Thank you for purchasing the Nintendo GameCube™ Modem Adapter. The Modem Adapter allows you to connect the Nintendo GameCube to a dial-up Internet connection for playing online capable games. This adapter can only be used with specially designed games that include on-line game features.

To play online games with this Modem Adapter you will need:

- A Nintendo GameCube game designed for online game play. Look for this icon on Nintendo GameCube game packaging for games designed to use the Modem Adapter.
- A valid dial-up account with an Internet service provider (ISP).
- A modular Telephone Cord (included) to connect the Modem Adapter to a household phone jack.
- A Nintendo GameCube Modem Adapter and to the connector on the phone jack.
- A valid dial-up account with an Internet service provider (ISP).
- A Nintendo GameCube Modem Adapter and to the connector on the phone jack.

Installing and Removing the Modem Adapter

1. Make sure the power of the Nintendo GameCube is turned OFF.
2. Remove the cover marked "Serial Port 1" on the bottom of the Nintendo GameCube (Illustration 1).
3. Insert the Modem Adapter into the space on the bottom of the Nintendo GameCube until it snaps into place (Illustration 2).
4. If necessary, disconnect your phone from the phone jack you are going to use for your online connection. Plug one end of the enclosed Telephone Cord into the connector of the Modem Adapter on the side of the Nintendo GameCube and the other end into the phone jack (Illustration 3).
5. Once installed, the Modem Adapter can be left in the Nintendo GameCube even when not playing a modem compatible game. If you do need to remove it, press the locking tabs on both sides of the adapter and pull straight out of the Nintendo GameCube (Illustration 4).
6. When setting up your game for online game play you may need such information as phone numbers for connecting to your ISP and tone or pulse dial type. If you have difficulty getting connected, please review the instruction booklet for the game you are playing or visit www.nintendo.com/online.

Troubleshooting

If you are having problems with using the Modem Adapter or setting up your game for online game play, review the following remedies before seeking assistance:

- Make sure the Modem Adapter is fully inserted into the opening on the bottom of the Nintendo GameCube.
- Make sure the Telephone Cord is fully inserted into both the phone jack on the wall and the connector on the Modem Adapter. They may get a busy signal.
- Make sure the game you are playing is designed for online game play. Review the instruction booklet for the game you are playing and make sure the set-up information is correct. (Phone numbers and tone/pulse dial type.)
- If the game server is having operational problems, you may have to wait and try connecting at a later time. Check the instruction booklet for the game you are playing for information on service contacts for that specific game.
- Review the procedures for using your Internet service provider and make sure the set-up information is correct.
- Make sure that someone else is not already using the phone connection for an Internet connection, i.e., from a personal computer.

NOTE: Normally if someone calls you while the Modem Adapter is connected to your phone service, they will get a busy signal. However, if you have a “call waiting” feature, game play communication may be disrupted if you get a call during online game play. This can be prevented by suspending the “call waiting” service before connecting up to the Internet, or by having an additional phone line installed.

For more information and the latest troubleshooting hints, please visit www.nintendo.com/online.

When connected to a network and/or when playing online games, you may be charged a fee by the ISP or by the company which operates the game server. Check with your ISP and/or the company which operates the game server for the game you are playing for more information on any fees associated with online game play.

IMPORTANT:

When troubleshooting you may need such information as phone numbers for connecting to your ISP and tone or pulse dial type. If you have difficulty getting connected, please review the instruction booklet for the game you are playing or visit www.nintendo.com/online.

105 mm 105 mm 103.5 mm 102 mm

Saving these instructions for future reference.

WARNING
DANGER: TREASURE THESE INSTRUCTIONS. INCLUDE WITH THE NINTENDO GAMECUBE MODERN ADAPTER WHEN SHIPPED OR BEFORE USING THIS ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

• Do not use the Nintendo GameCube or Modem Adapter during a lightning storm. There may be a risk of electric shock from lightning.

• Do not disassemble or try to repair the Nintendo GameCube Modem Adapter. Doing so voids your warranty.

• Do not store the Nintendo GameCube Modem Adapter in a humid place, on the floor or in any location where it may collect dirt, dust, lint, or other foreign matter.

• Do not leave the system turned on for extended periods when not in use.

• Do not drop, hit or otherwise abuse the Nintendo GameCube Modem Adapter.

• Do not disassemble or try to repair the Nintendo GameCube Modem Adapter.

• Do not spill liquids on the Nintendo GameCube Modem Adapter.

• When disconnecting any plugs from the console, wall outlet, Modem Adapter or phone jack, first turn the Nintendo GameCube off. Then carefully pull by the plug itself rather than by the cord. Do not step on, sharply pull or bend any wire or cables.

• Do not expose the Nintendo GameCube Modem Adapter to extreme heat or cold.

• Do not spill liquids on the Nintendo GameCube Modem Adapter.

• Clean the system properly and store it in a dust-free environment.

• Do not expose the Nintendo GameCube Modem Adapter to extreme heat or cold.

