

NINTENDO CLASSIC MINI



Operations Manual

MAA-CLV-S-NESB-AUS-CO



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.



Thank you for selecting the Nintendo Classic Mini: Nintendo Entertainment System™ console.

Nintendo may change product specifications and update the manual from time to time. Nintendo therefore recommends checking for the latest version of this manual on your local Nintendo website or the support section for this product.

Health and Safety Information

Please read and observe the health and safety information. Failure to do so could result in injury or damage. Adults should supervise the use of this product by children.

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 ever experienced seizures, loss of awareness or any other symptom linked to an epileptic condition should consult a doctor before playing video games.
- Parents or legal guardians should monitor children when they play video games. Stop playing and consult a doctor if you or your child have any unusual symptoms, such as: **convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, or disorientation.**

■ To reduce the likelihood of a seizure when playing video games, follow these precautions:

- Do not play if you are tired or need sleep.
- Play in a well-lit room.
- Take a break of 10 to 15 minutes every hour.

WARNING – EYE STRAIN AND MOTION SICKNESS

Playing video games can make your eyes hurt after a sustained period of time. Playing video games can also cause motion sickness in some players. Follow these instructions to avoid eye strain, dizziness or nausea.

- Avoid excessively long play sessions. Parents or legal guardians should monitor their children for appropriate play.
- Take a break of 10 to 15 minutes every hour, even if you don't think you need it.
- If your eyes become tired or sore while playing, or if you feel dizzy, nauseated or tired, 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 – REPETITIVE MOTION INJURIES

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

- Avoid excessively long play sessions. Parents or legal guardians should monitor their children for appropriate play.
- Take a break of 10 to 15 minutes every hour, even if you don't think you need it.
- If your hands, wrists, or arms become tired or sore while playing, or if you feel symptoms such as **tingling, numbness, burning or stiffness**, stop and rest them 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 – ELECTRICAL SAFETY

To avoid risk of overheating, fire, explosion, electric shock, injury, deformation and/or malfunction:

- Do not use the console during a lightning storm.
- Do not disassemble, make alterations to, or try to repair the console.
- Do not step on, forcefully bend or pull on the cables of the console. When unplugging the console from the AC adapter, turn off the console first and pull on the plug rather than the cable.
- Do not allow liquids or foreign substances to enter the console. In the event liquid (e.g. water, juice, oil or pet urine) or foreign substances enter the console, immediately stop using it, turn the power off, disconnect the AC adapter and contact Nintendo Customer Service for advice on how to proceed.
- Only use an AC adapter that is compatible with this console. You will need a USB-compatible V1.8 (7W) output AC adapter. Please make sure to use an AC adapter that has been approved for use in your country, and read the instruction manual to ensure that it is able to supply power to this console.
- When connecting the USB cable to the console or to an AC adapter, make sure the connector on the USB cable is oriented correctly and then insert it straight into the USB port.
- Do not touch connector terminals with your fingers or metal objects.
- Do not touch the console with wet, sweaty or oily hands.
- Do not use voltage transformers intended for use in other countries, or incandescent-specific light dimmers because it may change the power voltage.
- Do not overload the circuit by connecting an excessive amount of equipment to plug sockets or wiring accessories (e.g. connecting a series of multi-plug adapters).
- If you hear a strange noise, see smoke, or smell something strange when using the console, immediately turn off the power, disconnect the console from the AC adapter, and contact Nintendo Customer Service.

WARNING – GENERAL

- Not suitable for young children – strangulation hazard. The cord of the Nintendo Classic Mini: Nintendo Entertainment System Controller can coil around the neck. Do not place the console or its accessories within reach of young children or pets.

Children may place the cables or other accessories into their mouths and cause injury.

Please immediately dispose of any unwanted packaging after removing the products. Young children may accidentally swallow packing materials.

