follow if an error message does appear.

| ERROR MESSAGE | PROCEDURE |
|---|--|
| <p>An error has occurred.</p> <p>Turn the power OFF and check the Nintendo GameCube Instruction Booklet for further instructions.</p> | <p>The Game Disc may be dirty or damaged. Open the Disc Cover, remove the disc and check for contamination, dirt, scratches or other irregularities. If necessary, clean the disc by wiping with a soft, slightly damp cotton cloth (do not use paper) from the middle to the outside edge.</p> <p>Insert the disc and try playing the game again. If you still get the same error message, there may be an internal problem with the system. Turn the Nintendo GameCube OFF, unplug the system and visit the customer service area of our web site at www.nintendo.com or contact Nintendo Customer Service at 1-800-255-3700.</p> |
| <p>The disc could not be read.</p> <p>Please read the Nintendo GameCube Instruction Booklet for more information.</p> | <p>The Game Disc may be dirty or damaged. Open the Disc Cover, remove the disc and check for contamination, dirt, scratches or other irregularities. If necessary, clean the disc by wiping with a soft, slightly damp cotton cloth (do not use paper) from the middle to the outside edge.</p> <p>Insert the disc and try playing the game again or try a different disc. If an error message still appears, visit the customer service area of our web site at www.nintendo.com or contact Nintendo Customer Service at 1-800-255-3700.</p> |
| <p>System settings were lost.</p> <p>Calendar and other settings were reset. Choose system settings now?</p> | <p>You must reset the time and date by selecting "YES" and pressing the A Button.</p> <p>See page 17 for how to set the time and date.</p> <p>If the error message appears every time you turn the Nintendo GameCube power ON, the built-in batteries may be worn out. These must be replaced by a qualified service representative. Please visit the customer service area of our web site at www.nintendo.com or contact Nintendo Customer Service at 1-800-255-3700 for information on battery replacement.</p> |

If your Nintendo GameCube system still does not operate correctly after trying the troubleshooting remedies, please visit the customer service area of our web site at www.nintendo.com or call 1-800-255-3700.

WARRANTY AND SERVICE INFORMATION

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You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday, (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting assistance and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

ENTERTAINMENT SOFTWARE RATING BOARD (ESRB)

VIDEO AND COMPUTER GAME SOFTWARE RATING INFORMATION

The Entertainment Software Rating Board (ESRB) ratings are designed to provide information about video and computer game content, so you can make informed purchasing decisions. ESRB ratings have two parts: **rating symbols** suggest age appropriateness for the game, and **content descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern.

To take full advantage of the ESRB rating system, it's important to check both the **rating symbol** (found on the front of the game box) and the **content descriptor** (found on the back of the game box). Go to www.esrb.org for a complete list of these content descriptors.

| ESRB RATING SYMBOLS FOR VIDEO GAMES & PC SOFTWARE | | | |
|---|---|--|--|
| | EARLY CHILDHOOD Contents may be suitable for ages 3 and older. Contains no material that parents would find inappropriate. | | EVERYONE Content may be suitable for persons ages 6 and older. May contain minimal violence and some comic mischief or crude language. |
| | MATURE Content may be suitable for persons ages 17 and older. May contain mature sexual themes, more intense violence and/or strong language. | | ADULTS ONLY Content suitable only for adults. May include graphic depictions of sex and/or violence. Not intended for persons under the age of 18. |
| | | | TEEN Content may be suitable for persons ages 13 and older. May contain violent content, mild or strong language, and/or suggestive themes. |
| | | | RATING PENDING Titles have been submitted to the ESRB and are awaiting final rating. |

The ESRB rating system is designed to provide information about a computer or video game. The ratings are not meant to recommend which games consumers should buy or rent or to serve as the only basis for choosing a product. Rather, individuals should use the ESRB ratings together with personal tastes and standards when deciding what is best to purchase.

For more information on the ESRB and video game ratings, go to the ESRB web site at www.esrb.org.

Although an IBM logo appears on the Nintendo GameCube package, IBM is not responsible for warranty support of the Nintendo GameCube.