• Do not store the Nintendo GameCube Modem Adapter in a humid place, on the floor or in any location where it may collect dirt, dust, lint, or other foreign matter.

MATERIAL: 60# GLOSS BOOK
OVERALL TRIMMED SIZE: 415.85MM WIDE X 178MM TALL
ROLL FOLDED AND FOLDED IN HALF
FOLDED SIZE: 105 WIDE X 89 TALL
REGULATIONS FOR EQUIPMENT USE IN U.S.A.

Consumer and FCC Information

This equipment complies with Part 68 of the FCC rules and the requirements of the ACTA Telecommunications Software Information Access Code Enforcement Act. The Ringer Equivalence Number (REN) is used to determine the number of devices that may be connected to a telephone line. The sum of RENs of all devices, including the telephone company equipment, cannot exceed five.

For a connection device use USOC RJ11C only (i.e., a standard RJ11C jack). A plug and jack used to connect this equipment to the premises wiring and telephone network must comply with the FCC Part 68 rules and requirements adopted by the ACTA. A compliant telephone cord and modular plug is provided with this product. It is designed to be connected to a standard USOC RJ11C modular jack only.

The Ringer Equivalence Number (REN) is used to determine the number of devices that may be connected to a telephone line. Excessive RENs on a telephone line may result in the devices not ringing in response to an incoming call. In most, but not all cases, the sum of RENs should not exceed five. To be certain of the number of devices that may be connected to a line as determined by the total RENs, contact the telephone company to verify the RENs assigned to the line. The REN for this product is part of the product identifier that has the format US:AAAEQ##TXXXX. If requested, this number must be provided to the telephone company.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE LIMITATION ABOVE MAY NOT APPLY TO YOU.

TO PURCHASE ADDITIONAL NINTENDO ACCESSORIES OR PARTS, SEE YOUR LOCAL NINTENDO RETAILER. VISIT OUR WEB SITE AT WWW.NINTENDO.COM

US CANADA

Warranty and Service Information

Rev. M-C

Thank you for purchasing a NINTENDO product. To order replacement parts, for assistance with setting up your product, or to order an instruction book, visit our website at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700 (9 a.m. to 7 p.m., Pacific Time, Mon.-Fri., except holidays). If your product should require service, please call 1-800-255-3700 (9 a.m. to 7 p.m., Pacific Time, Mon.-Fri., except holidays) for assistance. (In Canada, call 1-800-663-2563; in Mexico, call 01-800-900-0303.) Please do not send any products to Nintendo without contacting us first.

Game & Accessory Warranty

Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for a period of one (1) year from the date of purchase.

For a hardware device covered by this warranty, please contact our Customer Assistance Hotline at 1-800-255-3700 or your nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, freight prepaid and insured, to Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER. In most, but not all cases, the sum of RENs should not exceed five (5.0). To be certain of the number of devices that may be connected to a line as determined by the total RENs, contact the local telephone company. The REN for this product is part of the product identifier that has the format US:AAAEQ##TXXXX. The digits represented by ## are the RENs without a decimal point (e.g., 0.5 is a REN of 0.5).

The REN for this product is 0.0. If this equipment (US:SMMS0050BA) causes harm to the telephone network, the telephone company will notify you in advance that temporary discontinuance of service may be required. But if advance notice isn’t practical, the telephone company will notify you as soon as possible. Also, you will be advised of your right to file a complaint with the FCC if you believe it is necessary.

The telephone company may make changes in its facilities, operations or procedures that could affect the operation of the equipment. If this happens the telephone company will provide advance notice in order for you to make necessary modifications to maintain uninterrupted service.

Troubleshooting

If trouble is experienced with this equipment (US:SMMS0050BA), for repair or warranty information, please contact Nintendo of America at 1-800-255-3700. If the equipment is causing harm to the telephone network, the telephone company may require that you disconnect the equipment until the problem is resolved.

The equipment is not designed to be a stand-alone alarm equipment. If your home has specially wired alarm equipment connected to the telephone line, ensure the installation of this equipment (US:SMMS0050BA) does not disable your alarm equipment. If you have questions about what will disable alarm equipment, consult your telephone company or a qualified installer.

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

Changes or modifications not expressly approved by the manufacturer could void the user’s authority to operate this device. This equipment has been tested and found to comply with the limits of a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

• Reorient or relocate the receiving antenna.

• Increase the separation between the equipment and receiver.

• Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

• Consult the dealer or an experienced radio/TV technician for help.

REGULATIONS FOR EQUIPMENT USE IN CANADA

Industry Canada Information

This equipment meets the applicable Industry Canada Terminal technical specifications.

The Ringer Equivalence Number (REN) is an indication of the maximum number of devices allowed to be connected to a telephone interface. The termination on an interface may consist of any combination of devices subject only to the requirement that the reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

• Reorient or relocate the receiving antenna.

• Increase the separation between the equipment and receiver.

• Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

• Consult the dealer or an experienced radio/TV technician for help.

This equipment complies with the Class B limits set out in Industry Canada Technical Specifications.