Use your console carefully

- Do not use or store the console in a high temperature or humid environment, such as:

- Areas exposed to direct sunlight
- Near a heat source, such as a stove or heater
- On top of a thermal or deep-piled carpet
- On top of audiovisual equipment
- Areas without ventilation, such as in a vehicle during the summer

- Do not use or store the console in places with high levels of dust, fumes or tobacco smoke. If dust or other foreign material forms on the terminals or connectors of the console or cables, remove it using a vacuum cleaner, dry cloth or other appropriate product.

- Do not use or place the console in places where the temperature can suddenly change and cause condensation, such as in front of air conditioning units. If condensation forms, turn the console off and wait until the water droplets have evaporated.

- The console is for indoor use only.

- Do not expose the console to severe physical shock.

- Do not use excessive force when connecting cables or other accessories.

- Do not place magnetic items close to the console.

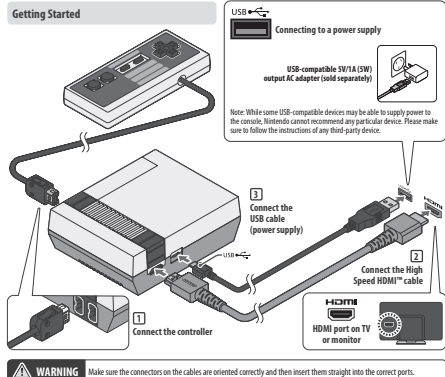
- Only use compatible accessories.

- Do not disassemble or try to repair the console.

- If the console is damaged, please contact Nintendo Customer Service. Do not touch damaged areas. Avoid contact with any leaking fluid.

Using this Console

Getting Started



WARNING Make sure the connectors on the cables are oriented correctly and then insert them straight into the correct ports.

4 Turn the console on
The HOME Menu will be displayed. Please follow the on-screen instructions.



After Playing
In order to avoid malfunction or loss of data, please first turn the console off, then disconnect the AC adapter from the socket and/or disconnect the USB cable from the console.

Power-Saving Mode
The console will automatically switch off after one hour with no input (a suspended point will be created if a game is running). This means that the console will be switched off but the POWER Button will still be in the "on" position. The next time you use the console, you will have to set the POWER Button to the "off" position and then return it to the "on" position to turn the power on.

StarTronics hint: The frequency revealed in the letter from Dr. J is 747MHz.

Warranty and Contact Information

12 MONTH WARRANTY FOR NINTENDO HARDWARE – AUSTRALIA AND NEW ZEALAND

(0714/AUS-D)

MANUFACTURER'S WARRANTY

This warranty applies to Nintendo consoles, including the original built-in software included with the respective Nintendo consoles at the time of purchase (the "Nintendo Operating Software") and any controllers included within the console packaging (the "Nintendo Controllers"). In this warranty, the Nintendo console, the Nintendo Operating Software and the Nintendo Controllers are referred to together as the "Product". The benefits given by this Warranty are in addition to your other rights and remedies which you may have under the Competition and Consumer Act 2010 (CCA) and/or other applicable laws in relation to the Product.

In Australia, our goods come with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure and for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure.

Subject to the terms and exclusions below, Nintendo Australia Pty Limited ("Nintendo") warrants to the original consumer purchasing the Product ("you") that, for a period of 12 months from the date of the purchase of the Product by you, the Product will be free from defects in materials, workmanship and manufacturing. If, having inspected the Product, Nintendo determines that the warranty claim is valid, Nintendo will (at its sole discretion) either repair or replace the part causing the defect, or replace the relevant element of the Product without charge.

1. EXCLUSIONS

This warranty does not cover:

- software (other than the Nintendo Operating Software) or games (whether included with the Product at the time of purchase or not);
- accessories, peripherals or other items that are intended for use with the Product but are not manufactured by or for Nintendo (whether included with the Product at the time of purchase or not);
- the Product if it was not supplied by Nintendo in either Australia or New Zealand;
- the Product if it has been resold, or used for rental or commercial purposes;
- defects in the Product that are caused by accidental damage, your and/or any third party's negligence, unreasonable use, modification, use with products not supplied, licensed or authorised for use with the Product by Nintendo (including, but not limited to, non-licensed game enhancements, copier devices, adapters, power supplies or non-licensed accessories), computer viruses or connecting to the internet or other forms of electronic communication, use of the Product otherwise than in accordance with the instructions in the respective Nintendo Operations Manual or any other instructions which Nintendo makes available (the "Nintendo Documentation"), or any other cause unrelated to defects in materials, workmanship or manufacturing;
- defects in the Product that are caused by the use of faulty, damaged or leaking batteries or battery packs, or any other use of batteries or battery packs not in accordance with the instructions in the respective Nintendo Documentation;
- dry/contaminated electrical contacts;
- liquid/moisture damage;
- wear and tear;
- gradual decrease over time in the capacity and performance of rechargeable batteries and rechargeable battery packs for the Product (including WTR-001, USR-003, TWI-003, UFI-003, CTR-003, SPR-003, KTR-003, and WUP-012) (which, for the avoidance of doubt, will not be deemed to be a defect in materials, workmanship or manufacturing of the Product);
- the Product if it has been opened, modified or repaired by you or any other person not authorised by Nintendo, or if the Product has its serial number or compliance label altered, defaced or removed;
- loss of any data that has been loaded onto or stored on the Product by any person or company other than Nintendo or its authorised partners;
- loss of data or any other content, such as software, as a result of formatting the memory of the Product (or the SD Card or any other external storage device being used with the Product); or
- loss of data or any other content as a result of deleting a Nintendo Network ID registered or linked to the Product.

2. HOW TO MAKE A CLAIM

Before returning the Product for assessment, visit our website www.nintendo.com.au for product support and service information, or contact Nintendo Customer Service using the details below:

Nintendo Customer Service
Australia: (03) 9730 9622
New Zealand: 0800 743 456
Hours of operation: 9:00am to 5:00pm Monday to Friday (AEST/AEDT).
Call charges vary. Check with your telecommunications provider.
Email: warrantyadmin@nintendo.com.au

When sending the Product to the Nintendo Service Department, please:

- use the original packaging where possible;
- do not use excessively overused packaging;
- provide a description of the defect; and
- attach a copy of your proof of purchase, ensuring that it indicates the date of purchase of the Product.

Before sending the Product to the Nintendo Service Department, you should remove or delete any private or confidential files or data.

3. LOSS OF DATA

You accept and agree that Nintendo will not be responsible for any loss, deletion or corruption of your files or data that has not been deleted or removed. Nintendo strongly recommends that you make a back up copy of any data that you do not remove or delete. Please note that, depending on the type of repair, data stored in the memory of the Product may be deleted, and you may not be able to read data saved to your SD Card or to any other external storage device, or import it back onto the Product following such repair.

4. REPAIRS NOT COVERED BY THIS WARRANTY OR BY A CONSUMER GUARANTEE

If, after inspecting the Product, Nintendo determines that the defect is not covered by this warranty or by a consumer guarantee under the Australian Consumer Law, or that there is no defect, you will be liable for the cost of assessing the Product which is inclusive of shipping and/or handling costs. Should you wish Nintendo to remedy any defect not covered by this warranty or by a consumer guarantee, the price of such remedy will be quoted to you before any repair or replacement is carried out.

5. NINTENDO OPERATING SOFTWARE

The Nintendo Operating Software may only be used with Nintendo consoles, and may not be used for any other purpose. You must not copy, adapt, reverse-engineer, decompile, disassemble or modify the Nintendo Operating Software other than as expressly permitted by applicable law. Nintendo may use anti-copying or other measures to protect its rights relating to the Nintendo Operating Software.

This Warranty is offered by Nintendo Australia Pty Limited located at 804 Stud Road, Scoresby Victoria 3179 Australia. No other person or organisation is authorised to vary its provisions and conditions.

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NINTENDO AUSTRALIA PTY. LTD.
Scoresby Industrial Park, 804 Stud Road, Scoresby Victoria 3179 Australia
www.nintendo.com.au
support.nintendo.com

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